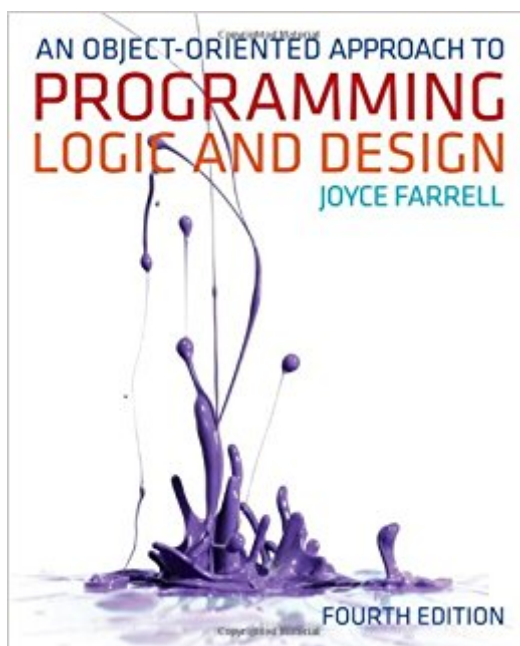


The book was found

# An Object-Oriented Approach To Programming Logic And Design



## Synopsis

Discover today's most effective guide to developing object-oriented program logic in Farrell's AN OBJECT-ORIENTED APPROACH TO PROGRAMMING LOGIC AND DESIGN, 4E. This book takes a unique, language-independent approach to ensure readers develop a strong foundation in traditional programming principles and object-oriented concepts before learning the details of a specific programming language. The author presents object-oriented programming terminology without highly technical language, making the book understandable even for readers with no previous programming experience. Common business examples and carefully revised chapters clearly illustrate key points. A wealth of updated programming exercises in every chapter provide diverse practice opportunities, while new Video Lessons expand on key topics. Use this book alone or with a language-specific companion that emphasizes C++, Java or Visual Basic.

## Book Information

Paperback: 560 pages

Publisher: Course Technology; 4 edition (February 9, 2012)

Language: English

ISBN-10: 1133188222

ISBN-13: 978-1133188223

Product Dimensions: 9 x 7.2 x 1 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 3.9 out of 5 stars 17 customer reviews

Best Sellers Rank: #46,598 in Books (See Top 100 in Books) #13 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Logic #24 in Books > Textbooks > Computer Science > Object-Oriented Software Design #71 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design

## Customer Reviews

Joyce Farrell has authored several popular programming textbooks, including books on Programming Logic and Design, Java, C#, and C++. Her books are recognized for their clear, direct writing style and effective presentation. A well-respected instructor, Ms. Farrell has taught Computer Information Systems at Harper College in Palatine, Illinois; the University of Wisconsin-Stevens Point; and McHenry County College in Crystal Lake, Illinois.

it teaches you the concept but you're still left clueless on how to actually code

I don't know how to return it and u through away the envelope it was in

Farrell has a large amount of negative reviews on most of her books. However, I believe this edition of "An Object-Oriented Approach to Programming Logic and Design" is the exception. Having personally read through and used her Java book, and after talking with my professor who has used many previous editions of her Programming Logic and Design books, I've determined that the 4th edition of this book is something special. Farrell's previous editions were quite difficult to navigate, even for someone with prior programming experience, even though they are made for and marketed towards beginners. This book breaks that horrible tradition, giving those new to programming a solid foundation before moving on to concepts that are more difficult. Although programming in general is a difficult subject to learn (and teach), this book does a tremendous job at including everything a student needs to know without becoming overwhelming. Most of this book revolves around and uses pseudocode for its programming, which is a language-less programming "code" that serves as a blueprint when designing classes, objects, and applications. Originally, I had wondered why Farrell did not include a well-known language, such as Java or C++, to help teach programming concepts. Later, I learned that by using a universal pseudocode, I was avoiding all of the difficulties in learning the ins and outs of a certain language, and instead was able to focus entirely on the logic and design of the code. Now, I can apply the logic to any programming language, instead of being limited by any particular instance. Additionally, while the book is written with pseudocode, many examples show what the code looks like in C++, Visual Basic, and Java. They are there as add-ons, to show what the programs can look like, but they are not used to teach any of the material. I highly recommend this book to anyone interested in programming or computer science. This book has given me a tremendous foundation to continue my education.

Very good

was the book I needed.

Books are either great or garbage to me. This text was well written and designed. Explanations although lengthy were clear. The only recommendation that I would make to the author would be to eliminate wording or text that doesn't contribute to a once, but well done explanation of the concepts at hand. In other words, further refining the text to make it a bit more brief while not detracting from

the depth of the explanation of a concept. Examples, can and should build off of each other to develop complexity and further explore a concept. However, once that it is accomplished a concept should be left to pursue another concept.

Thank you

i found this book to be incredibly confusing and poorly written. Unfortunately my school required it and i did not have an alternative option.

[Download to continue reading...](#)

An Object-Oriented Approach to Programming Logic and Design Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations (2nd Edition) Programming Python: Powerful Object-Oriented Programming Java Programming: Intermediate Concepts for the Fundamentals of Object Oriented Programming Object-Oriented Programming in Java: A Graphical Approach, Preliminary Edition Beginning Java Programming: The Object-Oriented Approach Systems Analysis and Design: An Object-Oriented Approach with UML Java Methods: An Introduction to Object Oriented Programming Object-Oriented Programming in C++ (4th Edition) Microsoft Visual C#: An Introduction to Object-Oriented Programming An Introduction to Object-Oriented Programming with Java An Introduction to Object-Oriented Programming (3rd Edition) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development (3rd Edition) Object-Oriented Modeling and Design with UML (2nd Edition) Head First Object-Oriented Analysis and Design Tools For Structured and Object-Oriented Design (7th Edition) Object-Oriented Analysis and Design with Applications (3rd Edition) Object Oriented Systems Analysis and Design

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)