

# BEGINNING JAVA FOR HIGH SCHOOL STUDENTS - JDK6 EDITION BY PHILIP CONROD, LOU TYLEE



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JDK 6 EDITION

# BEGINNING JAVA™

FOR HIGH SCHOOL STUDENTS



PHILIP CONROD  
LOU TYLEE

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## Review

"Beginning Java is one of THE BEST step by step instruction guides to learning Java. I was a C programmer and bought this book to teach myself Java. It was money well spent as I have kept it on my desk as a Reference guide." - Sherine Grant, IT Specialist

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## About the Author

Philip Conrod has authored, co-authored and edited over two dozen computer programming books and tutorials over the past 30 years. Philip started programming in 1977 on a Commodore PET computer at the very young age of 13. Philip holds a Certificate in Computer Programming for Business from WarrenTech, a Bachelor's Degree in Computer Information Systems and a Master's certificate in the Essentials of Business Development from Regis University. Philip has held Information Technology leadership roles in companies like Sundstrand Aerospace, Safeco Insurance, FamilyLife, Kenworth Truck Company, and PACCAR Inc. Today, Philip serves as the Chief Information Officer for large manufacturing company based in Seattle, Washington. In his spare time, Philip still enjoys writing and publishing computer programming books for students and he serves as the President of Kidware Software. Kidware Software LLC publishes computer programming books and tutorials under the trade names of KIDware, Kidware Software, BibleByte Books and ComputerScienceForKids.com.

Lou Tylee holds BS and MS degrees in Mechanical Engineering and a PhD in Electrical Engineering. Lou has been programming computers since 1969 when he took his first Fortran course in college. He has written software to control suspensions for high speed ground vehicles, monitor nuclear power plants, lower noise levels in commercial jetliners, compute takeoff speeds for jetliners, locate and identify air and ground traffic and to let kids count bunnies, learn how to spell and do math problems. He has written several on-line texts teaching Visual Basic, Visual C# and Java to thousands of people. He taught a beginning Visual Basic course for over 15 years at a major university. Currently, Lou works as an engineer at a major Seattle

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As one of the home window to open up the brand-new world, this *Beginning Java For High School Students - JDK6 Edition By Philip Conrod, Lou Tylee* offers its fantastic writing from the writer. Released in among the popular authors, this publication Beginning Java For High School Students - JDK6 Edition By Philip Conrod, Lou Tylee becomes one of one of the most ideal books recently. Actually, guide will not matter if that Beginning Java For High School Students - JDK6 Edition By Philip Conrod, Lou Tylee is a best seller or otherwise. Every publication will certainly consistently give ideal sources to obtain the visitor all finest.

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BEGINNING JAVA FOR HIGH SCHOOL STUDENTS is a self-study or instructor led tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build a Java application. Students learn about project design, object-oriented programming, console applications, graphics applications and many elements of the Java language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, a card game, an allowance calculator, a state capitals game, Tic-Tac-Toe, a simple drawing program, and several non-violent video games. We have also included several college prep bonus projects including a loan calculator, portfolio manager, and a checkbook balancer to get you ready for college.

BEGINNING JAVA FOR HIGH SCHOOL STUDENTS is presented using a combination of over 450 pages of course notes and actual Java examples. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. This course requires XP, Vista, or Windows 7. To complete this Java tutorial, you need to have a copy of the free Java™ Development Kit (JDK6) installed on your computer. This tutorial also uses the free version of JCreator® as the IDE (Integrated Development Environment) for building and testing the Java applications.

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Perfect for teachers and students, home or the classroom!

By paynea54

What is "Beginning Java for High School Students" ... and how it works.

The lessons "Beginning Java for High School Students" are a highly organized and well-indexed set of tutorials meant for children aged 10 and above. JCreator, a specific IDE (Integrated Development Environment) is used to create both Console and GUI( Graphical User Inteface applications).

The tutorials provide the benefit of completed age-appropriate applications for high school students - fully documented projects from the teacher's or parent's point of view. That is, while full solutions are provided for the adult's benefit, the projects are presented in an easy-to-follow set of lessons explaining the rationale for the form layout, coding design and conventions, and specific code related to the problem. High school learners may follow tutorials at their own pace. Every bit of the lesson is remembered as it contributes to the final solution. The finished product is the reward, but the student is fully engaged and enriched by the process. This kind of learning is often the focus of teacher training. Every computer science teacher knows what a great deal of preparation is required for projects to work for senior students. With these tutorials, the research behind the projects is done by an author who understands the classroom experience. That is extremely rare!

Graduated Lessons for Every Project ... Lessons, examples, problems and projects. Graduated learning. Increasing and appropriate difficulty... Great results.

With these projects, there are lessons providing a comprehensive, student-friendly background on the programming topics to be covered. Once understood, concepts are easily applicable to a variety of applications. Then, specific examples are drawn out in the JCreator environment. Then specific Java coding for the example is provided so that the user can see all the parts of the project come together for the finished product.

By presenting lessons in this graduated manner, students are fully engaged and appropriately challenged to become independent thinkers who can come up with their own project ideas and design their own forms and

do their own coding. Once the process is learned, then student engagement is unlimited! I have seen literacy improve dramatically because students cannot get enough of what is being presented.

Indeed, lessons encourage accelerated learning - in the sense that they provide an enriched environment to learn computer science, but they also encourage accelerating learning because students cannot put the lessons away once they start! Computer science provides this unique opportunity to challenge students, and it is a great testament to the authors that they are successful in achieving such levels of engagement with consistency.

My History with Kidware Software products.

