

introduction to java programming 6th edition y daniel liang

Introduction to Java Programming 6th Edition y Daniel Liang: A Comprehensive Guide for Aspiring Developers

introduction to java programming 6th edition y daniel liang is a widely acclaimed textbook that has helped countless beginners and intermediate programmers grasp the fundamentals and advanced concepts of Java programming. Authored by Y. Daniel Liang, a renowned computer science educator, this edition builds upon its predecessors by offering updated content, practical examples, and a clear, student-friendly approach that makes learning Java both accessible and engaging.

Whether you're a student embarking on your first programming course or a self-learner aiming to strengthen your coding skills, this book provides a structured pathway to mastering Java. In this article, we'll explore what makes the Introduction to Java Programming 6th Edition by Daniel Liang stand out, delve into its key features, and offer insights into how you can maximize your learning experience with this resource.

Why Choose Introduction to Java Programming 6th Edition y Daniel Liang?

Java has long been one of the most popular programming languages, powering everything from mobile apps to large-scale enterprise software. The 6th edition of Daniel Liang's textbook remains a go-to resource because of its comprehensive coverage and pedagogical strengths.

Comprehensive and Up-to-Date Content

One of the standout features of this edition is its up-to-date content that reflects the evolving Java ecosystem. The 6th edition includes updated examples, new programming exercises, and coverage of contemporary Java features, ensuring readers are learning relevant and practical skills.

The book covers everything from basic syntax and control structures to object-oriented programming concepts, exception handling, GUI development, and even touches on data structures and algorithms. This broad scope ensures learners gain a solid understanding of core Java programming principles.

Clear Explanations and Step-by-Step Examples

Daniel Liang's writing style is known for being clear, concise, and approachable. The book

breaks complex topics into manageable chunks, using step-by-step explanations that help readers build their knowledge gradually.

Throughout the chapters, readers encounter numerous code snippets that illustrate concepts in action, helping to bridge the gap between theory and practice. This approach is particularly beneficial for beginners who might feel overwhelmed by abstract programming jargon.

Practical Programming Exercises and Projects

Learning programming is best achieved through practice, and this edition emphasizes hands-on coding. Each chapter ends with a set of exercises tailored to reinforce the material covered. These exercises range from simple code writing to more challenging problems that encourage critical thinking.

Moreover, the book includes several real-world projects that enable learners to apply what they've learned in practical scenarios. This project-based learning approach not only boosts confidence but also prepares readers for real programming tasks in academic or professional environments.

Exploring the Structure of Introduction to Java Programming 6th Edition

Understanding how the book is organized can help readers navigate it effectively and tailor their learning journey.

Foundations of Java Programming

The initial chapters focus on the very basics, such as data types, variables, operators, and control flow statements like loops and conditionals. These chapters set the groundwork for understanding how Java programs function.

Learners are introduced to the Java Development Kit (JDK) and how to write, compile, and run Java programs, which is essential knowledge for beginners.

Object-Oriented Programming Concepts

A significant portion of the book is dedicated to object-oriented principles — classes, objects, inheritance, polymorphism, and encapsulation. Daniel Liang carefully explains these concepts with relatable analogies and detailed code examples, making it easier for readers to grasp the power of OOP in Java.

Understanding OOP is crucial because modern Java applications rely heavily on these paradigms to create modular, reusable, and maintainable code.

Advanced Topics and GUI Programming

Beyond the basics, the book introduces more advanced topics such as exception handling, file I/O, multithreading, and GUI programming using JavaFX or Swing. These sections prepare learners to build interactive and robust applications.

By the time readers reach these chapters, they have developed a solid foundation and are ready to tackle more complex programming challenges.

