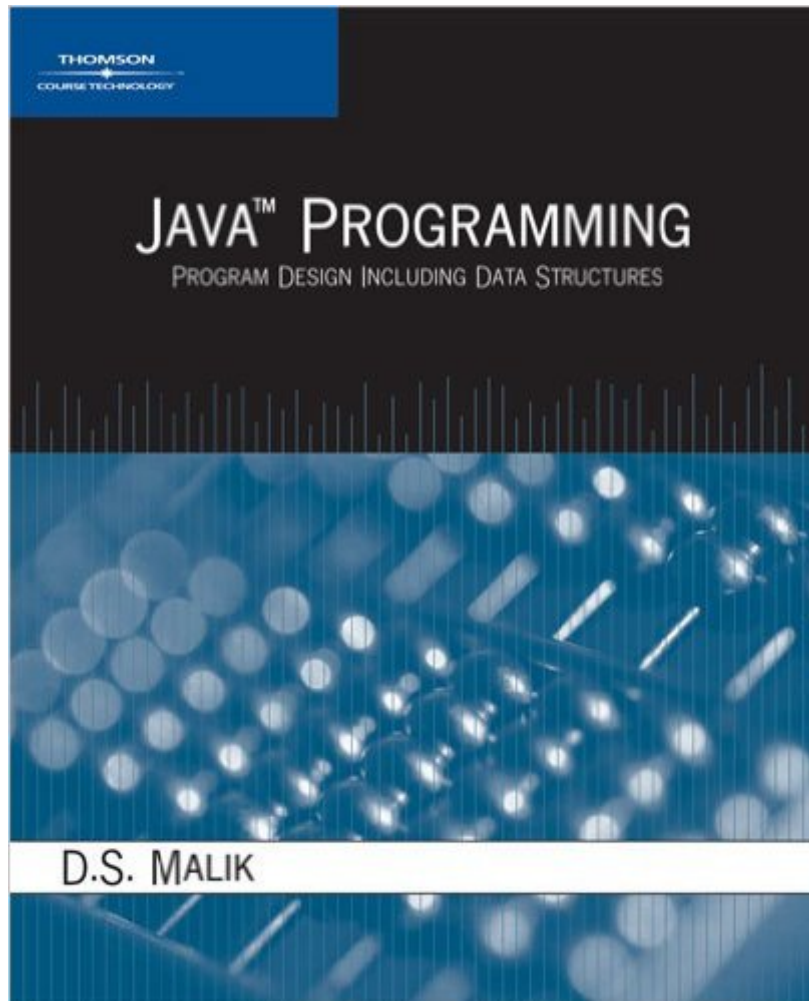


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Java Programming: Program Design Including Data Structures



Synopsis

Java Programming: Program Design Including Data Structures is intended for a two-semester CS1/CS2 sequence in Java, beginning with core computer science concepts and moving into data structures later in the text. Each chapter employs D.S. Malik's proven pedagogy, including complete programming examples, extensive exercise sets, full-color code, and clear visual diagrams.

Book Information

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Customer Reviews

I am keeping this book however its not well written. The first few chapters (I had this book for two courses) are decent and explain everything well. Later in the book however its hard to bridge the gap between the examples and the actual reading in the chapter. Would be better if there was more conceptual details. There are also several grammar errors. It's good to have on hand for basic information to refer to. I wouldn't recommend this book if it isn't required by your professor.

I used this in an Intro to Java Programming class and found it was quite simple to read and understand the topics. Ultimately it provided a great foundation to write initial programs and explore the various components. Malik utilizes neat organized programming techniques that students should practice from the beginning of their coding careers, code is meant to be used and re-used and re-read by many people, write it that way. I found myself using this book as a reference on the job for basic Java concepts I needed to quickly use. I liked the book, however, I wouldn't recommend

using it for Data Structures, there just isn't much depth in the topic and it's basically an intro to data structures that every Intro to Java book should carry.

I hate this book maybe because I am biased against my instructor. I find that it is not clear and will on for pages without ever getting to the point the writer is trying to make. If you are a Java master you will get his jokes and hate him for them, if you are not you will just wonder if you are supposed to be doing something.

I ordered this book, because it is required by my University. But this book is not for beginner nor experience. I think the author of this book forgot that, he suppose to write his book to readers not himself. He uses some file in his example that is not in the book without even mentioning where the file is located (which is in the source code folder). I was pulling my hair to figured out where the intClass in his example7.7 of chapter7. Final by curiosity I went and look at the source code file to find the class was sitting there. how can he expect us to be in his shoes if we are just learning the language. He would take two to three pages just to explain something like (you need to improt java.util.Scanner) in order to use the Scanner class. I end up buying Tony Gaddis book to read and come to his waste of money book to do the homework. If is not required by your institution, do not waste your dollars in this pieces of pages.

I had to use this book in an Objects Graduate class and though the earlier chapters did instruct as to complete the exercises. But once past the 6th chapter, the book gave poor instructions on methods, arrays and objects. Many of my fellow students were of the same opinion. The exercise solutions were better found on the net rather than between the pages of this book. I think this book made Java much more difficult to learn.

On the positive side, this book is much more complete than other intro language books I have used. The last part of the book treats many common data structures that you would otherwise have to buy a separate textbook to cover. The book is very rigorous about separating different levels of abstraction, implementing most concepts with layered ADTs, parent, and child classes, as you would in production. That's good for learning how to modularize complex tasks. However, it also makes this difficult to use for reference. If you need a quick example of, say, a binary search tree, you can't get it here because you need to read 120 pages with the implementation spread out over an ADT and two separate classes. On the distinctly negative side, the explanations of many

concepts are very poorly written. Also, the book stinks, literally-the paper stock smells like a pulp factory, that is to say, roughly like a rat that died from eating too much sauerkraut.

As mentioned before, this book is not a reference, but rather a 'learn Java from the ground up' text. It is a very good 'hold-your-hand' text that eases you into Java. I actually enjoyed the overly-thorough explanations when I used it a couple of years ago. I had to use a piece of trash Drozdek DS&A book for school, and I'm now wishing that I had Malik's C++ version of this book by my side during that course.

Book tries to take on the big challenge of teaching JAVA which by its nature is cryptic in nature with all its talk on "objects". Not an easy subject but somehow this language is overcoming C++ as the language to know. gerard_sagliocca@yahoo.com

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