

Table of Contents

Preface to 1st Edition	xiii
Preface to 2nd Edition	xv
Overview	xvii
Acknowledgement	xix
1 Introduction	1
1.1 Object-Oriented Programming	1
1.2 Objects and Their Interactions in the Real World	2
1.3 Objects and Their Interactions in Programming	3
1.4 Simulation	3
1.5 Java	4
1.6 Summary	4
1.7 Exercises	5
2 Object, Class, Message and Method	7
2.1 Objects and Class	7
2.2 Message and Method	9
2.2.1 Message Components	10
2.2.2 Method	10
2.2.3 Client and Server	11
2.3 Creating Objects	12
2.4 Summary	14
2.5 Exercises	14
3 A Quick Tour of Java	17
3.1 Primitive Types	17
3.2 Object Definition	18
3.2.1 Variable Definitions	18
3.2.2 Methods	19
3.3 Object Instantiation	20
3.4 Object Access and Message Passing	21
3.5 Representational Independence	21
3.6 Overloading	22
3.7 Initialization and Constructors	23

3.8	Expressions, Statements, and Control-flow Mechanisms	24
3.8.1	Operators	24
3.8.2	Expression Statements	30
3.8.3	Control-flow Statements	30
3.9	Blocks	32
3.9.1	Local Declarations	32
3.10	More Control-flow Statements	33
3.11	Arrays	34
3.12	Result Returned by Method	35
3.13	Summary	36
3.14	Exercises	36
4	Implementation in Java	39
4.1	Calculator	39
4.1.1	The clear() Method	40
4.1.2	The display() Method	41
4.1.3	The digit() Method	41
4.1.4	Operator Methods	41
4.2	Code Execution	42
4.3	Simple User Interface	44
4.4	Another Interface for CalculatorEngine	46
4.4.1	Event-Driven Programming	48
4.5	Summary	49
4.6	Exercises	49
5	Classification, Generalization, and Specialization	51
5.1	Classification	51
5.2	Hierarchical Relationship of Classes	53
5.2.1	Superclass and Subclass	53
5.2.2	A Class Hierarchy Diagram	54
5.3	Generalization	55
5.4	Specialization	56
5.5	Organization of Class Hierarchy	56
5.6	Abstract and Concrete Classes	57
5.7	Summary	58
5.8	Exercises	58
6	Inheritance	61
6.1	Common Properties	61
6.2	Inheritance	62
6.3	Implementing Inheritance	64
6.4	Code Reuse	67

6.5	Making Changes in Class Hierarchy	67
6.5.1	Change in Property Definition for All Subclasses	67
6.5.2	Change in Property Definition for Some Subclasses	68
6.5.3	Adding/Deleting a Class	72
6.6	Accessing Inherited Properties	75
6.7	Inheritance Chain	75
6.7.1	Multiple Inheritance	76
6.7.2	Problems Associated with Multiple Inheritance	77
6.7.3	Contract and Implementation Parts	79
6.7.4	Contract and Implementation Inheritance	79
6.8	Interface	80
6.8.1	Multiple Inheritance Using Interface	80
6.8.2	Attributes in an Interface	83
6.8.3	Methods in an Interface	83
6.8.4	Abstract Class and Interface	83
6.8.5	Extending Interface	84
6.8.6	Limitations of Interface for Multiple Inheritance	85
6.9	Summary	88
6.10	Exercises	89
7	Polymorphism	93
7.1	Static Binding	93
7.2	Dynamic Binding	96
7.3	Operation Overloading	97
7.3.1	Same Method Signature	97
7.3.2	Overloading Method Names	98
7.4	Polymorphism	100
7.4.1	Selection of Method	100
7.4.2	Incremental Development	101
7.4.3	Increased Code Readability	102
7.5	Summary	102
7.6	Exercises	102
8	Modularity	103
8.1	Methods and Classes as Program Units	103
8.2	Object and Class Properties	103
8.2.1	Counting Instances	104
8.2.2	Shared Attributes	106
8.2.3	Class Attributes	107

8.2.4	Class Methods	107
8.2.5	Name Aliases	108
8.3	Controlling Visibility	108
8.4	Packages	110
8.4.1	The package Keyword	110
8.4.2	The import Keyword	110
8.5	Encapsulation	111
8.5.1	Bundling and Information Hiding	112
8.5.2	Enhanced Software Maintainability	112
8.5.3	Trade-Off	115
8.6	Summary	116
8.7	Exercises	117
9	Exception Handling	119
9.1	Using Exceptions	119
9.2	Exception Terminology	120
9.3	Constructs and Exception Semantics in Java	120
9.3.1	Defining Exception Objects	121
9.3.2	Defining Exception Handlers	121
9.3.3	Raising Exceptions	122
9.4	A Simple Example	123
9.5	Paradigms for Exception Handling	125
9.5.1	Multiple Handlers	125
9.5.2	Regular Exception Handling	127
9.5.3	Accessing Exception Objects	128
9.5.4	Subconditions	128
9.5.5	Nested Exception Handlers	129
9.5.6	Layered Condition Handling	130
9.6	Code Finalization and Cleaning Up	130
9.6.1	Object Finalization	131
9.6.2	Block Finalization	131
9.7	Summary	132
9.8	Exercises	133
10	Input and Output Operations	135
10.1	An Introduction to the Java API	135
10.2	Reading the Java API Documentation	136
10.3	Basic Input and Output	138
10.4	File Manipulation	141
10.4.1	File Input	142
10.4.2	File Output	143
10.4.3	Printing Using PrintStream	144