Tips to Get the Most Out of Introduction to Java Programming 6th Edition y Daniel Liang

To truly benefit from this textbook, consider the following strategies:

- **Follow the Examples Actively:** Don't just read the code—type it out and experiment with modifications to see how changes affect the program.
- **Complete All Exercises:** Even the challenging ones. They are designed to deepen your understanding and problem-solving skills.
- **Use Supplemental Resources:** Many educators and learners supplement this book with online tutorials, coding platforms, and forums like Stack Overflow to clarify doubts.
- **Build Your Own Projects:** Apply what you've learned by creating small programs or apps that interest you. This practical experience is invaluable.
- **Review Concepts Regularly:** Programming requires practice and repetition. Revisit challenging topics periodically to reinforce your learning.

The Role of Introduction to Java Programming 6th Edition in Modern Education

In academic settings, Daniel Liang's Introduction to Java Programming has become a staple textbook for introductory programming courses worldwide. Its balance of theory, practice, and real-world application aligns well with curriculum requirements and learning outcomes.

Moreover, with the increasing demand for Java developers in industries such as finance,

mobile development (Android), and large-scale enterprise software, mastering Java through a resource like this book can open up numerous career opportunities.

Bridging the Gap Between Theory and Industry

One of the reasons this edition is so popular is its emphasis on practical skills that employers look for. By working through the book, learners not only understand Java syntax but also develop problem-solving abilities, object-oriented design skills, and familiarity with common programming patterns.

The exercises and projects simulate real-world problems, equipping readers with the confidence to tackle programming challenges beyond the classroom.

For Self-Learners and Professionals

While primarily aimed at students, the Introduction to Java Programming 6th Edition by Daniel Liang is also an excellent resource for self-learners and professionals looking to refresh or deepen their Java knowledge. Its structured approach and detailed explanations make it easy to follow without a formal instructor.

Many seasoned developers appreciate the book's clarity when revisiting fundamental concepts or exploring new Java features added in recent versions.

Additional Learning Materials and Support

Daniel Liang and the publisher often provide supplementary resources that complement the textbook, including:

- Online code examples and sample projects
- Instructor's manuals and solution guides (for educators)
- Interactive coding platforms and quizzes
- Updates reflecting the latest Java versions and best practices

These materials enhance the learning experience by offering additional practice and avenues to clarify complex topics.

If you're embarking on your Java programming journey, the Introduction to Java

Programming 6th Edition by Daniel Liang serves as a trusted companion—balancing foundational knowledge with practical application to help you become a proficient Java developer. Whether for academic study or self-driven learning, this book remains a valuable resource that continues to empower new generations of programmers.

Frequently Asked Questions

What is 'Introduction to Java Programming, 6th Edition' by Y. Daniel Liang about?

It is a comprehensive textbook designed to teach the fundamentals of Java programming, covering core concepts, object-oriented programming, and practical applications suitable for beginners and intermediate learners.

What new features or updates are included in the 6th edition of 'Introduction to Java Programming' by Y. Daniel Liang?

The 6th edition includes updated content reflecting the latest Java SE features at the time, improved examples and exercises, and enhanced explanations of object-oriented programming concepts to align with current programming practices.

Is 'Introduction to Java Programming, 6th Edition' suitable for absolute beginners?

Yes, the book is structured to start with basic programming concepts and gradually introduce more complex topics, making it accessible for beginners with no prior programming experience.

Does the book cover object-oriented programming concepts in Java?

Yes, it provides a thorough introduction to object-oriented programming, including classes, objects, inheritance, polymorphism, and encapsulation, which are fundamental to Java programming.

Are there programming exercises included in 'Introduction to Java Programming, 6th Edition'?

Yes, the book contains numerous exercises and programming projects at the end of each chapter to help readers practice and reinforce their understanding of Java programming concepts.

Does Y. Daniel Liang's book include examples using Java GUI programming?

Yes, the book includes chapters on graphical user interface (GUI) programming using Java's Swing library, teaching how to create interactive applications with windowed interfaces.

Can this book be used as a textbook for college-level Java programming courses?

Absolutely, 'Introduction to Java Programming' by Y. Daniel Liang is widely used as a textbook in college and university courses due to its clear explanations, comprehensive coverage, and practical exercises.

Where can I find supplementary materials or resources for 'Introduction to Java Programming, 6th Edition'?

