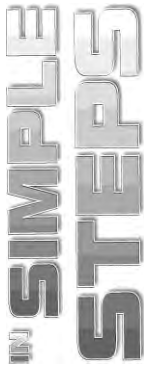


CONTENTS

Chapter 1 ■ Getting Started with Java SE 6		1
Introduction of Java SE 6.....		3
Desktop Improvements.....		3
Core Improvements.....		4
Getting and Installing Java.....		5
A Simple Java Program		10
Compiling and Running the Program.....		11
Summary.....		12
Chapter 2 ■ Exploring Variables, Data Types, Operators and Arrays		13
Declaring a Variable.....		14
Understanding Data Types		15
Integer Types.....		16
Character		16
Floating point types.....		16
Boolean Type.....		17
Understanding Operators		17
Using Arithmetic Operators.....		18
Increment and Decrement Operators.....		19
Using Bitwise Operators.....		20
Using Relational Operators.....		22
Using the Boolean Operator.....		23
Using the Boolean Logical Operator		23
Using the ?: Operator.....		25
Working with Arrays.....		26
Using One Dimensional Array		26
Using Two Dimensional Array		28
Using the Varargs Feature.....		29
Summary.....		30
Chapter 3 ■ Controlling Program Flow		31
Implementing Conditional Statements.....		32
Using if statement		32
Using if-else statement.....		33
Using switch statement.....		34
Implementing Iteration Statements		36
Using while Loop.....		36



Using do-while Loop	37
Using for Loop	39
Using for-each Loop	40
Working with Nested Loop.....	41
Implementing Jump Statements	42
Using break statement	42
Using continue statement	44
Using return Statement	45
Summary	46
Chapter 4 ■ Classes, Methods, Packages, and Access Specifiers	
	47
Overview of a class.....	48
Working with Objects.....	50
Working with Methods	51
Working with Constructors	53
Using Default Constructor	54
Using Parameterized Constructors.....	55
Working with Inner Classes	58
Exploring Packages	59
Built-in Packages	60
User-defined packages.....	61
Using Access Specifiers	64
Summary	64
Chapter 5 ■ Implementing Objects Oriented Programming In Java	
	65
Understanding Encapsulation.....	66
Understanding Abstraction	67
Understanding Inheritance	69
Using Method Overriding.....	70
Understanding the final Keyword	72
Preventing Inheritance.....	72
Declaring Constant Variables	73
Preventing Method Overriding.....	73
Implementing Interfaces.....	74
Implementing Abstract Classes and Methods	77
Difference between Abstract Classes and Interfaces	78
Defrence Between Polymorphism	79
Understanding Static Polymorphism	79
Understanding Dynamic Polymorphism	81
Summary	82

Chapter 6 ■ Implementing Exception Handling	83
Overview of Exceptions	84
Exception Handling Techniques.....	85
Using the try and catch Blocks	86
Using Multiple catch Blocks.....	87
Using Nested try	88
Using the throw Clause.....	90
Using the throws Clause	91
Built-in Exceptions	93
User-defined Exceptions.....	94
Summary	96
Chapter 7 ■ Working with Threads	97
Understanding Threads.....	98
Describing the Thread Life cycle	99
Creating and Running a Thread.....	100
Implementing the Runnable Interface.....	100
Extending the Thread Class.....	101
Terminating a Thread.....	103
Synchronizing Threads	103
Thread Synchronization Mechanisms.....	105
Implementing Inter-Thread Communication	107
Understanding DeadLocks in Threads.....	110
Understanding Thread Priorities	112
Summary	114
Chapter 8 ■ Working with Collection Framework	115
Overview of Collections Framework	116
Exploring the Collection Interfaces.....	116
The Collection Interface.....	117
The List Interface.....	118
The Set Interface	120
The SortedSet Interface	121
The NavigableSet Interface.....	122
The Queue Interface.....	123
The Deque Interface	124
Exploring the Collection Classes.....	125
The ArrayList Class.....	126
The HashSet Class.....	128
The TreeSet Class.....	129

The PriorityQueue Class	132
The ArrayDeque Class	135
Accessing a Collection via an Iterator	138
Working with Maps	139
Using the Map Interface.....	139
Using the NavigableMap Interface	140
Using Map Classes.....	141
Summary.....	145
Chapter 9 ■ Implementing Input/Output Operations	147
Streams.....	148
Byte Streams.....	149
Character Streams	150
Reading Console Input.....	151
Reading Lines from a Text File.....	153
Writing Text to a File	154
Reading Bytes from a File	155
Summary.....	156
Chapter 10 ■ Working with Interface Components	157
Understanding AWT	158
Exploring the Component class	158
Creating a Desktop Application using AWT.....	160
Creating a Frame Window.....	160
Hiding and Showing a Window	162
Setting the Window's Title	163
Closing a Frame Window	164
Adding Buttons	167
Adding Labels and TextFields.....	169
Adding Checkboxes and Radiobuttons.....	172
Using the Choice class.....	175
Adding a Scrollbar	177
Working with TextAreas	179
Working with Panel Container	181
Understanding Swing.....	183
Creating a Desktop Application using Swing	183
Implementing the JFrame class	184
Adding the JButton.....	186
Adding JLabel and JTextField.....	188
Adding JTextArea	191
Adding JTable	193

Working with the JTabbedPane	195
Implementing Layout Managers	198
The FlowLayout Manager	198
The BorderLayout Manager	200
The GridLayout Manager	202
The GridBagLayout Manager	204
Summary	209
Chapter 11 ■ Implementing and Handling Events	211
Overview of Events	212
Components of Event	212
Event Classes	213
Listeners for Events	217
ActionListener	218
ComponentListener	218
KeyListener	219
MouseListener	220
AdjustmentListener	220
Exploring the Methods of Event Listeners	220
Using ActionListener	221
Using KeyListener	222
Using MouseListener	224
Using Adapter Classes	226
Summary	228
Chapter 12 ■ Exploring Applets and Advanced GUI Features	229
Understanding Applets	230
Life Cycle of an Applet	230
Using the <APPLET> HTML Tag	231
Drawing Graphics in Applets	232
Adding Controls to Applets	235
Advanced GUI Features	237
Working with the System Tray	238
Working with the Splash Screen	240
Working with Dialog Modality	243
Working with the GIF Writer	244
Summary	245