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problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Liang approaches Java GUI programming using JavaFX, not only because JavaFX is much simpler for new Java programmers to learn and use but because it has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications on desktop computers, on hand-held devices, and on the Web.

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With a fundamentals-first approach, the text builds a strong foundation of basic programming concepts and techniques before teaching students object-oriented programming and advanced Java programming. Liang explains programming in a problem-driven way that focuses on problem solving rather than syntax, illustrating basic concepts by example and providing a large number of exercises with various levels of difficulty for students to practice.

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Java is distributed. Using java programming language we can create distributed applications. RMI(Remote Method Invocation) and EJB(Enterprise Java Beans) are used



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for creating distributed applications in java. In simple words: The java programs can be distributed on more than one systems that are connected to each other using internet connection.

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Intro-to-Java-Programming. My  
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Programming, Comprehensive Version  
(10th Edition) by Y. Daniel Liang  
(Author) <http://www.amazon.com/Intro-Programming-Comprehensive-Version-Edition/dp/0133761312>.

GitHub - jsquared21/Intro-to-Java-  
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on to grasp the key concepts of object-  
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using Java's class mechanism. We  
teach students how to use, create, and  
design data types. Modularity,  
encapsulation, and other modern  
programming paradigms are the  
central concepts of this stage.

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Algorithms and data structures  
combine these modern programming  
para-digms with classic methods of  
organizing and processing data that  
remain effec-

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