

Data Abstraction And Problem Solving With Java Walls And Mirrors

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Data Abstraction And Problem Solving

The Third Edition of Data Abstraction and Problem Solving with Java: Walls and Mirrors employs the analogies of Walls (data abstraction) and Mirrors (recursion) to teach Java programming design solutions, in a way that beginning students find accessible. The book has a student-friendly pedagogical approach that carefully accounts for the strengths and weaknesses of the Java language.

Data Abstraction and Problem Solving with Java: Walls and ...

The “walls and mirrors” mentioned in the title represent problem-solving techniques that appear throughout the text. Data abstraction hides the details of a module from the rest of the program, whereas recursion is a repetitive technique that solves a problem by solving smaller versions of the same problems, much as images in facing mirrors grow smaller with each reflection.

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to place greater emphasis on data abstraction as a problem solving tool; to emphasize C++ as an implementation tool; to reduce the interdependency of chapters to allow more flexibility for instructors; to demonstrate safe and secure programming practices, to add VideoNotes.

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