Supplementary materials such as source code, slides, and additional exercises are often available on the publisher's website or through educational platforms associated with the book.

Additional Resources

Introduction to Java Programming 6th Edition y Daniel Liang: A Detailed Review

introduction to java programming 6th edition y daniel liang stands as a prominent resource for both beginners and intermediate learners aiming to navigate the complexities of Java programming. As the sixth iteration in a well-established series, this edition reflects ongoing updates that align with the evolving landscape of Java development. Authored by Y. Daniel Liang, a respected figure in computer science education, the book promises a blend of theoretical foundations and practical applications. This article delves into the book's content, pedagogical approach, and its place within the broader context of programming education materials.

In-depth Analysis of Introduction to Java Programming 6th Edition y Daniel Liang

Java remains one of the most widely used programming languages across industries, from enterprise software to mobile applications. Therefore, resources teaching Java must balance accessibility with depth. The 6th edition of Introduction to Java Programming by Daniel Liang attempts to address this by updating its coverage to reflect the latest Java SE versions and incorporating contemporary programming techniques.

One of the distinctive aspects of this edition is its structured approach to easing learners into the language. The book starts with fundamental programming concepts before progressively introducing more complex topics such as object-oriented programming, GUI

development, data structures, and exception handling. This gradual escalation is designed to accommodate readers who may be completely new to programming while still providing enough substance for those with some prior experience.

Content Structure and Pedagogical Approach

Liang's text is organized into clearly defined chapters that build upon each other logically. Early chapters focus on basic syntax, data types, control statements, and methods, which are critical building blocks for understanding Java. Subsequent chapters expand into classes and objects, inheritance, polymorphism, and interfaces—core object-oriented programming principles.

Each chapter includes numerous examples and exercises, supporting active learning. The inclusion of programming challenges encourages readers to apply concepts immediately, fostering retention and practical understanding. Furthermore, the book incorporates visual aids such as flowcharts and diagrams that illustrate abstract programming concepts, aiding comprehension.

The 6th edition specifically updates examples and exercises to align with Java SE 8 features at the time, such as lambda expressions and the Stream API. This integration highlights the author's commitment to maintaining relevance in a fast-evolving programming ecosystem.

Comparative Perspective among Java Programming Books

When compared to other popular Java textbooks, Introduction to Java Programming 6th Edition by Liang offers a comprehensive scope that rivals titles like "Java: How to Program" by Deitel or "Head First Java" by Sierra and Bates. However, Liang's book tends to adopt a more formal, academic tone, making it particularly well-suited for classroom environments and self-study by disciplined learners.

Unlike some books that prioritize brevity or focus solely on advanced topics, Liang provides a balanced mix of foundational theory and practical programming exercises. This makes the book a versatile resource for a wide range of audiences, from high school students to university undergraduates.

Key Features and Highlights

Several features distinguish the 6th edition of Introduction to Java Programming:

- **Comprehensive Coverage:** From basic programming constructs to advanced topics like generics, multithreading, and JavaFX, the book covers a broad spectrum of Java programming essentials.

- **Hands-On Exercises:** Each chapter offers a variety of exercises, including coding problems, multiple-choice questions, and projects designed to test understanding.
- **Updated Examples:** The inclusion of modern Java features ensures that readers are not learning outdated practices.
- **Supplementary Resources:** The book often comes bundled with online resources, including source code files and instructor materials, which enhance the learning experience.
- **Clear Explanations:** Concepts are explained with clarity and precision, supported by annotations and step-by-step walkthroughs of code snippets.

Pros and Cons from a Learner's Perspective

While the book is widely praised, it is important to consider some of its strengths and limitations:

1. Pros:

- Structured progression facilitates gradual learning.
- Extensive practice exercises encourage skill reinforcement.
- Updated content reflects contemporary Java programming trends.
- Suitable for self-learners and formal classroom instruction alike.

2. Cons:

- The formal tone may be less engaging for casual readers.
- Some topics may require additional external resources for deeper exploration.
- Due to the book's comprehensive nature, it can be dense and time-consuming.

