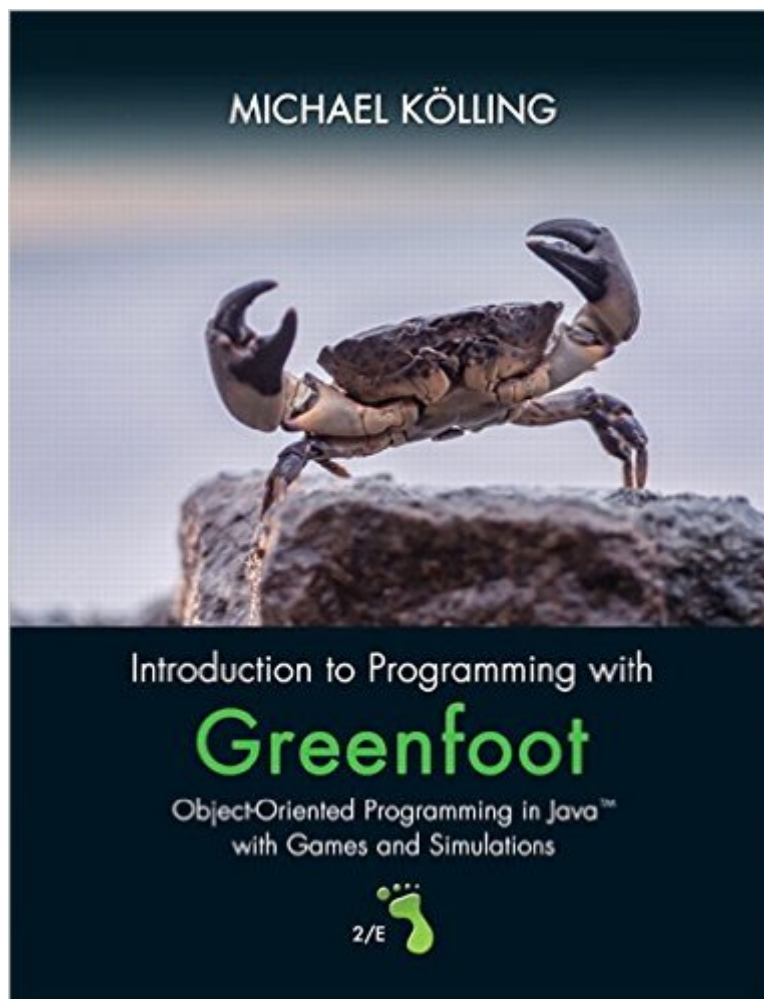# Introduction To Programming With Greenfoot: Object-Oriented Programming In Java With Games And Simulations (2nd Edition)

MICHAEL KÖLLING

Introduction to Programming with

Greenfoot

Object-Oriented Programming in Java™
with Games and Simulations

2/E

Synopsis

For courses in programming and computer science.   Â   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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Average Customer Review: 4.9 out of 5 starsÂ Â See all reviewsÂ (7 customer reviews)

Best Sellers Rank: #245,068 in Books (See Top 100 in Books)   #69 inÂ Books > Computers & Technology > Programming > Languages & Tools > Java > Beginner's Guides   #316 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design   #532 inÂ Books > Computers & Technology > Programming > Introductory & Beginning

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.

Hacking: Tapping into the Matrix Tips, Secrets, steps, hints, and hidden traps to hacking: Hacker, Computer, Programming, Security & Encryption Jack and the Hungry Giant Eat Right With Myplate Managing Your Family's High-Tech Habits: (From Video-Games to the Dark Side of the Web) Information Architecture: For the Web and Beyond Keep Your Love On: Connection Communication And Boundaries The Smarter Screen: Surprising Ways to Influence and Improve Online Behavior The New Rules for Love, Sex, and Dating A Lifelong Love: How to Have Lasting Intimacy, Friendship, and Purpose in Your Marriage Information Theory: A Tutorial Introduction Beautiful Data: A History of Vision and Reason since 1945 (Experimental Futures) Garden City: Work, Rest, and the Art of Being Human. Fear and Faith: Finding the Peace Your Heart Craves To Heaven and Back: The Journey of a Roman Catholic Priest A Doctor's Tools (Community Helpers and Their Tools) Why Suffering?: Finding Meaning and Comfort When Life Doesn't Make Sense Rainbow Warriors and the Golden Bow: Yoga Adventure for Children (Rainbow Warriors Yoga Series) Touching Heaven: A Cardiologist's Encounters with Death and Living Proof of an Afterlife Machines of Loving Grace: The Quest for Common Ground Between Humans and Robots Control Systems Engineering, 7th Edition Husband After God: Drawing Closer To God And Your Wife