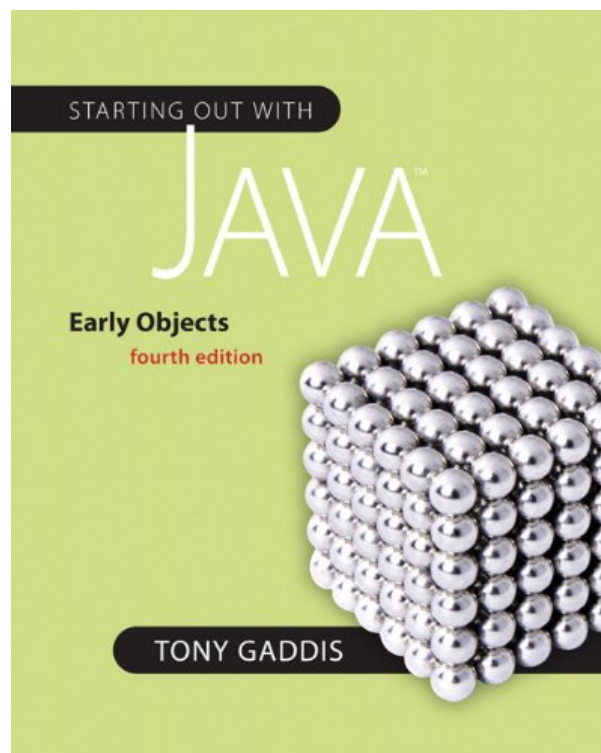
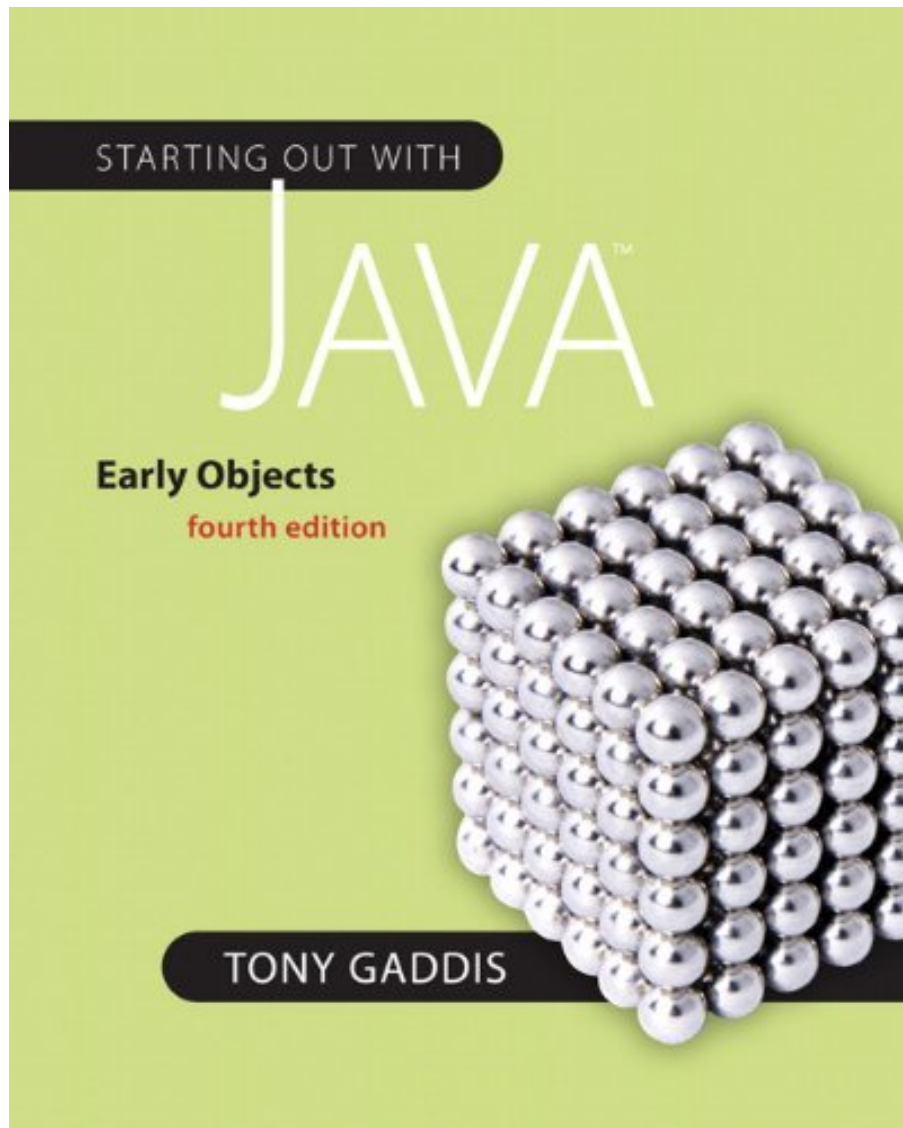


