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Introduction to Java Programming and Data Structures *Pearson*

Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University. Tenth edition. Comprehensive version. 2015.

Introduction to Java Programming

Comprehensive Version

For courses in Java - Introduction to Programming and Object-Oriented Programming, this fifth edition is revised and expanded to include more extensive coverage of advanced Java topics. Early chapters guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail.

Introduction to Java Programming, AP Version *Pearson*

Introduction to Java Programming

Comprehensive Version *Prentice Hall*

Introduction to Java Programming, Comprehensive, 8e, features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Liang's fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Liang's approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Eighth Edition ideal for a full course on data structures.

Introduction to Java Programming

Brief Version *Prentice Hall*

Introduction to Java Programming, Brief, 9e, features comprehensive coverage ideal for a one-, two-, or three-semester

CS1 course sequence. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java.

Introduction to Java Programming and Data Structures, Comprehensive Version, Loose Leaf Edition *Pearson*

Revised edition of: Introduction to Java programming and data structures / Y. Daniel Liang, Armstrong Atlantic State University. Eleventh edition. Comprehensive version. 2018.

Java Programming and Data Structures *Pearson*

Revised edition of: Introduction to Java programming and data structures / Y. Daniel Liang, Armstrong Atlantic State University. Eleventh edition. Comprehensive version. 2018.

Introduction to Java Programming, Brief Version, Global Edition

This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures, Brief Version teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises.

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Introduction to Java Programming *Prentice Hall*

Computer Graphics Using Java 2D and 3D *Prentice Hall*

This Java handbook makes a practical tutorial on Java 2D and Java 3D for computer professionals. It contains in-depth coverage of basic computer graphics concepts and techniques, and introduces advanced graphic features to an audience mostly trained in the Java language. Chapter topics include mathematical background for computer graphics, .geometric transformation, views, lighting and texturing, behavior and interaction, and animation. For computer programmers and engineers, data analysts, graphic designers/animators, and game

developers.

Introduction To Java Programming, Comprehensive Version, 7/E *Pearson Education India*

Introduction to Java Programming *Que Education & Training*

This work covers the principles of programming and core Java features. New sections include Class inheritance, FileDialog, new naming conventions for AWT objects, and new coverage of scrollbars. Programming concepts are presented as objective, source code, sample run and example review.

Introduction to Java Programming and Data Structures Revel Access Card *Pearson*

For courses in Java Programming. Revel(TM) Introduction to Java Programming and Data Structures seamlessly integrates programming, data structures, and algorithms into one text. With a fundamentals-first approach, the text builds a strong foundation of basic programming concepts and techniques before teaching students object-oriented programming and advanced Java programming. Liang explains programming in a problem-driven way that focuses on problem solving rather than syntax, illustrating basic concepts by example and providing a large number of exercises with various levels of difficulty for students to practice. Revel Introduction to Java Programming and Data Structures engages students at the point of learning, which leads to a deeper understanding of the course material. Revel is Pearson's newest way of delivering our respected content. Fully digital and highly engaging, Revel replaces the textbook and gives students everything they need for the course. Informed by extensive research on how people read, think, and learn, Revel is an interactive learning environment that enables students to read, practice, and study in one continuous experience - for less than the cost of a traditional textbook. NOTE: Revel is a fully digital delivery of Pearson content. This ISBN is for the standalone Revel access card. In addition to this access card, you will need a course invite link, provided by your instructor, to register for and use Revel.

Introduction to Java Programming

Student Value Edition *Pearson*

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Introduction to JAVA Programming

Fundamentals First *Prentice Hall*

"Programming is, above all, problem solving. This book will help student thoroughly understand real-world programming problems - and solve those problems quickly and efficiently, using Java 5." "Ideal for novice programmers, this book begins by providing a rock-solid foundation in core programming and problem-solving techniques. Building on this foundation, students steadily deepen their skills, one step at a time. They master basic object-oriented programming and design; create effective event-driven GUIs; use exception handling to build more robust software; learn best practices for managing I/O; even use recursive methods to simplify difficult problems."--BOOK JACKET.

