## CONTENTS

### INTRODUCTION

xxii

### CHAPTER 1: A GENERAL INTRODUCTION TO PROGRAMMING

1

- The Programming Process 2
- Object-Oriented Programming: A Sneak Preview 5
- Programming Errors 6
  - Syntax/Compilation Errors 6
  - Runtime Errors 6
  - Logic/Semantic Errors 7
- Principles of Software Testing 7
- Software Maintenance 8
  - Adaptive Maintenance 8
  - Perfective Maintenance 8
  - Corrective Maintenance 8
  - Preventive Maintenance 9
- Principles of Structured Programming 9

### CHAPTER 2: GETTING TO KNOW JAVA

11

- A Short Java History 12
- Features of Java 13
- Looking Under the Hood 13
  - Bytecode 14
  - Java Runtime Environment (JRE) 15
    - Java Application Programming Interface (API) 16
  - Class Loader 17
  - Bytecode Verifier 18
  - Java Virtual Machine (JVM) 18
- Java Platforms 19
- Java Applications 19
  - Standalone Applications 19
  - Java Applets 20
  - Java Servlets 20
  - Java Beans 21
- Java Language Structure 21
  - Classes 22
## CONTENTS

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Identifiers</td>
<td>22</td>
</tr>
<tr>
<td>Java Keywords</td>
<td>22</td>
</tr>
<tr>
<td>Variables</td>
<td>23</td>
</tr>
<tr>
<td>Methods</td>
<td>23</td>
</tr>
<tr>
<td>Comments</td>
<td>24</td>
</tr>
<tr>
<td>Naming Conventions</td>
<td>26</td>
</tr>
<tr>
<td>Java Data Types</td>
<td>27</td>
</tr>
<tr>
<td>Primitive Data Types</td>
<td>27</td>
</tr>
<tr>
<td>Literals</td>
<td>28</td>
</tr>
<tr>
<td>Operators</td>
<td>29</td>
</tr>
<tr>
<td>Arithmetic Operators</td>
<td>29</td>
</tr>
<tr>
<td>Assignment Operators</td>
<td>30</td>
</tr>
<tr>
<td>Bitwise Operators</td>
<td>31</td>
</tr>
<tr>
<td>Logical Operators</td>
<td>32</td>
</tr>
<tr>
<td>Relational Operators</td>
<td>34</td>
</tr>
<tr>
<td>Arrays</td>
<td>34</td>
</tr>
<tr>
<td>Type Casting</td>
<td>37</td>
</tr>
<tr>
<td>Summary</td>
<td>40</td>
</tr>
</tbody>
</table>

### CHAPTER 3: SETTING UP YOUR DEVELOPMENT ENVIRONMENT  

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated Development Environments</td>
<td>42</td>
</tr>
<tr>
<td>Coding in Text Editors</td>
<td>42</td>
</tr>
<tr>
<td>Choosing an IDE</td>
<td>46</td>
</tr>
<tr>
<td>Eclipse</td>
<td>47</td>
</tr>
<tr>
<td>NetBeans</td>
<td>47</td>
</tr>
<tr>
<td>IntelliJ IDEA</td>
<td>47</td>
</tr>
<tr>
<td>Continuing with One IDE</td>
<td>47</td>
</tr>
<tr>
<td>Installing Eclipse on Your Computer</td>
<td>48</td>
</tr>
<tr>
<td>Downloading and Installing Eclipse</td>
<td>48</td>
</tr>
<tr>
<td>Using Eclipse</td>
<td>50</td>
</tr>
</tbody>
</table>

### CHAPTER 4: MOVING TOWARD OBJECT-ORIENTED PROGRAMMING  

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Concepts of Object-Oriented Programming</td>
<td>62</td>
</tr>
<tr>
<td>Classes and Objects in Java</td>
<td>63</td>
</tr>
<tr>
<td>Defining Classes in Java</td>
<td>63</td>
</tr>
<tr>
<td>Creating Objects</td>
<td>71</td>
</tr>
<tr>
<td>Storing Data: Variables</td>
<td>76</td>
</tr>
<tr>
<td>Instance Variables</td>
<td>76</td>
</tr>
<tr>
<td>Class Variables</td>
<td>80</td>
</tr>
</tbody>
</table>
Final Variables 82
Variable Scope 87
Defining Behavior: Methods 91
Instance Methods 91
Class Methods 94
Constructors 95
The Main Method 100
Method Argument Passing 109
Java SE Built-in Classes 115
Classes in the java.lang Package 115
Classes in the java.io and java.nio Packages 117
Classes in the java.math Package 118
Classes in the java.net, java.rmi, javax.rmi, and org.omg.CORBA Packages 118
Classes in the java.awt and javax.swing Packages 118
Classes in the java.util Package 118
Collections 119
Other Utility Classes 126
Other Classes and Custom Libraries 127

