

# Table of Contents

<b>Chapter 1 ■ Getting Started with Java SE 7</b>		<b>1</b>
Introduction of Java SE 7.....		2
Exploring the Features of Java.....		3
Exploring Features of Java SE 7.....		4
Introducing Java Environment.....		5
Explaining JDK.....		5
Explaining Java Platform Components .....		5
Defining JVM or Runtime Environment.....		6
Defining Java API.....		7
Types of Java Programs.....		7
Defining Java Desktop Applications.....		7
Defining Java Applets.....		8
Getting and Installing Java .....		8
A Simple Java Program .....		13
Summary.....		14
<b>Chapter 2 ■ Exploring Class Members in Java</b>		<b>15</b>
Introducing Tokens in Java.....		16
Identifier.....		16
Keyword.....		17
Separator .....		17
Operator .....		18
Literal.....		18
Binary Literal.....		18
Underscores in Numeric Literal .....		19
Comment.....		19
Understanding Datatypes.....		20
Integer Types .....		20
Character .....		20
Floating Point Types.....		21

Boolean Type .....	21
Introducing Instance Members in Java .....	21
Constant .....	21
Method .....	22
Variable .....	23
Understanding Operators.....	24
Using the Arithmetic Operators.....	24
Studying the Increment and Decrement Operators.....	25
Using the Bitwise Operators.....	26
The AND Operator.....	27
The OR Operator .....	27
The Exclusive OR Operator.....	27
The Right Shift Operator .....	27
The Left Shift Operator .....	28
Using the Relational Operators .....	28
Using the Boolean Operator.....	28
Using the Boolean Logical Operator.....	29
Using the ?: Operator.....	30
Working with Arrays .....	31
Using One-Dimensional Array.....	31
Using Two-Dimensional Array .....	32
Initializing an Array.....	33
Using the Varargs Feature .....	34
Using the Non-Reliable Formal Parameter.....	35
Summary.....	36

**Chapter 3 ■ Controlling Program Flow 37**

Implementing the Conditional Statements.....	38
Using the if Statement.....	38
Using the if-else Statement.....	39
Using the switch Statement.....	40
Working with Strings in the switch Statement .....	42

Implementing the Iteration Statements.....	44
Using the while Loop.....	45
Using the do-while Loop.....	46
Using the for Loop .....	47
Using the for-each Loop .....	48
Working with the Nested Loop.....	49
Implementing the Jump Statements .....	50
Using the break statement.....	50
Using the continue Statement.....	52
Using the return Statement .....	53
Summary.....	54

<b>Chapter 4 ■ Packages, and Access Specifiers</b>	<b>55</b>
--	-----------

Overview of a Class.....	56
Working with Objects.....	57
Working with Methods.....	59
Working with Constructors.....	61
Using Default Constructor.....	61
Using Parameterized Constructors .....	62
Working with Inner Classes .....	64
Exploring Packages.....	66
Studying the Types of Packages.....	66
Built-In Packages .....	66
User-Defined Packages .....	67
Importing Packages .....	69
Using Access Specifiers .....	70
Summary.....	70

<b>Chapter 5 ■ Implementing Object-Oriented Programming in Java</b>	<b>71</b>
---	-----------

Understanding Encapsulation.....	72
Understanding Abstraction.....	73
Understanding Inheritance.....	74
Understanding the final Keyword.....	77



Preventing Inheritance .....	78
Declaring Constant Variables .....	78
Preventing Method Overriding.....	78
Implementing Interfaces .....	79
Implementing Abstract Classes and Methods.....	81
Difference between Abstract Classes and Interfaces .....	83
Implementing Polymorphism .....	83
Understanding the Static Polymorphism .....	84
Understanding the Dynamic Polymorphism.....	85
Summary.....	86

**Chapter 6 ■ Implementing Exception Handling** **87**

Overview of Exceptions .....	88
Exception Handling Techniques .....	89
Using the try and catch Blocks .....	90
Using the try-with-resources Statement .....	91
Using Multiple catch Blocks .....	92
Using Nested try Blocks .....	93
Using the throw Clause .....	95
Using the throws Clause .....	97
Rethrowing Caught Exception with Improved Type Checking .....	98
Built-in Exceptions.....	100
User-Defined Exceptions .....	101
Summary.....	102

**Chapter 7 ■ Working with Threads** **103**

Understanding Threads .....	104
Describing the Thread Life Cycle.....	105
Creating and Running a Thread .....	106
Implementing the Runnable Interface.....	106
Extending the Thread Class .....	107
Terminating a Thread.....	109