I have used Kidware's Programming Tutorials for over a decade to keep up my own learning. By using these lessons, I am able to spend time on things which will pay off in the classroom. I do not waste valuable time ensconced in language reference libraries for programming environments - help screens which can never be fully remembered! These projects are examples of how student projects should be as final products - thus, the pathway to learning is clear and immediate in every project.

If I want to use or expand upon some of the projects for student use, then I take advantage of site-license options. I have found it very straight forward to emphasize the fundamental computer science topics that form the basis of these projects when using them in the classroom. I can list some computer science topics which everyone will recognize, regardless of where they teach - topics which are covered expertly by these tutorials:

- \* Data Types and Ranges
- \* Scope of Variables
- \* Naming Conventions
- \* Decision Making
- \* Looping
- \* Language Functions - String, Date, Numerical
- \* Arrays
- \* Writing Your own Methods (subroutines)
- \* Writing Your Own Classes (stressing object-oriented concepts)
- \* Understanding the Abstract Windows Toolkit in Java for GUI applications, and more... it's all integrated into the tutorials.

In many States or Provinces, the above-listed topics would certainly be formally introduced in High School computer science, and would form the basis of most projects undertaken by students. With these tutorials, you as the teacher or parent may choose where to put the emphasis, to be sure to cover the curricular expectations of your curriculum documents.



Any further High School computer programming topics derive directly from those listed above. Nothing is forgotten. All can be integrated with the lessons provided.

Quick learning curve for teachers! How teachers can use the product:

Having projects completed ahead of time can allow the teacher to present the design aspect of the project FIRST, and then have students do all of their learning in the context of what is required in the finished product. This is a much faster learning curve than if students designed all of their own projects from scratch. Lessons concentrating on a unified outcome for all makes for much more streamlined engagement for students, as they complete more projects within a short period of time and there is a context for everything that is learned.

With the Beginning Java for High School Students tutorials, sound advice regarding generally accepted coding strategies ("build and test your code in stages", "learn input, output, formatting and data storage strategies for different data types", build graphical components from Java's Abstract Windows Toolkit or AWT class libraries, etc..) encourage independent thought processes among learners. After mastery, then it is much more likely that students can create their own problems and solutions from scratch. Students are ready to create their own summative projects for your computer science course - or just for fun, and they may think of projects for their other courses as well! And what could be wrong with asking the students' other teachers what they would like to see as project extensions?

Meets State and Provincial Curriculum Expectations and More

Different states and provinces have their own curriculum requirements for computer science. With the Kidware Software products, you have at your disposal a series of projects which will allow you to pick and choose from among those which best suit your curriculum needs. Students focus upon design stages and sound problem-solving techniques from a computer-science, problem-solving perspective. In doing so, they become independent problem-solvers, and will exceed the curricular requirements of their computer science curriculum in all jurisdictions.

Useable projects - Out of the box!

The specific projects covered in the Beginning Java for High School Students tutorials are suitable for students in grades 9 to 12. Specific kid-friendly tutorials and projects are found in the Contents document, and include

- Sub-Sandwich Party
- Savings Calculator
- Guess the Number Game
- Lemonade Stand
- Card Wars
- Blackboard Fun (GUI, meaning it has a Graphical User Interface)
- Ballons (GUI)

- And, from the final chapter,
- Computer Stopwatch
- Dice Rolling
- State Capitals
- Units Conversion

Times Table  
Loan Calculator  
Checkbook Balancer  
Portfolio Manager  
Frown  
Tic-Tac-Toe (GUI)  
Memory Game (GUI)  
Decode  
Pong (GUI)

And, as extra Java games,  
Even Wins  
Mugwump  
Lunar Lander

As you can see, there is a high degree of care taken so that projects are age-appropriate.

You as a parent or teacher can begin teaching the projects on the first day. It's easy for the adult to have done their own learning by starting with the solution files. Then, they will see how all of the parts of the lesson fall into place. Even a novice could make use of the accompanying lessons.

How to teach students to use the materials.

In a school situation, teachers might be tempted to spend considerable amounts of time at the projector or computer screen going over the tutorial - but the best strategy is to present the finished product first! That way, provided that the teacher has covered the basic concepts listed in the table of contents, then students will quickly grasp how to use the written lessons on their own. Lessons will be fun, and the pay-off for younger students is that there is always a finished product which is fun to use!

Highly organized reference materials for student self-study!

Materials already condense what is available from the Java SDK help files (which tends to be written for adults) and in a context and age-appropriate manner, so that younger students remember what they learn.

The time savings for parents, teachers and students is enormous as they need not sift through pages and pages of on-line help to find what they need.

How to mark the projects.

In a classroom environment, it is possible for teachers to mark student progress by asking questions during the various problem design and coding stages. In the early grades (grades 5 to 8) teachers can make their own oral, pictorial review or written pop quizzes easily from the reference material provided as a review strategy from day to day. I have found the requirement of completing projects (mastery) sufficient for gathering information about student progress - especially in the later grades (grades 9 to 12).

Lessons encourage your own programming extensions.

Once concepts are learned, it is difficult to NOT know what to do for your own projects. This is true especially at the High School level - where applications can be made in as short as 10 minutes (a high-low guessing game, or a temperature conversion program, for example), or 1 period in length - if one wished to

expand upon any of the projects using the "Other Things to Try" suggestions.

Having used Kidware Software tutorials for the past decade, I have to say that I could not have achieved the level of success which is now applied in the variety of many programming environments which are currently of considerable interest to kids! I thank Kidware Software and its authors for continuing to stand for what is right in the teaching methodologies which work with kids - even today's kids where competition for their attention is now so much an issue.

Regards,

Alan Payne, B.A.H. , B.Ed.  
TA Blakelock High School  
Oakville, Ontario  
[...]

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