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Paul J. Deitel, CEO and Chief Technical Officer of Deitel & Associates, Inc., is a graduate of MIT's Sloan School of Management, where he studied Information Technology.He holds the Java Certified Programmer and Java Certified Developer certifications, and has been designated by Sun Microsystems as a Java Champion.

Java How to Program, 7th Edition: Harvey M. Deitel, Paul J ...

Paul J. Deitel, CEO and Chief Technical Officer of Deitel & Associates, Inc., is a graduate of MIT's Sloan School of Management, where he studied Information Technology. He holds the Java Certified Programmer and Java Certified Developer certifications, and has been designated by Sun Microsystems as a Java Champion.

Java: How to Program, 8th Edition: Harvey M. Deitel, Paul ...

Java How to Program (Early Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach(MyProgrammingLab for Java How to Program (Early Objects) is a total learning package.

Java How To Program (Early Objects) (10th Edition): Deitel ...

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Java How to Program, 11/e, Early Objects. How to Program Series. Java How to Program, 11/e, Early Objects provides a clear, simple, engaging and entertaining introduction to Java, preparing college students to meet the Java programming challenges they'll encounter in upper-level courses and in industry. At the heart of the book is the Deitel signature live-code approach—we present most concepts in the context of hundreds of complete working programs that have been tested on Windows ...

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Java How to Program, Early Objects (Deitel: How to Program ...

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The professional programmer's Deitel® guide to Python® with introductory AI case studies—Written for programmers with a background in another high-level language, this book uses hands-on instruction to teach today's most compelling, leading-edge computing technologies and programming in Python—one of the world's most popular and fastest-growing languages.

Deitel & Associates, Inc. | Cutting-Edge Programming ...

For CS1 and other courses on programming in Java. Written by the authors of the world's best-selling introductory C and C++ texts, this state-of-the-art guide examines one of today's hottest computer languages-Java; the first general-purpose, object-oriented language that is truly platform-independent.

Java: How to Program by Harvey Deitel

Java How to Program, 11/e, Late Objects. Java How to Program, 11/e, Late Objects provides a clear, simple, engaging and entertaining late-objects introduction to Java, preparing college students to meet the Java programming challenges they'll encounter in upper-level courses and in industry. At the heart of the book is the Deitel signature live-code approach—we present most concepts in the context of hundreds of complete working programs that have been tested on Windows, macOS and Linux.

Java How to Program, 11/e, Late Objects Version | Deitel ...

Meripustak: JAVA HOW TO PROGRAM EARLY OBJECTS GLOBAL EDITION, Author(s)-Harvey Deitel and Paul J. Deitel, Publisher-PEARSON, ISBN-9781292223858, Pages-1296, Binding-Paperback, Language-English, Publish Year-2017, .

JAVA HOW TO PROGRAM EARLY OBJECTS GLOBAL EDITION ...

The professional programmer's Deitel® guide to Java® and the powerful Java platform. Written for programmers with a background in another high-level language. Java How to Program, 11/e, Late Objects. A clear, engaging and entertaining late-objects introduction to Java, preparing college students to meet the Java programming challenges ...

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Description. Intended for use in the Java programming course. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Java How to Program (Early Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach.

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The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine.

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