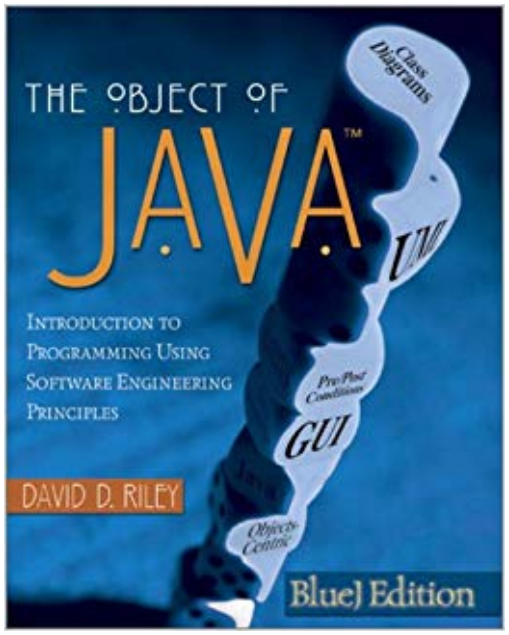
The Object of Java: BlueJ Edition *by* David Riley,David D. Riley



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The Object of Java fully embraces the object-oriented paradigm by taking an "objects-centric" approach to presenting problem solving and programming. This book focuses on the skills and discipline of software engineering that are needed for good programming. Since specifications are critical for conveying code behavior in the object-oriented model, discussions of method preconditions and postconditions, and class invariants are used consistently to document examples and to define example classes. The Unified Modeling Language (UML) is used as the specification language. The book also uses the notion of patterns to identify numerous expressions, instructions, algorithms and designs that serve to pattern program segments. This book is designed for those who are programming with the BlueJ IDE. Readers begin with four complete chapters focusing on objects, classes and methods. The presentation of primitive data occurs in Chapter 5, ensuring the necessary prior exposure to object declaration, object instantiation, assignment, method calling, parameter passage, class diagrams and object diagrams. In order to accommodate this placement of topics, control structures are covered later than in other books. The book also emphasizes the importance of testing with special sections devoted to ensure that readers develop basic debugging skills, and knowledge of simple path testing and black-box testing. This book is designed for readers without prior programming experience, and is also appropriate for those with knowledge of other languages who are looking for a true object-oriented introduction to Java.

Reviews of the The Object of Java: BlueJ Edition *by* David Riley,David D. Riley

Whitemaster
This book was a required text for my java class. In conversing with my classmates, we all agree that this book wasn't of any help. I would recommend any other book, this one is just too abstract for a beginner. It's difficult to apply the concepts, and the flow is jagged. With the addition of a teacher, and reading this book from front to back, my java class sucked hard because i didn't have that solid foundation I needed.
Asyasya
This book provides the most clear explanation of OOP I've ever seen. I've got my BS in computer science and I was still confused with much of the OO terminology. Decided to give this book a shot and it was great. It takes a completely differnt approach to teaching OOP. It concentrates on OO part and then adds the programming. For example, the arrays are not discussed until chapter 13 I believe! Makes a lot more sense to me than the other gadzillion Java/C++ books I've gone through in the last few years.

True, it does not discuss any threading, but that it is not for novice programmers. You would have to take an operating systems class first! This book is a GREAT intro to OO book and a decent intro to programming book.
OTANO
Java and OOP is a concept and practice which not many mainframe programmers have had much exposure to. The languages which I have utilized were: Machine Language, Assembler, Basic, Cobol, Fortran and Pascal. This book made the task of orienting myself with Java very effortless. The book is designed for the college classroom audience and is structured in a way which immediately exposes the reader to the concepts of OOP and UML. It gradually builds on past lessons so each section reinforces and reviews the prior ones. Other books jump from one topic to another which forces the reader to constantly flip the pages back to review the past lessons. This is an exceptional book which is definitely worth reviewing. After passing through the sections, Java is not intimidating at all. After all, if a PC programmer can handle this language, how hard can it really be?
Knights from Bernin
The Object of Java by David D. Riley

This book is less than impressive. It exhumes the need for elucidated text in the field of computer science.

I am compelled to correlate this book with the awkward ramblings of Vizzini to Westley in the movie, "The Princess Bride".

Reading this book was more than a slight burden. Only one who is versed in reading the writings of such authors as Joseph Cambell or Henry David Thoreau can comprehend the confusion of word and sputter heavily peppering this book.

Allow me to illuminate:

1) This author finds it fit to include typos and syntax errors in the example code as to completely change the meaning of the code. Only one already experienced in programming will catch such errors. Others will wallow in confusion as to why the program is not working properly, after all, they copied it from the book word for word, it should be working, right?

2) In several instances, the author uses programming syntax and variable naming methods in his text that has nothing to do with the code explaination at hand. He actively titles the beginning of each sub-section as if it were a class or variable. IE: DivisionOfRadians()

NO THAT'S NOT A CLASS! :D

This is a common practice of David D. Rileys throughout the book, and not only for chapter sub-sections. He uses such writing methods all too liberally.

3) This genius author also uses an arbitrary library called aLibrary. Good for him, he designed his own library! Since this whole book is based on the aLibrary, any real world application have just been made void. I mean seriously, try convincing your co-workers that this aLibrary is the next big thing. What happened to the commonly used AWT and Swing libraries? Hmmm, oh, it's shoved in the back index. Right where you would expect commonly used every day libraries.

4) His code snippets and actual text are seperated by font style. Only problem is, you can't tell at all. His method of referring to code, methods, arguments, classes etc in his text is extremely easy to miss without paying impossibly close attention. His text is filled with inconsistencies and problems. I DO NOT recommend this book. If at all possible, avoid it entirely. For those of you who are using this book as a college text, well, all I can say is, I'm very sorry.

On the bright side, his explaination of objects and classes is ... decent.
Blackseeker
Let me say first: I love the BlueJ environment. It is by far and away the best environment I have ever seen for learning or teaching Java. I was facinated after reading the tutorial that comes with it (from [...] and I got this book.
This book is okay, and has some good points to it, but the 'BlueJ' tag on the front cover is a bit misleading. I got the impression that it was added as an afterthought, and does not make really good use of the BlueJ environment.
BlueJ opens many fascinating possibilities (calling methods directly on an object!) and not much of this is used in the book. A bit disappointing. Otherwise the book is okay.
Sirara
i had to get this book for a course i was taking at the college i go to. i cringe every time i read it because the title is a bit misleading. I thought i was going to be learning JAVA insted i'm learning how to take someone elses class files to apply them to completely meaningless projects that really dont teach anyone anything about how to program, let alone about the inner workings of the programs your working with. the teaching style is more of a top down approach rather than explaining whats going on at the lower level and you learn to program with classes to make programs at an upper level. This may work for some, it definately doesnt fly with me.

I have read many books on C, and C++, and have paged through some promising java books (like Sun's own books on the subject).. if it werent for the requirement for this book in the class i would have passed it up INDEFINATELY!!! Peice of Krap!!!

do{

if(The object of JAVA==pickup){

The object of JAVA = Leave it the hell alone!!!;

else if(The object of JAVA == buy)

{

do{

Beat head with stick && knock sence into head;

burn book || return to store;

}while(book==posession)

}while(@bookshelf)

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