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Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University. Tenth edition. Comprehensive version. 2015.

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This text is intended for a 1-, 2-, or 3-semester CS1 course sequence. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Teaching and Learning Experience To provide a better teaching and learning experience, for both instructors and students, this program offers: * Fundamentals-First Approach: Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. * Problem-Driven Motivation: The examples and exercises throughout the book emphasize problem solving and foster the concept of developing reusable components and using them to create practical projects.

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