

Table of Contents

Introduction	ix
Chapter 1: Introducing Java.....	1
1.1 Introducing Object Oriented Programming	1
1.2 Exploring the Object Oriented Programming Principles	2
Objects.....	2
Classes.....	2
Data Hiding and Encapsulation.....	3
Data Abstraction	3
Inheritance	4
Polymorphism.....	4
Dynamic Binding	5
Message Passing.....	5
1.3 Exploring the Features of Java	5
Simple	6
Secure.....	6
Portable.....	6
Robust	6
Multithreading	6
Platform Independent.....	7
Distributed	7
Dynamic	7
1.4 Introducing the Bytecodes and the Java Virtual Machine.....	7
The Bytecode.....	7
Java Virtual Machine	8
Summary.....	9
Review Questions.....	9
Chapter 2: Exploring the Basic Programming Elements	13
2.1 Primitive Data Types.....	13
Integer Data Types	13
Floating-point Data Types	14
Character Data Type	15
Boolean Data Type	16
2.2 Variables.....	16
Declaring the Instance Variables.....	17
Declaring the Class Variables.....	18

	Declaring the Local Variables.....	18
2.3	Operators	20
	Assignment Operator	20
	Arithmetic Operator	21
	Bitwise Operator	25
	Relational Operator	29
	Boolean Logical Operators	30
	Operator Precedence	32
2.4	Arrays	33
	Using One-Dimensional Array.....	34
	Using Multi-dimensional Array.....	37
	Using Array of Objects.....	41
	Using the System.arraycopy() Method.....	42
	Summary.....	44
	Review Questions.....	44
Chapter 3:	Working with Control Statements.....	55
3.1	Using Selection Statements.....	55
	Using if Statement.....	56
	Using if-else Statement.....	57
	Using Multiple if-else Statement.....	58
	Using switch Statement.....	59
3.2	Using Iteration Statements	61
	Using while Loop.....	61
	Using do-while Loop.....	62
	Using for Loop	63
	Using for-each Loop	64
	Working with Nested Loop.....	65
3.3	Using Jump Statements.....	67
	Using break Statement	67
	Using continue Statement.....	69
	Using return Statement	70
	Summary.....	71
	Review Questions.....	71
Chapter 4:	Working with Objects and Classes	85
4.1	Declaring Classeses	85
4.2	Creating Objects.....	88
4.3	Explaining Constructors.....	89
	Defining Simple Constructors	90

Defining Parameterized Constructors.....	91
Overloading Constructors	92
4.4 Working with Methods in a Class	93
Declaring Methods	94
Setting Method Access	96
Passing Parameters to Methods.....	97
Returning Values from Methods.....	99
Passing Objects to Methods.....	100
Passing Arrays to Methods.....	102
Returning Objects from Methods.....	103
Returning Arrays from Methods.....	104
Passing Command-Line Arguments to the main () method.....	105
4.5 Understanding Inheritance in Java.....	106
4.6 Using Forms of Inheritance	107
Implementing Single Inheritance.....	108
Implementing Hierarchical Inheritance	109
Implementing Multilevel Inheritance	112
4.7 Working with Access Modifiers in Inheritance	114
The public Access Modifier.....	114
The protected Access Modifier	115
The private Access Modifier	117
4.8 Using the super Keyword.....	118
4.9 Overloading and Overriding Methods.....	120
Method Overriding	120
Method Overloading	122
4.10 Declaring Abstract Classes.....	124
4.11 Using the final keyword	125
Summary.....	127
Review Questions.....	127
Chapter 5: Implementing Packages and Interfaces.....	143
5.1 Introducing the Access Modifiers in Java	143
5.2 Working with Packages	144
Defining Package.....	144
Setting up the CLASSPATH	163
Importing Package	164
5.3 Working with Interfaces in Java	165
Declaring Interfaces.....	165
Implementing Interfaces	166

Summary.....	171
Review Questions.....	171
Chapter 6: Strings Handling	181
6.1 String Constructors.....	181
6.2 Arrays of the String Types	183
6.3 String Length.....	184
6.4 Special String Operations	185
Implementing the concat () Method	185
Implementing the toString() Method	186
6.5 Character Extraction.....	187
Implementing the charAt () Method	187
Implementing the getChars () Method.....	187
Implementing the toCharArray () Method	189
6.6 Search for Strings	189
6.7 Modify a String	191
Implementing the substring () Method.....	191
Implementing the replace () Method.....	192
Implementing the trim() Method.....	193
6.8 String Comparison.....	193
6.9 The StringBuffer Class.....	194
Summary.....	198
Review Exercise	198
Chapter 7: Exceptions Handling and I/O Operations.....	209
7.1 Introducing Exception Handling	209
7.2 Exploring Types of Exceptions	214
Built-in Exceptions	214
User-defined Exceptions	215
7.3 Handling Exceptions.....	216
Using the try and catch Block	217
Using Nested try and catch Block.....	219
Using the finally Clause.....	220
Using throws Clause.....	222
Using the throw Clause	223
7.4 Handling Multiple Exceptions.....	224
7.5 Handling Input/Output Operations.....	226
Exploring the java.io Package.....	227
Working with Streams	243
Reading and Writing Files	246

Summary.....	249
Review Questions.....	249
Chapter 8: Implementing Threads in Java.....	273
8.1 Defining Threads.....	273
Describing the Main Thread	274
Extending the Thread Class	275
Implementing the Runnable Interface.....	275
8.2 Instantiating a Thread	276
8.3 Starting Threads	277
8.4 Starting and Running Multiple Threads.....	278
8.5 Exploring the Thread States.....	280
Thread States	280
The Waiting/blocking/sleeping State	281
Thread Priorities	281
Thread Scheduler	283
Running and Yielding.....	283
Sleeping and Waking Up Threads.....	283
The join() Method	285
Blocking for I/O.....	287
Thread Termination.....	288
Deadlock.....	288
8.6 Implementing the Thread Synchronization Mechanism.....	288
Synchronized Methods	290
Synchronized Blocks.....	292
8.7 Implementing Thread Interaction.....	293
Summary.....	296
Review Questions.....	297
Chapter 9: Working with GUI.....	315
9.1 Introducing AWT	315
Exploring the Component Class.....	316
Exploring the Container Class.....	317
Exploring the Panel Class.....	317
Exploring the Window Class.....	318
Exploring the Frame Class	318
9.2 Using AWT Frames.....	318
Creating a Frame Window	318
Hiding and Showing the Frame Window.....	320
Setting the Title of the Frame Window.....	321

Closing a Frame Window.....	322
Handling Push Buttons.....	325
Adding Labels and Text Fields.....	327
Adding Check Box and Radio Button.....	330
Handling a Choice List	332
Handling Lists.....	335
Adding a Scrollbar	337
Adding a Text Area.....	339
9.3 Getting an Overview of Applets	341
9.4 Exploring Life Cycle of an Applet	342
9.5 Creating Applets	343
Using the HTML <APPLET> Tag	346
Initializing and Terminating an Applet.....	347
Using the paint() Method	348
Using the update() Method.....	349
Invoking the repaint() Method	349
Implementing Multithreading with Applets	350
Passing Parameters to Applets.....	352
9.6 Working with the Graphics Class.....	353
Drawing Lines.....	356
Drawing Rectangles.....	357
Drawing Ovals.....	358
Drawing Arcs.....	359
Drawing Polygon.....	360
9.7 Working with the Color Class.....	361
Summary.....	365
Review Questions.....	365
Index	385
What's on the CD ROM	388