

# Object Oriented Concept And Programming Gtu

Object Oriented Analysis & Design With Application Grady Booch.2006-02

OBJECT ORIENTED PROGRAMMING Narayan Changder.2024-03-10 Master the software development paradigm with precision using this comprehensive MCQ mastery guide on object-oriented programming (OOP). Tailored for programmers, software engineers, and developers, this resource offers a curated selection of practice questions covering key concepts, principles, and techniques in OOP. Delve deep into classes, objects, inheritance, polymorphism, and encapsulation while enhancing your problem-solving skills. Whether you're preparing for exams or seeking to reinforce your practical knowledge, this guide equips you with the tools needed to excel. Master OOP and elevate your programming skills with confidence using this indispensable resource.

**Object-Oriented Analysis and Design with Applications** Grady Booch,Robert Maksimchuk,Michael Engle,Jim Conallen,Kelli Houston,Bobbi Young Ph.D..2007-04-30 Object-Oriented Design with Applications has long been the essential reference to object-oriented technology, which, in turn, has evolved to join the mainstream of industrial-strength software development. In this third edition--the first revision in 13 years--readers can learn to apply object-oriented methods using new paradigms such as Java, the Unified Modeling Language (UML) 2.0, and .NET. The authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers, including systems architecture, data acquisition, cryptanalysis, control systems, and Web development. They illustrate essential concepts, explain the method, and show successful applications in a variety of fields. You'll also find pragmatic advice on a host of issues, including classification, implementation strategies, and cost-effective project management. New to this new edition are An introduction to the new UML 2.0, from the notation's most fundamental and advanced elements with an emphasis on key changes New domains and contexts A greatly enhanced focus on modeling--as eagerly requested by readers--with five chapters that each delve into one phase of the overall development lifecycle. Fresh approaches to reasoning about complex systems An examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model, such as abstraction, encapsulation, modularity, and hierarchy How to allocate the resources of a team of developers and manage the risks associated with developing complex software systems An appendix on object-oriented programming languages This is the seminal text for anyone who wishes to use object-oriented technology to manage the complexity inherent in many kinds of systems. Sidebars Preface Acknowledgments About the Authors Section I: Concepts Chapter 1: Complexity Chapter 2: The Object Model Chapter 3: Classes and Objects Chapter 4: Classification Section II: Method Chapter 5: Notation Chapter 6: Process Chapter 7: Pragmatics Chapter 8: System Architecture: Satellite-Based Navigation Chapter 9: Control System: Traffic Management Chapter 10: Artificial Intelligence: Cryptanalysis Chapter 11: Data Acquisition: Weather Monitoring Station Chapter 12: Web Application: Vacation Tracking System Appendix A: Object-Oriented Programming Languages Appendix B: Further Reading Notes Glossary Classified Bibliography Index

Software Engineering and Object Oriented Modeling Jitendra Patel.2013-01-10 Software Engineering and Object Oriented Modeling: This book is specially written for those who are interested in understanding software engineering and Object Oriented Modeling concepts using UML in the Computer Engineering and Information technology field and want to gain enhanced knowledge about the power of UML Language in software development. Also everyone with interest in learning UML for Software Engineering for application development can refer to this book to get the

knowledge about various features of this subject.

**Object-Oriented Programming: Fundamentals And Applications** Probal Sengupta, Bidyut Baran Chaudhuri. 2004-08 Designed as a text for the senior undergraduate and postgraduate students in computer science, this compact and comprehensive book provides a clear insight into Object-Oriented Programming (OOP) and delineates the major areas where OOP principles can be profitably applied. The fundamental tenets of OOP, viz. encapsulation, inheritance and abstraction syndrome are skillfully analyzed. What's more, the book blends theory and applications in the most adept fashion to make it extremely handy for the students. The text takes C++ as an example (it is not just another book on C++ by any means) and details some of the fundamental requirements from the OOP angle. In addition, it discusses the various aspects of software development using OOP. An indepth coverage is given to the design, usage and re-usage of containers. Besides, the book covers such topics and GUIs (particularly MS-Windows) and advanced GUI programming concepts. Designed as a text for the senior undergraduate and postgraduate students in computer science, this compact and comprehensive book provides a clear insight into Object-Oriented Programming (OOP) and delineates the major areas where OOP principles can be profitably applied. The fundamental tenets of OOP, viz. encapsulation, inheritance and abstraction syndrome are skillfully analyzed. What's more, the book blends theory and applications in the most adept fashion to make it extremely handy for the students. The text takes C++ as an example (it is not just another book on C++ by any means) and details some of the fundamental requirements from the OOP angle. In addition, it discusses the various aspects of software development using OOP. An indepth coverage is given to the design, usage and re-usage of containers. Besides, the book covers such topics and GUIs (particularly MS-Windows) and advanced GUI programming concepts.