Relevance in Today's Java Learning Environment

The programming landscape continually evolves, and Java is no exception. As of the 6th

edition's release, Java SE 8 was a significant milestone due to its introduction of functional programming constructs. By incorporating these features, the book ensures learners are not only grounded in procedural and object-oriented paradigms but also exposed to newer concepts shaping modern software development.

Moreover, the text's emphasis on practical problem-solving aligns well with industry demands, where coding proficiency must translate into real-world application. For students preparing for certifications such as Oracle's Java Programmer exams, the book provides a solid foundation.

However, since Java has progressed beyond SE 8 with newer versions like SE 11 and SE 17 introducing additional enhancements, users of this edition may need to supplement their study with more recent materials to stay current with the latest language features.

Integration of Programming Tools and Environments

Introduction to Java Programming 6th Edition also pays attention to the programming environment, guiding learners on how to use Integrated Development Environments (IDEs) such as Eclipse or NetBeans. This practical orientation is crucial because effective coding often depends on familiarity with development tools.

The book's code examples are designed to be compatible with standard Java compilers, reinforcing best practices and encouraging readers to develop good coding habits early on.

Final Thoughts on Introduction to Java Programming 6th Edition y Daniel Liang

In summary, Introduction to Java Programming 6th Edition y Daniel Liang remains a valuable resource for those seeking a thorough grounding in Java programming. Its careful balance of theory and practice, combined with updated content relevant to Java SE 8, positions it as a credible choice among programming textbooks.

While some readers might find the depth and formal tone challenging, the book's structured methodology and comprehensive coverage help demystify Java's complexities. For educators and self-directed learners aiming to build a strong foundation in Java, Liang's work continues to offer a reliable pathway toward programming proficiency.

[Introduction To Java Programming 6th Edition Y Daniel Liang](#)

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programming. The Brief version is suitable for a CS1 course. 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 includes 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. In the Eighth Edition, only standard classes are used.

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the Level I Java Certification Exam -- fundamentals of programming (including primitive data types, control statements, methods, and arrays); object-oriented programming; graphics programming; exception handling; internalization; multithreading; multimedia; I/O; networking; and Java data structures