Introduction to Java Programming and Data Structures, Comprehensive Version Plus MyProgrammingLab with Pearson EText -- Access Card Package *Pearson*

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Introduction to Java Programming *Prentice Hall*

An audience-centered approach to public speaking Public Speaking: An Audience-Centered Approach brings theory and practice together. Its distinctive and popular approach emphasizes the importance of analyzing and considering the audience at every point in the speech making process. This model of public speaking is the foundation of the text, and it guides students through the step-by-step process of public speaking, focusing their attention on the dynamics of diverse audiences, and narrowing the gap between the classroom and the real world. MyCommunicationLab is an integral part of the Beebe/Beebe program. MyCommunicationLab is an integral part of the Beebe/Beebe program. With extensive opportunities for the application of course content, MyCommunicationLab helps students become better speakers and master key public speaking concepts. Interactive videos provide students with the opportunity to watch and evaluate sample speeches. Online self-assessments and pre- and post-tests help students assess their comfort level with public speaking and their knowledge of the material. MediaShare allows students to post speeches and share them with classmates and instructors. ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. --

Introduction to Java Programming with JBuilder *Prentice Hall*

For undergraduate level courses in Java, or Java as a second language programming, this introduction covers JDK 1.4 and JBuilder 9, the latest principles in programming, and core Java features. Covering the required subjects in the Java Certification

Exam, it treats object-oriented programming, enabling students to develop comprehensive programs

Introduction to Java Programming with Jbuilder 4

This revision is designed for a first or second course in Java programming, this text covers JDK 1.3, the newest version Java 2, principles of programming, and core Java features. In order to help students develop programs more productively and to learn Java more effectively, the features of JBuilder are covered in relation to the topics in each chapter. A step-by-step approach first lays a sound foundation on programming elements, control statements, and methods; then introduces object-oriented programming; moves on to graphics programming; and concludes with advanced features that enable students to develop comprehensive programs. Representative examples, abundant pedagogy, and multiple exercises provide students with an outstanding introduction to Java. The book covers all the subjects required in the Level 1 Java Certification Exam.

US Introduction to Java Programming, Brief Version

Effective Java *Addison-Wesley Professional*

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Student Value Edition for Intro to Java Programming, Brief Version *Pearson College Division*

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of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. Coverage of Java and programming make this a useful reference for beginning programmers and IT professionals. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Liang approaches Java GUI programming using JavaFX, not only because JavaFX is much simpler for new Java programmers to learn and use but because it has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications on desktop computers, on hand-held devices, and on the Web. Additionally, for instructors, JavaFX provides a better teaching tool for demonstrating object-oriented programming. MyProgrammingLab for Introduction to Java Programming is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams--resulting in better performance in the course--and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience To provide a better teaching and learning experience, for both instructors and students, this program offers: Personalized Learning: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Fundamentals-First Approach: Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Problem-Driven Motivation: The examples and exercises throughout the book emphasize problem solving and foster the concept of developing reusable components and using them to create practical projects. A Superior Pedagogical Design that Fosters Student Interest: Key concepts are reinforced with objectives lists, introduction and chapter overviews, easy-to-follow examples, chapter summaries, review questions, programming exercises, and interactive self-tests. The Most Extensive Instructor and Student Support Package Available: The author maintains a website at www.pearsonhighered.com/liang that includes multiple interactive resources. Note: 0133813487 / 9780133813487 Intro to Java Programming, Brief Version -- MyProgrammingLab with Pearson eText -- Access Card Package consists of 0133592200 / 9780133592207 Intro to Java Programming, Brief Version 0133592685 / 9780133592689 MyProgrammingLab with Pearson eText -- Access Card -- for Intro to Java Programming, Brief Version MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor.

Introduction to Java Programming, Comprehensive Version, Student Value *Prentice Hall*

"Introduction to Java Programming, Comprehensive, 9e, " features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java.