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About the Author

Tony Gaddis is the principal author of the Starting Out with series of textbooks. He has nearly two decades of experience teaching computer science courses, primarily at Haywood Community College. Tony is a highly acclaimed instructor who was previously selected as the North Carolina Community College Teacher of the Year, and has received the Teaching Excellence award from the National Institute for Staff and Organizational Development. The Starting Out with series includes introductory textbooks covering Programming Logic and Design, Alice, C++, Java, Microsoft Visual Basic, and Python.

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Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the Java programming language by presenting all the details needed to understand the "how" and the "why"—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs.

In *Starting Out with Java: Early Objects*, Gaddis looks at objects—the fundamentals of classes and methods—before covering procedural programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter.

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Most helpful customer reviews

3 of 3 people found the following review helpful.

Book Content is Good But Necessary Companion Website Missing

By Laurel

I've been studying from this textbook for a community college class where we are using Java to do our programming assignments for over 2 weeks now. I like the book, as I liked this author's C++ text. The author

teaches introductory material well. I like the questions he includes - both his checkpoint questions throughout the chapter and his end of chapter questions as well.

There are a number of appendices that the author wrote for the book, which are referred to as going up to 'L'. Unfortunately only appendix A is actually in the book. The rest are referred to as being on the web.

Except that they aren't. (See
[...])

I found a reference on the Pearson website saying they were expected to be there by Aug 25 and today is September 5/2011. I really use these appendices. (Yes, I wrote to Pearson - no acknowledgement of my first email. I sent a second today)

Before you buy this book, check the Pearson site and make sure all the content is there. I'm sure you will be happy with it once the publisher completes the publication.

3 of 3 people found the following review helpful.

Good book but verbose

By Meng Qi

This book has clear, understandable examples and plenty of exercises, but uses too many words.

After a while I no longer bother to read the text. Most of the example programs are well-documented and self-explanatory. I then study the key terms and concepts. Then I look up and memorize answers to the questions. Finally I study the odd-numbered programming challenges' source code before attempting even-numbered problems myself. The answers and source codes are available on Chegg.

Be sure to type source codes yourself and understand everything you type, whether it is examples or your own programs.

1 of 1 people found the following review helpful.

Excellent for beginners, but its a little long winded

By JKJ

I really enjoyed this book. The depth of detail the authors go into in each chapter is unlike any other programming book I've come across. The authors do a good job of creating multiple situations and providing numerous examples. Anyone who is new to programming or object-oriented languages will benefit from this book. The problems they provide at the end of each chapter are good also.

My biggest gripe would be the length of each chapter. Each chapter averages about ~50 pages. The reason is that the authors include some subjects that would of been better suited for a later chapter. For example, they introduce the very basics of JOption in the beginning chapters, then come back to it in more detail six or seven chapters later. They really could of just left that out and or briefly mentioned in the earlier chapters.

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