**DESCRIPTION**

*Java For Everyone*, 2nd Edition is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a one-semester, mixed-major, first course in programming.

Nobody supports your desire to teach students good programming skills like Cay Horstmann. Active in both the classroom and the software industry, Horstmann knows that meticulous coding—not shortcuts—is the base upon which great programmers are made. Using an innovative visual design that leads students step-by-step through intricacies of Java programming, *Java For Everyone*, 2nd Edition instills confidence in beginning programmers and confidence leads to success.
ABOUT THE AUTHOR

CAY S. HORSTMANN is a Professor of Computer Science in the Department of Computer Science at San Jose State University. He is an experienced professional programmer and was Vice President and Chief Technology Officer for Preview Systems, Inc. He is also a consultant for major corporations, universities and organizations on C++, Java, Windows, and Internet programming. Horstmann is the author of many successful professional and academic books, including Object Oriented Design and Patterns, Big Java, Big C++, Computing Concepts with C++ Essentials (all with John Wiley & Sons, Inc.), and core Java (Sun Microsystems Press), with Gary Cornell.

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NEW TO EDITION

- **Increased coverage of problem-solving**: This edition adds practical, step-by-step illustrations of techniques that can help students devise and evaluation solutions to programming problems. Introduced within the chapters where they are most relevant, these strategies include
  - Algorithm design (with pseudocode)
  - Flowcharts
  - Hand-tracing
  - Storyboards
  - Adapting Algorithms
- **New author videos**: Cay Horstmann provides mini-lectures on difficult concepts to help students understand the material more thoroughly.
• **Optional science/engineering and business exercises:** End-of-chapter exercises have been enhanced with problems from engineering and business domains. Geared to students learning Java for engineering or business/Information Systems majors, the exercises are designed to illustrate the value of programming in those fields. These exercises are divided between the text and the online book companion site.

• **New and reorganized topics:** All chapters were revised and enhanced to respond to user feedback and improve the flow of topics. A chapter on GUI (that was online only in the first edition) is now included in the printed book, while a chapter on data structures that was printed in the first edition is now an online chapter. New example tables, photos, and exercises appear throughout the book.

• **Additional programming examples:** The author has added many new programming examples both in the book and online on the book companion site.

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### FEATURES

• Presents *fundamentals first*

  • *Java For Everyone* takes a traditional path through the material, stressing control structures, methods, procedural decomposition, and arrays. Objects are used when appropriate in the early chapters. Students start designing and implementing their own classes in Chapter 8.

• **Practice makes perfect**

  • Before students begin to implement nontrivial programs, they need to have the confidence that they can succeed. This book contains a substantial number of self-check questions at the end of each section. *Practice It* pointers suggest exercises to try after each section, simple programming assignments, and a variety of online practice opportunities, including guided lab exercises, code completion questions, and skill-oriented multiple-choice questions provide ample opportunity for student programmers to practice what they are learning.

• **A visual approach motivates the reader and eases navigation**

  • Photographs present visual analogies that explain the nature and behavior of computer concepts. Step-by-step figures illustrate complex programming operations. Syntax boxes and example tables clearly present a variety of typical and special cases in a compact format. Visuals can be browsed by students prior to focusing on the textual material.

• **Guidance and worked examples help students succeed**
Beginning programmers often ask "How do I start?" and "Now what do I do?" While an activity as complex as programming cannot be reduced to cookbook-style instructions, step-by-step guidance is immensely helpful for building confidence and providing an outline for tasks at hand. The book contains a large number of *How To* guides for common tasks, together with additional worked examples and screencast videos on the web.

To purchase this product, please visit https://www.wiley.com/en-us/9781118327289