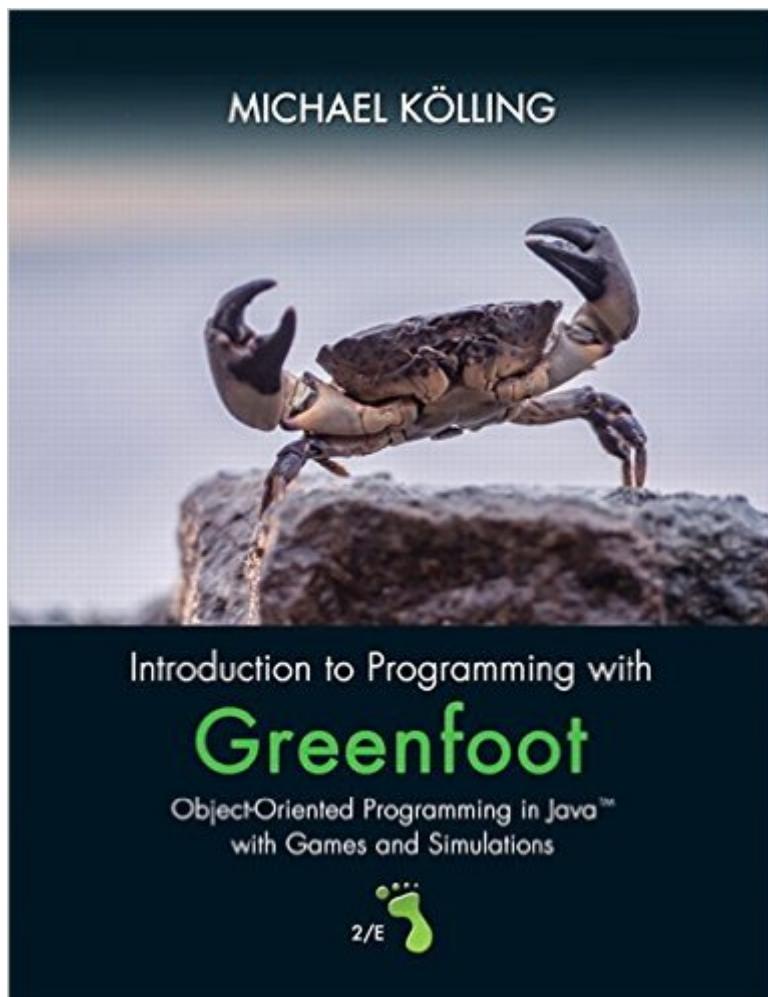


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# Introduction To Programming With Greenfoot: Object-Oriented Programming In Java With Games And Simulations (2nd Edition)



## **Synopsis**

For courses in programming and computer science.  $\wedge$  Hands-on Programming with Greenfoot Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations teaches the basics of Java computer programming languages in the context of Greenfoot. Readers are able to learn the general fundamentals and principles of programming by creating their very own fun and interesting games and simulations. Major concepts are conveyed in modern, object-oriented programming language through hands-on, practical activity that allows readers to create, observe, and play. The Second Edition employs a unique approach that teaches by doing--concepts are often explained after readers have had a chance to engage in interactive examples. Because of its uniquely hands-on approach in the context of the Greenfoot environment, Introduction to Programming with Greenfoot makes programming a fun, interactive subject for readers to enjoy.

## **Book Information**

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## **Customer Reviews**

This is an excellent update to a good book. More programs/games/scenarios with better and fuller explanations. Additional, short programming activities to build confidence and skill. Michael Kolling is brilliant.

A great book for a introduction to Java. The concept and practices are simple and very easy to

understand.but I would not recommend it for someone who already have experience with Java, but really best for absolute beginner.I feel that it maybe a bit pricey for the content, but I still love it.

Very good book for teaching intro to programming. New edition has "drill and practice" sections at the end of each chapter (which was something the first edition was missing).

Just starting to teach AP CS A. Very helpful book from the creator of Greenfoot.

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