**Object-oriented Programming with C++** Raimund K. Ege. 1994 This book provides software professionals with in-depth coverage of the object-oriented paradigm, as well as the technology involved with its implementation. It also covers why object-oriented programming can vastly improve productivity among programmers, and shows how different programming languages support the core of object-oriented concepts.

**The Object-Oriented Thought Process** Matt Weisfeld. 2008-08-25 The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. "Programmers who aim to create high quality software—as all programmers should—must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld's The Object-Oriented Thought Process." -Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an

MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals.

60 Tips On Object Oriented Programming S.G. Ganesh.2007 The tips focus on the truly tough stuff-proven techniques learnt through experience. By uniquely combining the concepts and practical applications of three important programming languages, C++, Java and C#, the author provides a comprehensive coverage of the domain including the semantics. Browse through it for your last-minute preparation for cracking IT interviews successfully.

Principles of Object-oriented Software Development Anton Eliëns.1995 Provides full coverage of object-oriented technology, paying equal attention to the underlying theory and to programming practice. The author shows object-oriented concepts at all stages of the software life-cycle. Separate tutorial sections on C++, Smalltalk and Eiffel are included.

Introduction to Object Oriented Programming S. Sureshkumar.2019-09-17 This is the best book to learn object oriented concepts and fundamentals. You will not only learn basics like Class, Object, Encapsulation, Polymorphism, Abstraction, and Inheritance but also advanced concepts with Programming Examples. This book is primarily aimed at modern, multi-paradigm programming, which has classic object oriented programming as its immediate predecessor and strongest influence.

**Object-oriented Programming Using C++** Ira Pohl.1993 Fully revised to reflect the forthcoming ANSI C++ standard and to incorporate coverage of the Standard Template Library, this second edition of a proven bestseller introduces the reader to both the C++ programming language and to the Object Oriented programming paradigm.

**OBJECT-ORIENTED SOFTWARE ENGINEERING** YOGESH SINGH,RUCHIKA MALHOTRA.2012-03-05 This comprehensive and well-written book presents the fundamentals of object-oriented software engineering and discusses the recent technological developments in the field. It focuses on object-oriented software engineering in the context of an overall effort to present object-oriented concepts, techniques and models that can be applied in software estimation, analysis, design, testing and quality improvement. It applies unified modelling language notations to a series of examples with a real-life case study. The example-oriented approach followed in this book will help the readers in understanding and applying the concepts of object-oriented software engineering quickly and easily in various application domains. This book is designed for the undergraduate and postgraduate students of computer science and engineering, computer applications, and information technology. **KEY FEATURES :** Provides the foundation and important concepts of object-oriented paradigm. Presents traditional and object-oriented software development life cycle models with a special focus on Rational Unified Process model. Addresses important issues of improving software quality and measuring various object-oriented constructs using object-oriented metrics. Presents numerous diagrams to illustrate object-oriented software engineering models and concepts. Includes a large number of solved examples, chapter-end review questions and multiple choice questions along with their answers.