CHAPTER 5: CONTROLLING THE FLOW OF YOUR PROGRAM 129

Comparisons Using Operators and Methods 130
Comparing Primitive Data Types with Comparison Operators 130
Comparing Composite Data Types with Comparison Methods 132
Understanding Language Control 135
Creating if-then Statements 135
Nesting if-then Statements 137
Creating for Loops 138
What Is an Enhanced for Loop? 143
Nesting for Loops 146
Creating while Loops 148
What Is a do while Loop? 152
Comparing for and while Loops 156
Creating Switches 156
Comparing Switches and if-then Statements 161
Reviewing Keywords for Control 162
Controlling with the return Keyword 162
CONTENTS

Controlling with the break Keyword 163
Controlling with the continue Keyword 164
Specifying a Label for break or continue Control 164
Reviewing Control Structures 168

CHAPTER 6: HANDLING EXCEPTIONS AND DEBUGGING 171

Recognizing Error Types 172
  Identifying Syntax Errors 172
  Identifying Runtime Errors 175
  Identifying Logical Errors 176
Exceptions 180
  Common Exceptions 181
  Catching Exceptions 187
Debugging Your Applications 195
  Using a Debugger Tool 195
  Using a Logging API 200
Testing Your Applications 210
Summary 219

CHAPTER 7: DELVING FURTHER INTO OBJECT-ORIENTED CONCEPTS 221

Annotations 222
Overloading Methods 222
The this KeyWord 224
Information Hiding 229
  Access Modifiers 230
  Getters 231
  Setters 232
Class Inheritance 240
  The Keyword super 241
  Method Overriding 243
  Polymorphism 243
    Static Binding 244
    Dynamic Binding 244
  The Superclass Object 245
  Abstract Classes and Methods 246
Packages 251
Interfaces 252
Garbage Collection 259
CHAPTER 8: HANDLING INPUT AND OUTPUT 261

General Input and Output 262
Input and Output in Java 266
Streams 268
  Byte Streams 269
  Character Streams 275
  Buffered Streams 276
  Data and Object Streams 278
  Other Streams 281
Scanners 281
Input and Output from the Command-Line 283
Input and Output from Files 290
  Java NIO2 File Input and Output 291
    The Path Interface 291
    The Files Class 293
    Checking Existence 293
  Legacy File Input and Output 304
    A Word on FileUtil 305
Conclusion 305

CHAPTER 9: WORKING WITH DATABASES IN JAVA 307

Covering the Basics of Relational Databases 308
Accessing Relational Databases from Java 315
  Java Database Connectivity (JDBC) 315
  SQLJ 321
Ensuring Object Persistence 324
  Hibernate 325
  Object-Oriented Database Access from Java 341
Comparing Java Database Access Technologies 343
What’s Ahead 344

CHAPTER 10: ACCESSING WEB SOURCES 347

A Brief Introduction to Networking 348
Web Services 360
  RPC and RMI 360
  SOAP 364
  REST 366
Accessing Web Services and Sources with Java 368
CHAPTER 12: USING OBJECT-ORIENTED PATTERNS

Introduction to Patterns

Object-Oriented Patterns

Creational Patterns

Singleton Pattern and Static Utility Class
Service Provider Pattern and Null Object Pattern
(Abstract) Factory Pattern

Structural Patterns

Adapter Pattern
Bridge Pattern
Decorator Pattern
Façade Pattern
Composite Pattern
Type Pattern and Role Pattern

Behavioral Patterns

Chain-of-Responsibility Pattern
Observer Pattern and Model-View-Controller Pattern
Iterator Pattern
Visitor Pattern
Template Method Pattern
Strategy Pattern

Helpful Libraries

Apache Commons
Google Guava
Trove
Colt
Lombok
OpenCSV
HTML and JSON Libraries
Hibernate and Other JPA-Compliant Libraries
Joda-Time
Charting Libraries
3D Graphics Libraries
Financial Libraries

INDEX