Introduction to Java Programming and Data Structures, Comprehensive Version, eBook [Global Edition] *Pearson Higher Ed*

For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques. Introduction to Java Programming and Data Structures seamlessly integrates programming, data structures, and algorithms into one text. With a fundamentals-first approach, the text builds a strong foundation of basic programming concepts and techniques before teaching students object-oriented programming and advanced Java programming. Liang explains programming in a problem-driven way that focuses on problem solving rather than syntax, illustrating basic concepts by example and providing a large number of exercises with various levels of difficulty for students to practice. The 12th Edition is completely revised in every detail to enhance clarity, presentation, content, examples, and exercises.

Valuepack: Introduction to Java Programming-Comprehensive Version/Computer Science: an Overview

International Edition *Prentice Hall*

This value pack consists of Introduction to Java Programming-Comprehensive Version, 6/e by Y. Daniel Liang (ISBN: 9780132221580); Computer Science: An Overview: International edition, 9/e by J. Glenn Brookshear (ISBN: 9780321434456)

Introduction to Java Programming, Comprehensive

Learn Java the Easy Way

A Hands-On Introduction to Programming *No Starch Press*

Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to: -Perform calculations, manipulate text strings, and generate random colors -Use conditions, loops, and methods to make your programs responsive and concise -Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

Outlines and Highlights for Introduction to Java Programming

Fundamentals First (Core Version) by Y. Daniel Liang, ISBN Academic Internet Pub Incorporated

Never HIGHLIGHT a Book Again! Virtually all testable terms, concepts, persons, places, and events are included. Cram101 Textbook Outlines gives all of the outlines, highlights, notes for your textbook with optional online practice tests. Only Cram101 Outlines are Textbook Specific. Cram101 is NOT the Textbook. Accompanys: 9780132237383

Java

An Introduction to Problem Solving and Programming *Addison-Wesley*

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Introduction to Programming with C++ *Pearson College Division*

NOTE: You are purchasing a standalone product;

MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133377474 /ISBN-13: 9780133377477 . That package includes ISBN-10: 0133252817 /ISBN-13: 9780133252811 and ISBN-10: 013337968X /ISBN-13: 9780133379686 . MyProgrammingLab should only be purchased when required by an instructor . For undergraduate students in Computer Science and Computer Programming courses or beginning programmers A solid foundation in the basics of C++ programming will allow readers to create efficient, elegant code ready for any production environment Learning basic logic and fundamental programming techniques is essential for new programmers to succeed. A distinctive fundamentals-first approach and clear, concise writing style characterize Introduction to Programming with C++, 3/e. Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Abstract concepts are carefully and concretely explained using simple, short, and stimulating examples. Explanations are presented in brief segments, with many figures and tables. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

Introduction to Programming Using Python *Prentice Hall*

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133050556/ISBN-13: 9780133050554. That package includes ISBN-10: 0132747189/ISBN-13: 9780132747189 and ISBN-10: 0133019861/ISBN-13: 9780133019865 . MyProgrammingLab should only be purchased when required by an instructor. Introduction to Programming Using Python is intended for use in the introduction to programming course. Daniel Liang is known for his "fundamentals-first" approach to teaching programming concepts and techniques. "Fundamentals-first" means that students learn fundamental programming concepts like selection statements, loops, and functions, before moving into defining classes. Students learn basic logic and programming concepts before moving into object-oriented programming, and GUI programming. Another aspect of Introduction to Programming Using Python is that in addition to the typical programming examples that feature games and some math, Liang gives an example or two early in the chapter that uses a simple graphic to engage the students. Rather than asking them to average 10 numbers together, they learn the concepts in the context of a fun example that generates something visually interesting. Using the graphics examples is optional in this textbook. Turtle graphics can be used in Chapters 1-5 to introduce the fundamentals of programming and Tkinter can be used for developing comprehensive graphical user interfaces and for learning object-oriented programming.