Object Oriented Programming using C++ Jitendra Patel.2015-07-16 Object Oriented Programming using C++: Object Oriented Programming using C++ teaches the generic Object Oriented Programming using C++ programming language in an easy-to-follow style, without assuming previous experience in any other language. A variety of examples make learning these Concepts with C++ both fun and practical. This book is organized in such a manner that students and programmers with prior knowledge of C can find it easy, crisp and readable. Each Chapter contains many example programs throughout the book, along with additional examples for further practice. **KEY FEATURES** Systematic approach throughout the book Programming basics in C++ without requiring previous experience in another language Simple language has been adopted to make the topics easy and clear to the readers Topics have been covered with more than 100 illustrations and C++ programs Enough examples have been used to explain various OOPs concepts effectively. This book also consists of tested programs so as to enable the readers to learn the logic of programming Discusses

all generic concepts of Object Oriented Programming (OOP) concepts such as Classes and Objects, Inheritance, Polymorphism using Function and Operator Overloading and Virtual Functions, Friend Functions in detail with aided examples Use of Various Programming terms like variables and expressions, functions are simplified A number of diagrams have been provided to clear the concepts in more illustrative way Provides exercises, review questions and exercises as the end of each chapter equipped with more than 300 questions in various patterns and more than 170 programming exercises Samples are presented in easy to use way through Turbo C++ 3.0.

*The Little Book of Object-oriented Programming* Henry F. Ledgard.1996 Based on the premise that there is much needless confusion about OOP, this mini-book offers a very simple, clear explanation of the truly fundamental issues in OOP that can be read by any programmer.

The Object Concept Rick Decker, Stuart Hirshfield.1995 This book presents a complete lab-based introduction to computer programming based on the object-oriented paradigm and the C++ programming language.

**Programming in C++** Laxmisha Rai.2019-05-20 The book presents an up-to-date overview of C++ programming with object-oriented programming concepts, with a wide coverage of classes, objects, inheritance, constructors, and polymorphism. Selection statements, looping, arrays, strings, function sorting and searching algorithms are discussed. With abundant practical examples, the book is an essential reference for researchers, students, and professionals in programming.

Principles of Object-Oriented Programming Stephen Wong.2009-09-01

Object Oriented Programming Using C++ and Java Ramesh Vasappanavara.2011 This book offers contemporary, comprehensive and in-depth coverage of all the concepts of object-oriented technologies, with an emphasis on problem-solving approaches as applied to C++ and Java Programming paradigms.

The Interpretation of Object-Oriented Programming Languages I. Craig.2000 This book provides a comprehensive treatment of the main approaches to object-oriented programming, including class-based programming, prototype programming, and actor-like languages. This book will be useful for students studying object-oriented programming, as well as for researchers and computer scientists requiring a detailed account of object-oriented programming languages and their central concepts.

**Java Methods** Maria Litvin, Gary Litvin.2015-02-15 This book offers a thorough introduction to the concepts and practices of object-oriented programming in Java. It also introduces the most common data structures and related algorithms and their implementations in the Java collections framework. Chapters 1-14 follow the syllabus of the AP Computer Science in Java course. They will prepare you well for the AP CS exam. Chapters 15-18 on file input and output, graphics, graphical user interfaces, and events handling in Java will give you a better sense of real-world Java programming; this material also makes case studies, labs, and exercises more fun. Chapters 19-26 deal with more advanced data structures and algorithms. Chapter 27, Design Patterns, introduces more intricate aspects of object-oriented design and serves as an introduction to design patterns. The last chapter, Computing in Context, discusses creative, responsible, and ethical computer use.

Object oriented programming with C++ Mahesh Bhavde, Sunil Patekar. This fully revised and indispensable edition of Object-Oriented Programming with C++ provides a sound appreciation of the fundamentals and syntax of the language, as well as of various concepts and their applicability in real-life problems. Emphasis has been laid on the reusability of code in object-oriented programming and how the concepts of class, objects, inheritance, polymorphism, friend functions, and operator overloading are all geared to make the development and maintenance of applications easy, convenient and economical.

**Object-Oriented Engineering** Bourne.1992-05-19 This book provides an introduction to the understanding and use of object-oriented

methodologies for engineering problem solving with a specific emphasis on analysis and design. (Object-oriented programming is a general computer language methodology. The name comes from the focus on describing problems in terms of objects, both physical and conceptual).

