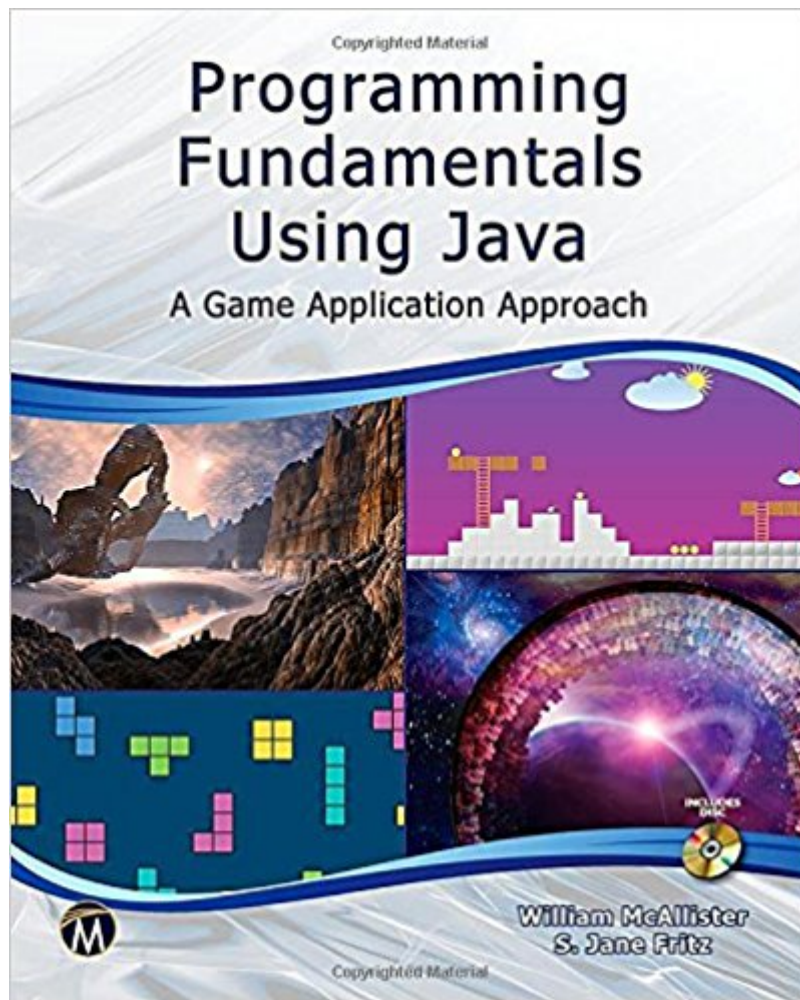The book was found

Programming Fundamentals Using Java: A Game Application Approach (Computer Science)

Synopsis

This is a Java textbook for beginning programmers that uses game programming as a central pedagogical tool to improve student engagement, learning outcomes, and retention. Game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic or advanced programming course and permits instructors who are not familiar with game programming and computer graphics concept to realize their advantages. The material presented in the book is in full compliance with the 2013 ACM/IEEE computer science curriculum guidelines and provides an in-depth discussion of graphical user interfaces (GUIs). It has been used to teach programming to student whose majors are within an outside of the computing fields. The companion DVD includes a game environment that is easily integrated into projects created with the popular Java Development Environments (Eclipse, NetBeans, and JCreator) and includes a set of executable student games to pique studentsÃ¢â ¬â„¢ interest by giving them a glimpse into their future capabilities. The material in this book can be covered within one or two courses such as a basic programming course followed by an advanced programming course.Features: Uses an objects-early approach to learning Java. Follows the 2013 ACM/IEEE computer science curriculum guidelines Integrates game programming as central pedagogical tool to improve student engagement, learning outcomes, and retention Includes a companion DVD with projects created with the popular Java Development Environments; also includes a set of executable games, source code, and figures Uses working programs to illustrate concepts under discussion Complete instructorÃ¢â ¬â„¢s resource package available upon adoption

