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By Tony Gaddis

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Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the Java programming language by presenting all the details needed to understand the "how" and the "why"—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs.

In **Starting Out with Java: Early Objects**, Gaddis looks at objects—the fundamentals of classes and methods—before covering procedural programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter.

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Editorial Review

About the Author

Tony Gaddis is the principal author of the *Starting Out with* series of textbooks. He has nearly two decades of experience teaching computer science courses, primarily at Haywood Community College. Tony is a highly acclaimed instructor who was previously selected as the North Carolina Community College Teacher of the Year, and has received the Teaching Excellence award from the National Institute for Staff and Organizational Development. The *Starting Out with* series includes introductory textbooks covering Programming Logic and Design, Alice, C++, Java, Microsoft Visual Basic, and Python.

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