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# Oops Basic Concepts

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Concepts of Object-oriented Programming  
Head First Object-Oriented Analysis and Design  
Object Oriented Programming with Java  
Head First Design Patterns  
Foundations of Object-oriented Languages  
Object-oriented Programming Featuring Graphical Applications in Java  
Advanced R  
Visual Basic 6 Secrets  
Fundamentals of OOP and Data Structures in Java  
Applications of Object-oriented Programming  
Python 3 Object-oriented Programming  
Programming .NET Components  
Hibernate Tips  
VB.NET Language in a Nutshell  
Learning Java  
Object-Oriented Programming and Java  
OOP - Learn Object Oriented Thinking & Programming  
Concepts in Programming Languages  
Programming Visual Basic .NET  
The Rust Programming Language (Covers Rust 2018)  
Python Object-Oriented Programming  
Concepts of Object-Oriented Programming with Visual Basic  
Learning Object-Oriented Programming, Design and TDD with Pharo  
Object-Oriented Python  
Practical UML Statecharts in C/C++  
Practical Statecharts in C/C++  
Object-oriented Programming in Python  
Object Oriented Perl  
Sams Teach Yourself Object Oriented Programming in 21 Days  
Informatics Education - Supporting Computational Thinking  
Object-oriented Programming in ColdFusion  
Learning C# 3.0  
Beginning C# 3.0  
ActionScript 3.0 Design Patterns  
Object-Oriented Programming in Oberon-2  
The Object-Oriented Thought Process  
Beginning C# Object-Oriented Programming  
The Fundamental Concepts of Object-Oriented Programming

Automate the Boring Stuff with Python, 2nd Edition  
Object Thinking

*Oops Basic Concepts*

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## CANTRELL BALDWIN

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Concepts of Object-oriented Programming No Starch Press

As the title suggests, this book has two separate - though intertwined - goals: a description of the general concepts of object-orientation, and how to do object-oriented programming in Visual Basic. Readers are assumed to have no more than a familiarity with Visual Basic and some rudimentary knowledge of programming. Working on this premise, Steve Roman introduces the abstract concepts of object orientation, such as class, abstraction, and encapsulation, and then shows how each is implemented in a meaningful and useful application. He uses a hands-on style throughout: plenty of code is given and discussed, including error-handling. As a result, Visual Basic programmers and students will find this an invaluable introduction to the topic.

**Head First Object-Oriented Analysis and Design** CRC Press

Power up your Python with object-oriented programming and learn how to write powerful, efficient, and re-usable code. Object-Oriented Python is an intuitive and thorough guide to mastering object-oriented programming from the ground up. You'll cover the basics of building classes and creating objects, and put theory into practice using the pygame package with clear examples that help visualize the object-oriented style. You'll explore the key concepts of object-oriented programming — encapsulation, polymorphism, and inheritance — and learn not just how to code with objects, but the absolute best practices for doing so. Finally, you'll bring it all together by building a complex video game, complete with full animations and sounds. The book covers two fully functional Python code packages that will speed up development of graphical user interface (GUI) programs in Python.

Object Oriented Programming with Java Sams Publishing

Break free from procedural programming and learn how to optimize your applications and enhance your skills using objects and design patterns.

**Head First Design Patterns** "O'Reilly Media, Inc."

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

**Foundations of Object-oriented Languages** Springer Science & Business Media

Provides information on analyzing, designing, and writing object-oriented software.

**Object-oriented Programming Featuring Graphical Applications in Java** Cambridge University Press

This updated edition introduces the important aspects of the language and explains the .NET framework. The alphabetical reference covers the functions, statements, directives, objects, and object members that make up the VB .NET language.

**Advanced R** Thoughts on Java

A book for an undergraduate course on data structures which integrates the concepts of object-oriented programming and GUI programming.

*Visual Basic 6 Secrets* "O'Reilly Media, Inc."

Learn all the basics of C# 3.0 from *Beginning C# 3.0: An Introduction to Object Oriented Programming*, a book that presents introductory information in an intuitive format. If you have no prior programming experience but want a thorough, easy-to-understand introduction to C# and Object Oriented Programming, this book is an ideal guide. Using the tutorials and hands-on coding examples, you can discover tried and true tricks of the trade, understand design concepts, employ debugging aids, and design and write C# programs that are functional and that embody safe programming practices.

*Fundamentals of OOP and Data Structures in Java* Addison Wesley Publishing Company

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

*Applications of Object-oriented Programming* Packt Publishing Ltd

Object Thinking blends historical perspective, experience, and visionary insight - exploring how developers can work less like the computers they program and more like problem solvers.

**Python 3 Object-oriented Programming** Packt Publishing Ltd

This book constitutes the refereed proceedings of the Third International Conference on Informatics in Secondary Schools - Evolution and Perspectives, ISSEP 2008, held in Torun, Poland in July 2008. The 28 revised full papers presented together with 4 invited papers were carefully reviewed and selected from 63 submissions. A broad variety of topics related to teaching informatics in secondary schools is addressed ranging from national experience reports to paedagogical and methodological

issues. The papers are organized in topical sections on informatics, a challenging topic, didactical merits of robot-based instruction, transfer of knowledge and concept formation, working with objects and programming, strategies for writing textbooks and teacher education, national and international perspectives on ICT education, as well as e-learning.