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introduction to java programming 6th edition y daniel liang: SIX BOOKS IN ONE: The Secrets of Java Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-02-19 BUKU 1: OTODIDAK Belajar Java Untuk Programmer Pemula Buku ini dikonstruksi dengan menganut pendekatan solutif atas dasar-dasar teknik pemrograman Java. Anda dapat memahami isi buku secara otodidak. Buku ini berlandaskan pada ide-ide dasar yang dipercaya dapat menjadikan pembaca memiliki kemampuan analisis dan pemrograman berorientasi-objek: Berorientasi-objek: Buku ini sungguh-sungguh mengajarkan pendekatan berorientasi-objek. Semua pemrosesan program selalu didiskusikan dalam peristilahan berorientasi-objek. Pembaca akan belajar bagaimana menggunakan objek-objek sebelum menulis dan menciptakannya. Buku ini menggunakan pendekatan progresi alamiah yang membuahkan kemampuan dalam merancang solusi-solusi berorientasi-objek. Praktek pemrograman yang benar: Pembaca seharusnya tidak diajari bagaimana memprogram; Pembaca sebaiknya diajari bagaimana menuliskan program yang benar. Buku teks ini mengintegrasikan latihan-latihan yang berperan sebagai fondasi dari keterampilan pemrograman yang baik. Pembaca akan belajar bagaimana menyelesaikan permasalahan dan bagaimana mengimplementasikan solusinya. Contoh: Pembaca akan belajar dari contoh. Buku teks ini diisi dengan contoh-contoh yang diimplementasikan secara utuh untuk mendemonstrasikan konsep-konsep pemrograman yang baik. Animasi dan GUI: Grafika dapat menjadi motivator bagi pembaca, dan kegunaannya dapat berperan sebagai contoh-contoh yang baik untuk pemrograman berorientasi-objek. Latihan Pemrograman: Pembaca ditantang untuk menyelesaikan soal-soal yang disediakan secara khusus pada akhir dari tiap bab. Akhirnya kami berharap buku ini menjadi referensi berguna bagi mereka yang membaca. Dengan ini pula, kami menyatakan bahwa semua kesalahan yang ada pada buku ini adalah milik kami. BUKU 2: Java Untuk Mahasiswa dan Peneliti Buku ini berjudul "JAVA Untuk Mahasiswa dan Peneliti" yang dikhususkan bagi pembaca yang benar-benar ingin menguasai fondasi PBO. Karena fondasi harus kokoh, buku ini sungguh-sungguh memperdalam konsep-konsep yang mendasari PBO misalnya pewarisan dan polimorfisme, overloading metode, dan enkapsulasi. Buku ini ditulis karena spirit untuk mendokumentasikan gagasan-gagasan pemrograman berorientasi objek di dalam keluarga besar JAVA. Di Indonesia, sangat jarang ditemui buku yang mendiskusikan pemrograman JAVA yang mengupas secara detil kelebihan dan kekurangan suatu kode sumber. Buku ini menelaah suatu kode sumber dengan memberikan perhatian khusus terhadap potongan-potongan kode yang dianggap penting. Buku ini dikhususkan bagi mahasiswa, peneliti, serta pembelajar mandiri yang menjadi pemrogram aktif. BUKU 3: Struktur Data Dengan Java Buku ini merupakan pengembangan bahan ajar matakuliah "Struktur Data" dan Pemrograman Platform Independen" yang telah dibina dan diajar oleh penulis di beberapa universitas negeri maupun swasta. Karena sifatnya aplikatif, maka buku ini dimulai dengan bab yang mereview kelas abstrak dan antarmuka yang dilanjutkan dengan topik grafik, pemrograman event-driven, GUI, file biner I/O, rekursi, pemrograman generik, JCF,

pengurutan, antrian, pohon pencarian biner, dan graf. Sebelum membaca buku ini, pembaca diharapkan memiliki fondasi pemrograman JAVA yang cukup kuat. Kedalaman materi pada buku ini menjadikannya layak sebagai bahan referensi bukan hanya bagi mahasiswa sarjana tetapi juga bagi mahasiswa pascasarjana yang ingin memperdalam pemrograman JAVA.

BUKU 4: Panduan Lengkap dan Ringkas Pemrograman Database dengan Java/MySQL Pada buku ini, Anda akan mempelajari bagaimana membangun dari nol sebuah sistem manajemen database MySQL menggunakan Java. Dalam merancang GUI dan sebagai IDE, Anda akan memanfaatkan perangkat NetBeans. Secara bertahap dan langkah demi langkah, Anda akan diajari bagaimana memanfaatkan MySQL dalam Java. Pada bab kesatu, Anda akan mempelajari: Bagaimana menginstalasi NetBeans, JDK 11, dan MySQL Connector/J; Bagaimana mengintegrasikan Library eksternal ke dalam proyek; Bagaimana perintah dasar MySQL digunakan; Bagaimana statemen query untuk menciptakan database, menciptakan tabel, mengisi tabel, dan memanipulasi isi tabel dilakukan. Pada bab kedua, Anda akan mempelajari: Menciptakan proyek tiga tabel awal pada database sekolah: tabel Guru, tabel Kelas, dan tabel MatPel; Menciptakan file konfigurasi database; Menciptakan GUI Java untuk melihat dan menavigasi isi tiap tabel. Menciptakan GUI Java untuk menyisipkan dan mengedit tabel; dan Menciptakan GUI Java untuk menggabungkan dan melakukan query atas ketiga tabel tersebut. Pada bab ketiga, Anda akan mempelajari: Menciptakan form utama untuk menghubungkan semua form; Menciptakan proyek akan menambahkan tiga tabel lagi pada database sekolah: tabel Siswa, tabel Ortu, dan tabel UangSekolah; Menciptakan GUI Java untuk melihat dan menavigasi isi tiap tabel; Menciptakan GUI Java untuk mengedit, menyisipkan, dan menghapus rekaman pada tiap tabel; Menciptakan GUI Java untuk menggabungkan dan melakukan query atas ketiga tabel dan keenam tersebut. Pada bab keempat, Anda akan mempelajari: Menciptakan proyek akan menambahkan dua tabel terakhir pada database sekolah: tabel Nilai dan tabel Ujian; Menciptakan GUI Java untuk mengedit, menyisipkan, dan menghapus rekaman pada tiap tabel. Menciptakan GUI Java untuk menggabungkan dan melakukan query atas kedelapan tabel yang ada. Akhir kata, diharapkan buku ini berguna dan bisa meningkatkan keahlian pemrograman database bagi programmer Java/MySQL seperti Anda.