**OBJECT ORIENTED PROGRAMMING WITH JAVA** M. T. SOMASHEKARA, D. S. GURU, K. S. MANJUNATHA. 2017-06-01 This self-readable and highly informative text presents the exhaustive coverage of the concepts of Object Oriented Programming with JAVA. A number of good illustrative examples are provided for each concept supported by well-crafted programs, thus making it useful for even those having no previous knowledge of programming. Starting from the preliminaries of the language and the basic principles of OOP, this textbook moves gradually towards advanced concepts like exception handling, multithreaded programming, GUI support by the language through AWT controls, string handling, file handling and basic utility classes. In addition, the well-planned material in the book acts as a precursor to move towards high-end programming in Java, which includes the discussion of Servlets, Java Server Pages, JDBC, Swings, etc. The book is highly suitable for all undergraduate and postgraduate students of computer science, computer applications, computer science and engineering and information technology. **KEY FEATURES** Extensive coverage of syllabi of various Indian universities Comprehensive coverage of the OOP concepts and Core Java Explanation of the concepts using simple and expressive language Complete explanation of the working of each program with more emphasis on the core segment of the program Chapter-end summary, over 230 illustrative programs, around 225 review questions, about 190 true/false questions and over 130 programming exercises

**A Concept Oriented Approach Object Oriented Programming Through C++** Dr. Ratna Raju Mukiri, Dr. B.V.V.S.Prasad, Dr. B.Suresh Kumar. 2019-08-28 I would like share brief information about the book entitled "A Concept Oriented Approach Object Oriented Programming Through C++". It contains 8 chapters which gives variety of example programs to understand the concepts of OOP in an easy manner. This book provides information about OOP concepts like Objects Classes Methods Encapsulation Data Abstractions Inheritance Polymorphism Delegation Dynamic Binding Message Passing Genericity Every chapter has its own significance as you go through each chapter. We have made more comfortable to the students to understand the concepts in a more concise way.

Object Oriented Applications in Engineering Design A. Rajaraman. 2003 The object oriented approach has come as a paradigm for local and distributed computing and internet applications. This text, aimed as an undergraduate exposition of Object Oriented Programming for engineers, presents basic ideas of engineering design process focusing on the role of products and productivity. **Key Features:** Number of examples highlight the features of Object Oriented Programming in the design process with special reference to engineering problems C++ as a tool is covered with 30 demo programs taking the user to concepts of class, Object Oriented Programming features and graphic levels Programs are intentionally chosen as samples so that the reader can easily get into C++ programming without prior experience in any form of coding Detailed applications to engineering problems of RC beams, frames towers, cylindrical shell roofs are also highlighted with examples

**Object Oriented Programming And C++** R. Rajaram. 2007 This Revised Edition Of Object Oriented Programming And C++ Has Immense Of Additional Material Involved For The Betterment Of The Subject-Concerned Readers (Students And Teachers). Two Chapters On Exception Handling And Template And Standard Template Library Have Been Included Keeping In Mind The Advancement In Oop Concept. Other 20 Additional Programs Have Also Been Incorporated With Outputs For Enabling The Readers To Test Them.

**Object Oriented Programming Using C++** B. Chandra. 2005 Discusses different aspects of OOP like Classes, Polymorphism, Inheritance, Virtual Functions and Friend Functions apart from fundamental concepts. In this book, extensive coverage has been given to illustrate standard templates like Vectors, Queues, Stacks, List and Maps.

Object-oriented Programming Greg Voss.1991 Greg Voss compares and contrasts OOP with traditional programming techniques and teaches readers how and when to use object-oriented programming techniques instead of traditional structured programming. Readers will learn how OOP is used in the real world through examples and exercises that are written in C++ as well as object-oriented Turbo Pascal and Quick Pascal.

*Computer Programming And Utilization* Amitava Nag. Computer Programming and Utilization aims to providing an in-depth knowledge of the fundamentals of computers and programming. Examples, suitable diagrams and tables make the book extremely student-friendly. The discussion on both, introductory and advanced topics of C and C++ make this a comprehensive study on the subject.