**Programming .NET Components** Springer Science & Business Media

The goal of this book is to explore the principle ideas of object-oriented programming using the Java programming language. It begins teaching the object-oriented power of Java by relying on textual commands instead of emphasizing the AWT or Swing libraries, providing the reader with a simple, generic introduction to the OO concepts using Java (without the language details getting in the way of the concept presentation). The author provides a thorough introduction to the three fundamental concepts of object-oriented programming: Encapsulation, Inheritance, and Polymorphism. The presentation of OO theory is augmented by interleaved examples that illustrate these concepts. Most of these program examples are 2-D graphics programs that provide an intuitive context for the issues that must be addressed when learning OOP. Additionally, since graphics programming is one of the strengths of the Java development environment, the examples produce interesting and unexpected images that engage and motivate the reader. It contains a concise introduction to using Design Patterns particularly the Template Method, Iterator, and Composite design patterns which relate to the graphics examples in the book and uses UML class diagrams to show the static structure of systems and sequence diagrams to show object interactions. This book is appropriate for readers who are new to object-oriented (but have experience with a non-object-oriented language) and for programmers who want to learn the graphical elements and capabilities of Java. [Hibernate Tips](#) "O'Reilly Media, Inc."

'Programming .NET Components', second edition, updated to cover .NET 2.0., introduces the Microsoft .NET Framework for building components on Windows platforms. From its many lessons, tips, and guidelines, readers will learn how to use the .NET Framework to program reusable, maintainable, and robust components.

**VB.NET Language in a Nutshell** CRC Press

Covering the latest in Java technologies, Object-Oriented Programming and Java teaches the subject in a systematic, fundamentals-first approach. It begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, this book provides readers with the pre-requisites for writing proper object-oriented programs using Java.

**Learning Java** Springer Science & Business Media

If you're new to C#, this popular book is the ideal way to get started. Completely revised for the latest version of the language, Learning C# 3.0 starts with the fundamentals and takes you through intermediate and advanced C# features -- including generics, interfaces, delegates, lambda expressions, and LINQ. You'll also learn how to build Windows applications and handle data with C#. No previous programming experience is required -- in fact, if you've never written a line of code in your life, bestselling authors Jesse Liberty and Brian MacDonald will show you how it's done. Each

chapter offers a self-contained lesson to help you master key concepts, with plenty of annotated examples, illustrations, and a concise summary. With this book, you will: Learn how to program as you learn C# Grasp the principles of object-oriented programming through C# Discover how to use the latest features in C# 3.0 and the .NET 3.5 Framework--including LINQ and the Windows Presentation Foundation (WPF) Create Windows applications and data-driven applications You'll also find a unique Test Your Knowledge section in each chapter, with practical exercises and review quizzes, so you can practice new skills and test your understanding. If you're ready to dive into C# and .NET programming, this book is a great way to quickly get up to speed.

**Object-Oriented Programming and Java** Manning Publications

A comprehensive undergraduate textbook covering both theory and practical design issues, with an emphasis on object-oriented languages.

[OOP - Learn Object Oriented Thinking & Programming](#) Cambridge University Press

Learn the behind-the-scenes tricks and techniques that will take your Visual Basic skills to the next level of programming excellence. Davis provides all the secrets readers need to create sophisticated, robust, full-featured, commercial quality Visual Basic applications.

**Concepts in Programming Languages** CRC Press

A presentation of the formal underpinnings of object-oriented programming languages.

[Programming Visual Basic .NET](#) Lulu.com

You can find a whole range of programming textbooks intended for complete beginners. However, this one is exceptional to certain extent. The whole textbook is designed as a record of the dialogue of the author with his daughter who wants to learn programming. The author endeavors not to explain the Java programming language to the readers, but to teach them real programming. To teach them how to think and design the program as the experienced programmers do. Entire matter is explained in a very illustrative way which means even a current secondary school student can understand it quite simply.

**The Rust Programming Language (Covers Rust 2018)** Apress

Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

Best Sellers - Books :

- [Never Lie: An Addictive Psychological Thriller](#)
- [The Covenant Of Water \(oprah's Book Club\) By Abraham Verghese](#)
- [8 Rules Of Love: How To Find It, Keep It, And Let It Go By Jay Shetty](#)
- [The Boy, The Mole, The Fox And The Horse By Charlie Mackesy](#)
- [The Courage To Be Free: Florida's Blueprint For America's Revival By Ron Desantis](#)
- [Fast Like A Girl: A Woman's Guide To Using The Healing Power Of Fasting To Burn Fat, Boost Energy, And Balance Hormones By Dr. Mindy Pelz](#)
- [The Housemaid's Secret: A Totally Gripping Psychological Thriller With A Shocking Twist By Freida Mcfadden](#)
- [Playground By Aron Beauregard](#)
- [The Four Agreements: A Practical Guide To Personal Freedom \(a Toltec Wisdom Book\) By Don Miguel Ruiz](#)
- [Adult Children Of Emotionally Immature Parents: How To Heal From Distant, Rejecting, Or Self-involved Parents](#)