BUKU 5: Belajar Cepat dan Mandiri Pemrograman Database dengan Java/MySQL Pada buku ini, Anda akan mempelajari bagaimana membangun dari nol sebuah sistem manajemen database rekam jejak kriminal menggunakan Java/MySQL. Semua kode Java untuk melakukan pemrosesan citra digital pada buku ini merupakan Native Java. Disengaja tidak mengandalkan pustaka eksternal, agar pembaca mengetahui secara detil proses ekstraksi citra digital mulai dari nol dalam Java. Hanya ada tiga pustaka eksternal yang digunakan pada buku ini: Connector/J untuk memfasilitasi koneksi Java ke MySQL, JCalendar untuk menampilkan kontrol kalender, dan JFreeChart untuk menampilkan grafik. Fitur-fitur citra digital yang digunakan pada buku ini adalah tapis keabuan, tapis penajaman, tapis balik (invert), dilasi, erosi, closing, dan opening. Bagi pembaca, Anda bisa mengembangkannya untuk menyimpan fitur-fitur mutakhir lain berbasis deskriptor seperti SIFT dan lainnya untuk pengembangan pencocokan berbasis deskriptor. Pada bab pertama, Anda akan ditunjukkan sejumlah perangkat yang diperlukan untuk diunduh dan diinstalasi. Anda perlu mengetahui bagaimana menambahkan pustaka eksternal ke dalam lingkungan NetBeans. Perangkat-perangkat ini diperlukan agar Anda bisa menjalankan skrip Java yang disediakan. Pada bab kedua, Anda akan diajarkan untuk menciptakan sebuah tabel Tersangka pada database proyek. Tabel ini memiliki sebelas kolom: `id_tersangka` (kunci primer), `nama_tersangka`, `tanggal_lahir`, `tanggal_perkara`, `tanggal_laporan`, `status_kasus`, `tanggal_ditahan`, `nama_ibu`, `alamat`, `telepon`, dan `foto`. Di sini, Anda juga akan diajak untuk berekspresimen merancang GUI Java untuk menampilkan, mengedit, mengisi, dan menghapus data tabel Tersangka. Pada bab ketiga, Anda akan menciptakan tabel kedua dengan nama `Ekstraksi_Fitur`, yang memiliki delapan kolom: `id_fitur` (kunci primer), `id_tersangka` (kunci asing), `canny`, `adaptif`, `kmeans`, `histogram`, `gradien`, dan `segmentasi`. Keenam bidang (kecuali kunci) akan memiliki tipe data `blob`, agar citra fitur akan langsung disimpan ke dalam tabel ini. Di sini, Anda juga akan diajak untuk berekspresimen merancang GUI Java untuk menampilkan, mengedit, mengisi, dan menghapus data tabel `Ekstraksi_Fitur`. Pada bab keempat, Anda akan menambahkan dua tabel: `Polres` dan `Penyidik`. Kedua tabel ini nanti akan diintegrasikan

