# About H. Roumani's Book:

# Introduction to Computer Science with Android™, 2nd Ed.

❖ **What is this book about?**

It is about learning how to write maintainable and scalable Java programs and Android apps using best-practice methodologies and well-established design patterns.

❖ **Who is this book for?**

Self-learners and students of first-year computing courses themed around object-oriented programming, Java, and the Android mobile platform. No prior exposure to these topics is assumed.

❖ **Why is this book different?**

Its focus is not on the technologies, which are continuously changing, but on fundamental computing concepts, ones that will endure long after the technologies fall out of fashion.

❖ **How does this book cover these topics?**

It adopts an experiential, learning-by-doing approach. Each chapter has a "*doing*" part that shows you how to build an app, and a "*learning*" part that lets you understand the concepts behind the build.

❖ **How will I build apps?**

The "*doing*" part starts with the requirement; explains the design; and then helps you implement and test using MVC throughout. *There are over 60 "doing" exercises.*

❖ **How will I learn programming?**

The "*learning*" part explains the key concepts, from lexical elements, variable, and expressions, to control structures, strings, and collections. *There are over 70 "learning" exercises.*

❖ **What are the takeaways beyond Android and Java?**

Fundamental computing concepts such as data types and their closure; memory models; object vs functional delegation; abstraction; algorithm complexity; regular expressions; etc.

❖ **What's different in the Second Edition?**

Changes in the UI of Android Studio; additional examples; deeper coverage of core Computer Science concepts; the new **CS Trail**; and an **assessment** that tests understanding with answers on the website.

❖ **What's the difference between the Paperback and the Kindle eBook?**

No material difference between the two; the contents are identical.