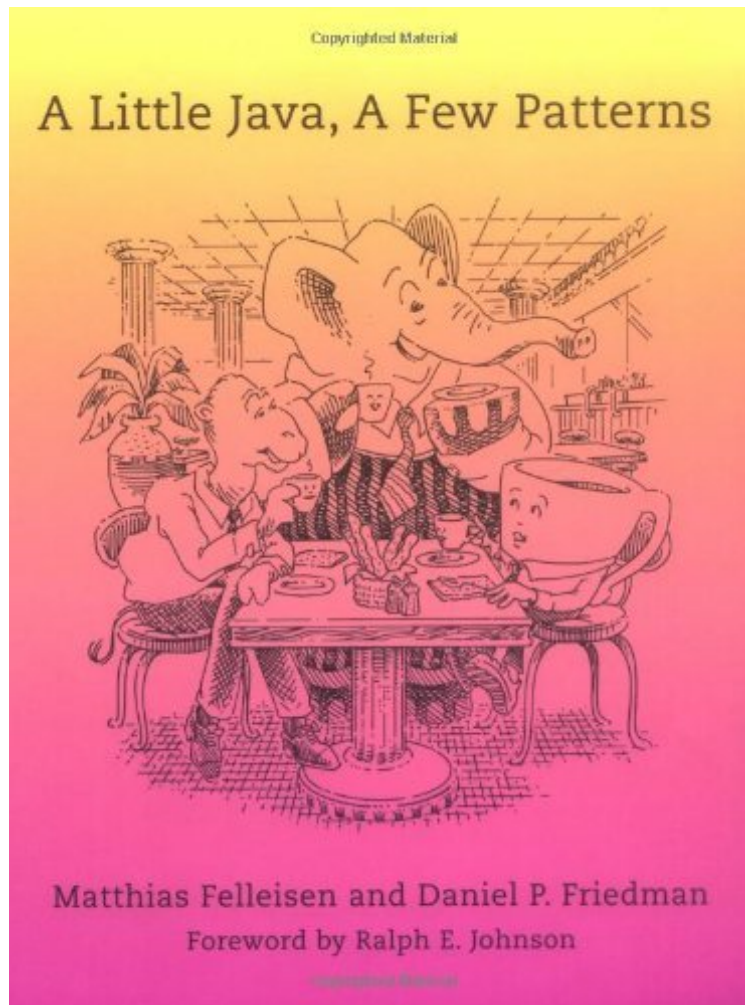


[Ebook pdf] A Little Java, A Few Patterns (MIT Press)

A Little Java, A Few Patterns (MIT Press)

Von Matthias Felleisen

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Von Matthias Felleisen : A Little Java, A Few Patterns (MIT Press) before purchasing it in order to gage whether or not it would be worth my time, and all praised A Little Java, A Few Patterns (MIT Press):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich.
AgreeVon Ein KundeThinly veiled Lisp. This book is interesting from an academic perspective, but I would not recommend it to anyone trying to learn Java. It doesn't follow the standard Java coding conventions rather it wrangles Java into something like a functional programming language. The result is a very Lisp like approach which is elegant in its own way but bears little resemblance to most Java code. As a result I fear that code written in the manner presented in this book would not only be difficult for other Java programmers to use and maintain, but would perform poorly as well.Yuck, yuck, yuck! Whoa! This book sounded really promising, but what a disappointment. The organization of the book, a bunch of random code snippets and questions in one column and weird footnote-like

comments and answers in the other column, would have been annoying enough to make me put the book down, but I kept reading because the code examples were so strange. The authors seem quite enamored with a few idioms that (in my experience as a full-time Java programmer) are quite foreign to Java. There may be something to learn here (if you can get past the annoying organization) but anyone new to Java or to object-oriented programming should stay away until they get a firm grip on more idiomatic Java.

1 von 1 Kunden fanden die folgende Rezension hilfreich. Socratic approach to OOP and design patterns

Von Robert Jordan

Caveat: I have taken several classes from Dr. Felleisen and enjoy his pedagogical approach. The book follows the philosophical QA format popularized by Socrates such that the reader is visually presented with questions on the left-hand side of the page and answers on the right-hand side of the page. One is expected and encouraged to actively participate in the book's pseudo-dialogue. While some experienced programmers and novices who are pressed for time in their work and studies may decry the lack of a "straightforward" presentation: that is precisely what this book intends to avoid. A desire to improve expand one's thinking processes in the context of programming are all that is required for enjoying and benefiting from this book.

Excellent for undergrad OO programming classes.

1 von 1 Kunden fanden die folgende Rezension hilfreich. This is a purely academic appetizer.

Von Ein Kunde

Vistors to another culture are often tempted to buy things they think as artwork, which people in that culture simply use daily. To even tempt vistors (into buying them), such "artwork" are often carefully re-designed to tailor to the visitors' tastes. Such is the case with this secret book. It tries to sell functional programming to you cooked in Java. Those dishes are mediocre in functional programming culture, but might arouse curiosity of a Java-centric programmer. Most of those who praise this book with five stars are like (fooled) buyers who spend \$20 on something like a Chinese fly bat.

KurzbeschreibungJava is a new object-oriented programming language that was developed by Sun Microsystems for programming the Internet and intelligent appliances. In a very short time it has become one of the most widely used programming languages for education as well as commercial applications. Design patterns, which have moved object-oriented programming to a new level, provide programmers with a language to communicate with others about their designs. As a result, programs become more readable, more reusable, and more easily extensible. In this book, Matthias Felleisen and Daniel Friedman use a small subset of Java to introduce pattern-directed program design. With their usual clarity and flair, they gently guide readers through the fundamentals of object-oriented programming and pattern-based design. Readers new to programming, as well as those with some background, will enjoy their learning experience as they work their way through Felleisen and Friedman's dialogue.

Pressestimmen-- Gary McGraw, PhD, Research Scientist at Reliable Software Technologies and coauthor of "Java Security" "This is a book of 'why' not 'how.' If you are interested in the nature of computation and curious about the very idea behind object orientation, this book is for you. This book will engage your brain (if not your tummy). Through its sparkling interactive style, you will learn about three essential OO concepts: interfaces, visitors, and factories. A refreshing change from the 'yet another Java book' phenomenon. Every serious Java programmer should own a copy." -- Gary McGraw, PhD, Research Scientist at Reliable Software Technologies and coauthor of "Java Security" "This is a book of 'why' not 'how.' If you are interested in the nature of computation and curious about the very idea behind object orientation, this book is for you. This book will engage your brain (if not your tummy). Through its sparkling interactive style, you will learn about three essential OO concepts: interfaces, visitors, and factories. A refreshing change from the 'yet another Java book' phenomenon. Every serious Java programmer should own a copy. " -- Gary McGraw, PhD, Research Scientist at Reliable Software Technologies and coauthor of "Java Security"

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