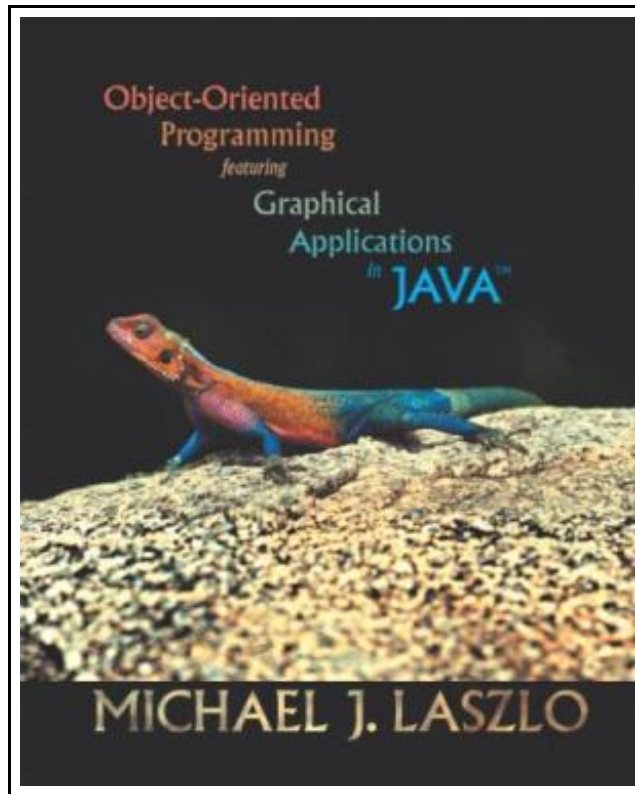# Object-Oriented Programming Featuring Graphical Applications in Java (Hardback)

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OBJECT-ORIENTED PROGRAMMING FEATURING GRAPHICAL APPLICATIONS IN JAVA (HARDBACK)

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Pearson Education (US), United States, 2001. Hardback. Book Condition: New. 234 x 183 mm. Language: English . Brand New Book. Understanding object-oriented concepts is critical to the practice of modern-day software development. Object-Oriented Programming Featuring Graphical Applications in JavaaA A explains the key concepts in clear terms and illustrates with examples, many of which are drawn from two-dimensional computer graphics. It assumes limited previous experience with Java and no previous experience with UML or Java 2D. /I> Features: *Key object-oriented concepts presented using Java 2D, Java s application programming interface for two-dimensional graphics *Interactive programs that take input via textual commands and through graphical user interface based on Swing *A subset of UML that illustrates program designs *Stepped-out exercises that interleave theory and practice *Design patterns, focusing on the template method, iterator, and composite patterns, that relate to the graphics examples in the book *Object-oriented frameworks that use the AWT and Swing to build programs with graphical user interfaces *A package of over 60 classes and interfaces for building and rendering 2-D geometries *Online code and documentation.

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