Synchronizing Threads .....	109
Synchronized Method .....	111
Synchronized Statement .....	111
Implementing Interthread Communication .....	113
Understanding DeadLocks in Threads .....	115
Understanding Thread Priorities .....	118
Understanding Multithreaded Custom Class Loaders .....	119
Summary .....	120

<b>Chapter 8 ■ Working with Collections Framework</b>	<b>121</b>
---	------------

Overview of Collections Framework.....	122
Exploring the Collection Interfaces.....	122
The Collection Interface.....	123
The List Interface.....	124
The Set Interface .....	125
The SortedSet Interface.....	126
The NavigableSet Interface .....	126
The Queue Interface.....	127
The Deque Interface .....	127
Exploring the Collection Framework Classes .....	129
The ArrayList Class.....	129
The HashSet Class.....	131
The TreeSet Class .....	132
The PriorityQueue Class .....	135
The ArrayDeque Class.....	137
Accessing a Collection Using an Iterator .....	139
Working with Maps.....	141
Using the Map Interface .....	141
Using the NavigableMap Interface .....	141
Using Classes Implementing the Map and NavigableMap Interfaces .....	142
The HashMap class.....	142
The TreeMap class .....	144
Summary.....	146

**Chapter 9 ■ Implementing Input/Output Operations 147**

Streams ..... 148

    Byte Streams..... 149

    Character Streams ..... 150

Introducing the java.nio.file Package ..... 151

Introducing the java.nio.file.attribute Package ..... 152

Reading Console Input..... 153

Reading Lines from a Text File..... 154

Writing Text to a File ..... 155

Reading Bytes from a File ..... 156

Summary ..... 158

**Chapter 10 ■ Working with Interface Components 159**

Understanding AWT ..... 160

Creating Desktop Applications Using AWT ..... 161

    Creating a Frame Window ..... 161

    Hiding and Showing a Window ..... 163

    Setting the Window’s Title..... 164

    Closing a Frame Window..... 165

    Adding Buttons ..... 168

    Adding Labels and TextFields..... 170

    Adding Checkboxes and Radiobuttons..... 173

    Using the Choice Class ..... 175

    Adding a Scrollbar ..... 177

    Working with TextAreas..... 179

    Working with Panel Container..... 181

Understanding Swing ..... 182

Creating the Desktop Applications Using Swing ..... 183

    Implementing the JFrame Class ..... 183

    Adding the JButton ..... 185

    Adding JLabel and JTextField..... 187

    Adding JTextArea ..... 190

    Adding JTable..... 191

Working with the JTabbedPane .....	193
Using the JLayer Class .....	196
Working with JColorChooser Class .....	198
Implementing the Nimbus Look and Feel.....	200
Combining Heavyweight and Lightweight Components .....	202
Designing Shaped and Translucent Windows.....	204
Creating the Translucent Windows .....	205
Developing the Different Shaped Windows.....	206
Implementing Layout Managers.....	208
FlowLayout.....	208
BorderLayout.....	210
GridLayout.....	212
GridBagLayout.....	213
Summary.....	216

<b>Chapter 11 ■ Implementing and Handling Events</b>	<b>217</b>
--	------------

Overview of Events .....	218
Components of Event .....	218
Event Classes .....	219
The ActionEvent Class.....	219
The AdjustmentEvent Class.....	220
The ComponentEvent Class.....	220
The InputEvent Class.....	221
The KeyEvent Class.....	221
The MouseEvent Class.....	221
The ItemEvent Class.....	222
The WindowEvent Class .....	222
Listeners for Events .....	222
The ActionListener Interface.....	223
The ComponentListener Interface.....	224
The KeyListener Interface .....	225
The MouseListener Interface .....	225
The AdjustmentListener Interface.....	226
Exploring the Methods of Event Listeners .....	226

Using the ActionListener Interface .....	226
Using the KeyListener Interface .....	228
Using the MouseListener Interface .....	229
Using Adapter Classes .....	231
Summary .....	232

**Chapter 12 ■ Exploring Applets and Advanced GUI Features 233**

Understanding Applets.....	234
Life Cycle of an Applet.....	234
Using the <APPLET> HTML Tag.....	235
Drawing Graphics in Applets .....	236
Adding Controls to Applets .....	238
Working with Draggable Applets .....	241
Handling Initialization Status of Applet .....	244
Embedding JNLP in Applet Tag .....	247
Advanced GUI Features.....	248
Working with the System Tray.....	249
Working with the Splash Screen .....	251
Working with Dialog Modality .....	254
Working with the GIF Writer .....	255
Summary .....	256