**Programming in an Object-oriented Environment** Raimund K. Ege.1992 Software -- Programming Techniques.

Interactive Object-Oriented Programming in C# Vaskaran Sarcar.2017-08-07 Announcement-Thanks for your interest in Interactive Object-Oriented Programming in C# and making this book as No.1 New Release. You motivated us to do some further modification and fine-tune this work. The heart of the book is Part-1 which focuses on Object-Oriented programming. But we are covering much more in this book and so, based on the readers feedback, we are bringing the upcoming and fine-tuned version of the book as Interactive C# very soon. You will be able to preorder the book shortly. So, stay tuned !!Are you afraid of programming? Or, perhaps you experimented with some other programming languages and now want learn C#? Or, you want to learn fast but do not want to miss the key concepts? If the answer is yes for any of these questions, then you are at the right place. 1. The book consists of four major sections which cover 15 core topics - 9 of them are dedicated to object oriented programming, 5 of them are dedicated to advanced concepts of C#,1 of them is dedicated to design patterns which covers 3 Gang of Four design patterns with C# implementations. Finally, you will get a FAQ section to cover all of these. 2. Why do we put so much emphasis on the word core? It is because, world is changing and new features will keep evolving but core concepts are evergreen. All new features are built on top of those. If you have a strong foundation, you can adopt the upcoming features quickly because you can understand the reason behind those changes. So, the book focuses on core topics in depth but does not try to cover a-z in C# at the same time. 3. This book is interactive . With it, you can feel that you are learning in a classroom environment where your teacher is discussing some topics and asking you questions. At the same time, you can clear your doubts by asking counter questions. It is very much important because many students cannot ask questions in an open forum due to many psychological factors. If you are dedicated to this subject and repeatedly think about these Q&A sessions, you can remake yourself in the programming world. 4. This book will not invest time on topics that are easily available e.g. how to install visual studio in your system or how to write a hello world' program etc. On the contrary, the book contains a section that provides some fundamental theories with some interesting questions/answers in the topics like-IL code, selection, iteration and jump statements, arrays, strings, structures, enumerations etc., so that, you can learn and evaluate your skills in those topics. This section will act like a reference. Gradually upon repeated practice, you will be familiar with it. This section will also help you to prepare yourself before a job interview or a semester examination to answer some tricky questions that may seem to be very easy at the beginning. Your teacher only expects that before you enter into the class, you must aware of the basic syntax's/notations. 5. In most of the cases, you'll see the complete programs with output snapshots (for different inputs) i.e. You do not need to wait to run a program to see the corresponding outputs. Programs were run both in windows 7 and 10 and snapshots are taken from visual studio community 2017 edition which is free (and latest) at the time of this writing. 6. Lastly, many of us are afraid of fat books because they do not show us the promise that we can learn it in one day or 7 days etc. but they forget that learning is a continuous process. Author also believes that no real mastery can be achieved in 24 hrs or in 7 days. So, the slogan of the book is To learn the core topics in C#, whatever efforts I need to put, I am OK with that. Still simple arithmetic says that if you can complete 2 topics per week, you can complete the book by 2 months . The book is designed for you in such a way that upon completion of the book, you will learn the core OOP

concepts in C# in details how to go further.

*Object-Oriented Software: Design and Maintenance* Luiz Fernando Capretz, Miriam A M Capretz. 1996-09-09 This is a textbook for a course in object-oriented software engineering at advanced undergraduate and graduate levels, as well as for software engineers. It contains more than 120 exercises of diverse complexity. The book discusses fundamental concepts and terminology on object-oriented software development, assuming little background on software engineering, and emphasizes design and maintenance rather than programming. It also presents up-to-date and easily understood methodologies and puts forward a software life cycle model which explicitly encourages reusability during software development and maintenance.

