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Programming Interactivity A Designers Guide
This huge book appears to be targeted at the non-technical hobbyist or possibly an artist or designer covering the basics of programming, Arduino Microcontroller environment, Processing (subset of Java and IDE) and openFrameworks. It even has some circuits for the hobbiest building with embedded devices.

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While the book does cover the Processing subset of the Java programming language, to conserve space and maintain focus, it doesn't cover Java. The book doesn't cover many aspects of C++, such as templates, inline functions, operator overloading, and abstract classes.

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