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iii PREFACE This Study Guide is designed to assist high school students preparing for the AP Computer Science Examination It is organized and designed to accompany Computing Concepts with Java Essentials, 3rd ed, and Big Java, both by Cay Horstmann and published by John Wiley & Sons, Inc

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Chapter 1

BeginNew-Tight / Java®: A Beginner's Guide, Fifth Edition / Herb Schildt / 632-7 / Chapter 1 2 Java: A Beginner's Guide Key Skills & Concepts Know the history and philosophy of Java Understand Java's contribution to the Internet Understand the importance of bytecode Know the Java buzzwords Understand the foundational principles of object-oriented programming

Introduction to Programming in Java

illustrate the concepts, and provide opportunities for students to write programs to solve engaging problems We use the Java programming language for all of the programs in this book— we refer to Java after programming in the title to emphasize the idea that the book is about fundamental concepts in programming, not Java per se This book

Introduction to Programming Using Java

Introduction to Programming Using Java Version 50, December 2006 (Version 502, with minor corrections, November 2007) David J Eck Hobart and William Smith Colleges

Introduction to the Java Programming Language

Introduction to the Java Programming Language Material drawn from [JDK99,Sun96,Mitchell99,Mancoridis00] • Objects are variables in Java and must be • Objects are freed by assigning them to null, or when they go out of scope (automatic garbage collection)

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and important concepts such as design, testing and debugging, programming style, interfaces inheritance, and exception handling The Java coverage is a concise, accessible introduction that covers key language features Objects are covered thoroughly and early in the text, with an emphasis on application programs over applets

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2 Investigate a problem, develop the structures needed to represent its objects and operations, and implement them 3 Understand and demonstrate the concepts of object-oriented design, encapsulation, inheritance, polymorphism, information hiding, and inheritance 4 Implement classes in C++ and Java and learn the key differences between them 5

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