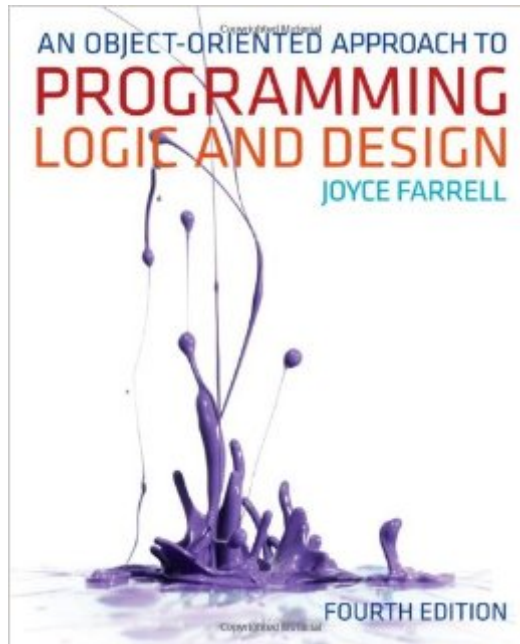


The book was found

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

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Customer Reviews

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.

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.

Approaches OOP generally, focused on concepts common to all languages. Short chapters are easy to follow with plenty of examples. Good for a new programmer.

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

Terribly dry. Even my teacher quit using it and went to an open source python book 3 weeks in.

Very helpful. Was perfect for the course I was taking!

mailed quickly, just as describddd

I have to use this book for my Software Design class and honestly it's so vague. I know a little programming; however, this class is required and I honestly wish my professor would've chosen a different book. You'll have better luck studying on a programming forum for FREE instead of purchasing this book. Matter of fact, I use forums for further understanding. The author shortcuts a lot in this book instead of going into detail. My entire class doesn't understand why my professor chose this crap. I can see why this author gets negative reviews. Even the exercise questions are vague and some of the review questions are not only vague but can have multiple answers...to her multiple choice answers. For example: She'll state A. is right but C. can be correct also.

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