Intro to Java Programming, Comprehensive Version, Global Edition *Pearson Higher Ed*

This text is intended for a 1-, 2-, or 3-semester CS1 course sequence. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Teaching and Learning Experience To

provide a better teaching and learning experience, for both instructors and students, this program offers: Fundamentals-First Approach: Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Problem-Driven Motivation: The examples and exercises throughout the book emphasize problem solving and foster the concept of developing reusable components and using them to create practical projects. A Superior Pedagogical Design that Fosters Student Interest: Key concepts are reinforced with objectives lists, introduction and chapter overviews, easy-to-follow examples, chapter summaries, review questions, programming exercises, and interactive self-tests. The Most Extensive Instructor and Student Support Package Available

Intro to Programming Java Programming, AP Version *Pearson*

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. For courses in Java Programming. Java Programming Concepts for AP Computer Science A Written for AP students, Introduction to Java Programming: AP Edition covers all Java programming material and concepts required as part of the AP Computer Science A curriculum. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach and effectively communicates critical problem-solving techniques to beginning programmers. The text focuses on problem solving through Java programming and emphasizes both imperative and object-oriented problem solving and design. It is divided into two parts: in the first, students learn the fundamental concepts and techniques of selection statements, loops, methods, and arrays, before building on this foundation in the second part, as the text introduces concepts of object-oriented programming. Because knowledge is cumulative, the early chapters provide the conceptual basis for understanding programming, guiding students through simple examples and exercises; subsequent chapters progressively present programming and problem solving in more detail, culminating with the development of comprehensive applications. Throughout the text, understanding of Java concepts is supported by frequent practice and the use of relevant examples. Also Available with MyProgrammingLab™ MyProgrammingLab is an online learning system designed to engage students and improve results. MyProgrammingLab consists of a set of programming exercises correlated to the programming concepts in this book. Through practice exercises and immediate, personalized feedback, MyProgrammingLab improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab™ & Mastering™ does not come packaged with this content. Students, if interested in purchasing this title with MyLab & Mastering, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information.

Introduction to Java Programming, Brief Version, Student Value Edition Plus MyProgrammingLab with Pearson EText - Access Card Package *Pearson*

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Java: A Beginner's Guide, Eighth Edition McGraw Hill Professional

A practical introduction to Java programming—fully revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time. •Clearly explains all of the new Java SE 11 features•Features self-tests, exercises, and downloadable code samples•Written by bestselling author and leading Java authority Herbert Schildt

Systems Analysis and Design

An Object-Oriented Approach with UML John Wiley & Sons

Systems Analysis and Design: An Object-Oriented Approach with UML, Sixth Edition helps students develop the core skills required to plan, design, analyze, and implement information systems. Offering a practical hands-on approach to the subject, this textbook is designed to keep students focused on doing SAD, rather than simply reading about it. Each chapter describes a specific part of the SAD process, providing clear instructions, a detailed example, and practice exercises. Students are guided through the topics in the same order as professional analysts working on a typical real-world project. Now in its sixth edition, this edition has been carefully updated to reflect current methods and practices in SAD and prepare students for their future roles as systems analysts. Every essential area of systems analysis and

design is clearly and thoroughly covered, from project management, to analysis and design modeling, to construction, installation, and operations. The textbook includes access to a range of teaching and learning resources, and a running case study of a fictitious healthcare company that shows students how SAD concepts are applied in real-life scenarios.

Java Programming: *Pearson Education India*

Java Programming is an introductory level text that instills an understanding of basic concepts before gradually moving to advanced topics like swing, socket programming, JAVA native interface, remote method invocation and serialization. Programs a

Introduction to Java Programming and Data Structures, Comprehensive Version, Student Value Edition Plus MyProgrammingLab with Pearson EText - Access Card Package *Pearson*

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new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. For courses in Java Programming A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches you concepts of problem-solving and object-orientated programming using a fundamentals-first approach. As beginner programmers, you learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises. MyLab Programming MyLab Programming(tm) is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages 0134756436 / 9780134756431 Introduction to Java Programming and Data Structures, Comprehensive Version, Student Value Edition Plus MyProgrammingLab with Pearson eText - Access Card Package, 11/e Package consists of 0134671600 / 9780134671604 Introduction to Java Programming and Data Structures, Comprehensive Version, Student Value Edition, 11/e 013467281X / 9780134672816 MyProgrammingLab with Pearson eText -- Access Card -- for Introduction to Java Programming and Data Structures, Comprehensive Version, 11/e