dengan tabel Tersangka melalui sebuah tabel lain, Berkas_Perkara, yang akan dibangun pada bab kelima. Tabel ketiga pada buku ini, dengan nama Polres, memiliki enam kolom: id_polres (kunci primer), lokasi, kab_kota, propinsi, telepon, dan foto. Tabel keempat pada buku ini dengan nama Penyidik memiliki delapan kolom: id_penyidik (kunci primer), nama_penyidik, pangkat, tanggal_lahir, jenis_kelamin, alamat, telepon, dan foto. Di sini, Anda juga akan diajak untuk berekspresimen merancang GUI Java untuk menampilkan, mengedit, mengisi, dan menghapus data pada kedua tabel tersebut. Pada bab kelima, Anda akan menambahkan dua tabel: Korban dan Berkas_Perkara. Tabel Berkas_Perkara akan menghubungkan empat tabel lainnya: Tersangka, Polres, Penyidik, dan Korban. Tabel kelima pada buku ini, dengan nama Korban, memiliki sembilan kolom: id_korban (kunci primer), nama_korban, korban_kejahatan, tanggal_lahir, tanggal_kejahatan, jenis_kelamin, alamat, telepon, dan foto. Tabel keenam, dengan nama Berkas_Perkara, yang memiliki tujuh kolom: id_berkas (kunci primer), id_tersangka (kunci asing), id_polres (kunci asing), id_penyidik (kunci asing), id_korban (kunci asing), status, dan keterangan. Anda juga akan diajak untuk berekspresimen merancang GUI Java untuk menampilkan, mengedit, mengisi, dan menghapus data pada kedua tabel tersebut. Akhir kata, diharapkan buku ini berguna dan bisa meningkatkan keahlian pemrograman database bagi programmer Java seperti Anda.

BUKU 6: LANGKAH DEMI LANGKAH PEMROGRAMAN DATABASE MENGGUNAKAN JAVA/POSTGRESQL Pada buku ini, Anda akan mempelajari bagaimana membangun dari nol sebuah sistem manajemen database PostgreSQL menggunakan Java. Dalam merancang GUI dan sebagai IDE, Anda akan memanfaatkan perangkat NetBeans. Secara bertahap dan langkah demi langkah, Anda akan diajari bagaimana memanfaatkan PostgreSQL dalam Java. Pada bab kesatu, Anda akan mempelajari: Bagaimana menginstalasi NetBeans, JDK 11, dan konektor PostgreSQL; Bagaimana mengintegrasikan Library eksternal ke dalam proyek; Bagaimana perintah dasar PostgreSQL digunakan; Bagaimana statemen query untuk menciptakan database, menciptakan tabel, mengisi tabel, dan memanipulasi isi tabel dilakukan. Pada bab kedua, Anda akan mempelajari: Menciptakan proyek tiga tabel awal pada database sekolah: tabel Guru, tabel Kelas, dan tabel MatPel; Menciptakan file konfigurasi database; Menciptakan GUI Java untuk melihat dan menavigasi isi tiap tabel. Menciptakan GUI Java untuk menyisipkan dan mengedit tabel; dan Menciptakan GUI Java untuk menggabungkan dan melakukan query atas ketiga tabel tersebut. Pada bab ketiga, Anda akan mempelajari: Menciptakan form utama untuk menghubungkan semua form; Menciptakan proyek akan menambahkan tiga tabel lagi pada database sekolah: tabel Siswa, tabel Ortu, dan tabel UangSekolah; Menciptakan GUI Java untuk melihat dan menavigasi isi tiap tabel; Menciptakan GUI Java untuk mengedit, menyisipkan, dan menghapus rekaman pada tiap tabel; Menciptakan GUI Java untuk menggabungkan dan melakukan query atas ketiga tabel dan keenam tersebut. Pada bab keempat, Anda akan mempelajari: Menciptakan proyek akan menambahkan dua tabel terakhir pada database sekolah: tabel Nilai dan tabel Ujian; Menciptakan GUI Java untuk mengedit, menyisipkan, dan menghapus rekaman pada tiap tabel. Menciptakan GUI Java untuk menggabungkan dan melakukan query atas kedelapan tabel yang ada. Akhir kata, diharapkan buku ini berguna dan bisa meningkatkan keahlian pemrograman database bagi programmer Java/PostgreSQL seperti Anda.

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