Book Information

Series: Computer Science

Paperback: 733 pages

Publisher: Mercury Learning & Information; Hardcover w/ DVD edition (October 2, 2014)

Language: English

ISBN-10: 1938549767

ISBN-13: 978-1938549762

Product Dimensions: 7.8 x 1.4 x 10.6 inches

Shipping Weight: 4 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars   3 customer reviews

Best Sellers Rank: #264,550 in Books (See Top 100 in Books)   #164 inÃ Â Books > Computers & Technology > Games & Strategy Guides > Game Programming   #170 inÃ Â Books > Computers &

Customer Reviews

William McAllister teaches at St. JosephÃ¢ ¬â„¢s College, NY. He has taught a wide range of computer science courses that include programming, computer graphics, and data structures. He has also authored a data structures textbook.S. Jane Fritz teaches at St. JosephÃ¢ ¬â„¢s College, NY. She has taught programming courses in BASIC, Visual Basic, Pascal, C, C++, and Java. She has also co-authored several papers and has given a number of presentations at SIGCSE Conferences.

I am a bit torn about this book.While this book is very informative, and you can learn java, I feel it lacks some real basic stuff.As I have been learning java, I first learned printing things out to the IDE console, this book starts you off creating a GUI.So, at first I thought that was great since I already new a fair amount of java, but where my real disappointment comes in is with the game panel.The book comes with a CD for you to install the game environment in which to build on, and for some that might be okay, but for me I would prefer to know how to build the whole thing from the ground up. And in order to use the code for the game panel (should you just try and wing it) you can't, you have to import the "edu.sjcny.gpv1.*;", and therefore the classes are already created for you and only work when you import the "edu.sjcny.gpv1.*;". And if you know NOTHING about classes and how they work you might be lost from the start.So, once I am able to create a game panel that looks like the one in the book (using JFrame, JButton, etc. or Window builder & Swing), I think it will work out fine, but as I stated, it would have been better (in my honest opinion), if it would have given you the code to create the game board and build from there.

This book is perfect. It teaches you how I believe you SHOULD be taught Java. For the price, it is 100% worth it. Keep in mind there is over 700 pages of material. I'm teaching myself Java, and this book really has proven to be quite useful. If I am working on a tutorial I found on the web or another book, I typically find myself referring back to this book for explanations; recently this happened when I was doing a tutorial for creating a Tetris game and the code was heavy on arrays, so I went back to the chapter in this book and brushed up on multidimensional arrays.

This is a well written book with a great teaching approach. Using the game environment included on

the book's DVD, I was able to write animated games without learning any computer graphics programming techniques. It made learning Java fun.

Download to continue reading...

Java: 2017 Ultimate Beginners Guide to Learn Java Programming (java for dummies, java apps, java for beginners, java apps, hacking, hacking exposed) ... Programming, Developers, Coding, CSS, PHP) Programming Fundamentals Using Java: A Game Application Approach (Computer Science) Java: The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for dummies, how to program, javascript, javascript ... Developers, Coding, CSS, PHP Book 2) C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP) (Volume 10) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP Book 10) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced Python Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding Today! (Computer Programming Book 4) Java Programming: Intermediate Concepts for the Fundamentals of Object Oriented Programming Computer Science: A Structured Programming Approach Using C (3rd Edition) Fundamentals of Discrete Math for Computer Science: A Problem-Solving Primer (Undergraduate Topics in Computer Science) Java: Beginner's Guide to Programming Code with Java Java: Advanced Guide to Programming Code with Java (Volume 4) Learn Java 8 In a Week: A Beginner's Guide to Java Programming (Black Book) Java: Tips and Tricks to Programming Code with Java A Guide to Programming in Java: Java 2 Platform Standard Edition 5 Java: Best Practices to Programming Code with Java Game Programming Gems (Game Programming Gems (W/CD)) Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations (2nd Edition) C++: Effective Modern Ã•Â¡++(C++ 11, C++ 14) (guide,C Programming, HTML, Javascript, Programming,all,internet, Coding, CSS, Java, PHP)

FAQ & Help