*An Introduction to Object-oriented Programming* Timothy Budd. 2002 In An Introduction to Object-Oriented Programming, Timothy Budd provides a language-independent presentation of object-oriented principles, such as objects, methods, inheritance (including multiple inheritance) and polymorphism. Examples are drawn from several different languages, including (among others) C++, C#, Java, CLOS, Delphi, Eiffel, Objective-C and Smalltalk. By examining many languages, the reader is better able to appreciate the general principles that lie beyond the syntax of the individual languages. This new edition presents examples drawn from a wider range of languages, including Eiffel, CLOS, and Python in addition to the mainstream languages, as well as extensive comparisons between C++, C# and Java. Case studies explore the application of polymorphism in the STL in C++ and the AWT in Java. UML notation and diagrams are integrated and utilized throughout. The book also features advanced sections on design patterns, reflection and introspection, network programming, and the implementation of object-oriented languages. This book is appropriate for programmers looking to read about the theory behind and functionality of a variety of object-oriented programming languages. It is also useful as a reference.

The Waite Group's Object-oriented Programming in C++ Robert Lafore. 1999 This tutorial presents the sophisticated new features of the most current ANSI/ISO C++ standard as they apply to object-oriented programming. Learn the concepts of object-oriented programming, why they exist, and how to utilize them to create sophisticated and efficient object-oriented applications. This book expects you to be familiar with basic programming concepts. It is no longer enough to understand the syntax and features of the language. You must also be familiar with how these features are put to use. Get up to speed quick on the new concepts of object-oriented design patterns, CRC modeling, and the new Universal Modeling Language (UML), which provides a systematic way to diagram the relationship between classes. Object-oriented programming is presented through the use of practical task-oriented examples and figures that help conceptualize and illustrate techniques and approaches, and questions and exercises to reinforce learning concepts.

**Object Oriented Programming with C++** Saifee Vohra. 2015-01-30 Short and Simple Description and deeply explained the Fundamental concepts.

*Object-oriented Programming* .1989

**Objects and Systems** Bernard P. Zeigler. 2012-12-06 The author's aim in this textbook is to provide students with a clear understanding of the relationship between the principles of object-oriented programming and software engineering. Professor Zeigler takes an approach based on state representation to formal specification. Consequently, this book is unique through its - emphasis on formulating primitives from which all other functionality can be built; - integral use of a semi-formal behaviour specification language based on state transition concepts; - differentiation between behaviour and implementation; - a reusable heterogeneous container class library; - ability to show the elegance and power of ensemble methods with non-trivial examples. As a result, students studying software engineering will find this a distinctive and valuable approach to programming and

systems engineering.

**Object Oriented Programming** Anuradha A. Puntambekar.2020-12-01 This book covers the object oriented programming aspects using Java programming. It focuses on developing the applications both at basic and moderate level. In this book there are number of illustrative programming examples that help the students to understand the concepts. Starting from introduction to Java programming, handling of control statements, arrays, objects and classes, this book moves gradually towards Exception handling, Interfaces, Collection classes and concurrent programming with the help of Java threads. In addition, the book also covers JAVAFX basics, Event driven programming, Animations, creating GUI applications and multimedia using JAVAFX. Explanation of all the object oriented programming concepts is given in simple and expressive language. Also, the Java programs are followed by step by step explanation. This book explains the object oriented programming concepts in such a way that even if the reader having no Java programming background can develop the applications with ease.

*Object-Oriented Programming in C# Succinctly* Sander Rossel.2017-02 Object-oriented programming is the de facto programming paradigm for many programming languages. Object-Oriented Programming in C# Succinctly provides an introduction to OOP for C# developers. Author Sander Rossel provides overviews and numerous samples to guide readers towards OOP mastery.

*Programming in Java* Sachin Malhotra,Saurabh Chaudhary.2013-12-28 The second edition of Programming in Java confirms to Java Standard Edition 7, the latest release since Oracle took over Sun Microsystems. It is significant in the sense that the last update was six years back and this major release comes bundled with plenty of enhancements which were overdue.To list a few noticeable enhancements, Java 7 includes support for strings in switch statements, try-with-resources statement, improved multi-catch, binary numeric literals, numeric literals with underscores, new APIs in NIO like Path and Files, automatic resource management, and much more. Thesecond edition presents all these new topics with suitable examples.This second edition is not just about the enhancements introduced in Java 7; practically every chapter has been revisited to refine the text as much as possible with new example codes and greater topical coverage.

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### Object Oriented Concept And Programming Gtu Introduction

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