10.5	Framework for Code Reuse	145
10.6	DataInputStream and DataOutputStream Byte Stream Class	147
10.7	Character Stream Classes	148
10.8	Tokenizing the Input Using the Scanner Class	150
10.9	Formatting the Output Using the Format String	151
10.10	The File Class	152
10.11	Random Access File Operations	152
10.12	Summary	153
10.13	Exercises	153
11	Networking and Multithreading	155
11.1	The Network Model	155
11.2	Sockets in Java	156
11.2.1	Example Client: Web Page Retriever	157
11.3	Listener Sockets in Java	161
11.3.1	Example Server: Simple Web Server	161
11.3.2	Running the Web Server	164
11.4	Considering Multiple Threads of Execution	165
11.5	Creating Multiple Threads of Execution	166
11.5.1	Thread Creation Using the Thread Class	166
11.5.2	Thread Creation Using the Runnable Interface	168
11.6	Improvement of Web Server Example	168
11.7	Thread Synchronization and Shared Resources	169
11.8	Summary	175
11.9	Exercises	176
12	Generics and Collections Framework	179
12.1	Introduction	179
12.2	Rationale Behind Generics	179
12.2.1	The Problem	180
12.2.2	Run-time Type Identification (RTTI)	182
12.3	Java Generics	183
12.3.1	Generic Class	183
12.3.2	Generic Method	185
12.4	Collections Framework	186
12.4.1	Collections Interface	186
12.4.2	ArrayList Class	187
12.4.3	HashSet Class	190
12.4.4	HashMap Class	194
12.5	Sorting Collections	196

12.5.1	Sort Algorithm	196
12.5.2	Comparator Interface	197
12.6	Searching Collections	198
12.6.1	indexOf and contains Methods	198
12.6.2	binarySearch Method	198
12.7	Summary	199
12.8	Exercises	199
13	Graphical Interfaces and Windows	201
13.1	The AWT Model	201
13.2	Basic AWT Constituents	202
13.2.1	Frames	203
13.2.2	Components	204
13.2.3	Panels	205
13.2.4	Layout in Panels	206
13.2.5	Events	209
13.2.6	Events in JDK 1.1 (and later versions)	212
13.3	Basic Components	214
13.3.1	Label Component	214
13.3.2	Button Component	215
13.3.3	Checkbox Component	215
13.3.4	CheckboxGroup Component	215
13.3.5	TextArea Component	216
13.3.6	Choice Component	217
13.3.7	List Component	218
13.3.8	Menus and Menu Items	219
13.3.9	Dialog Frames	221
13.3.10	File Dialog Frames	223
13.4	Custom Components	224
13.5	Other Kinds of Class Definitions	226
13.5.1	Inner Classes	227
13.5.2	Anonymous Classes	227
13.5.3	Local Classes	228
13.6	Swing Components	230
13.6.1	Transiting from AWT to Swing	231
13.6.2	Model versus View	234
13.7	Summary	235
13.8	Exercises	236
14	Applets and Loaders	237
14.1	Applet Characteristics	237
14.2	Applet Life Cycle	241

14.3	Custom Applets	242
14.4	Images and Audio	243
14.5	Animation in Applets	245
14.6	Efficient Repainting	247
14.7	Applet Parameters	248
14.8	Loading Code Dynamically	250
14.9	Security Restrictions for Untrusted Code	253
	14.9.1 Security Policy	255
	14.9.2 Keys	256
	14.9.3 Permissions	256
14.10	Summary	258
14.11	Exercises	258
15	Java Servlets	259
15.1	Dynamic Web Pages and Servlets	259
15.2	Tomcat Installation	260
	15.2.1 Downloading and Installation	260
	15.2.2 Configuration	261
	15.2.3 Starting and Stopping Tomcat	262
15.3	Sample Servlet	263
15.4	Servlet Characteristics	266
15.5	Servlet Parameters and Headers	266
15.6	Servlet Output	271
15.7	Handling Sessions	271
	15.7.1 Session Timeout	274
15.8	Concurrency	274
15.9	Customized Processors	274
15.10	Summary	276
15.11	Exercises	277
16	Object Serialization and Remote Method Invocation	279
16.1	Object Serialization	279
16.2	Components in Object Serialization	281
16.3	Custom Serialization	281
	16.3.1 The Externalizable Interface	284
16.4	Distributed Computing with Java	284
16.4.1	RMI and CORBA	285
16.4.2	Java Limitations	285
16.5	An Overview of Java RMI	286
16.6	Using Java RMI	287
	16.6.1 Setting Up the Environment on Your Local Machine	287

16.6.2	How RMI Works	287
16.6.3	An RMI Example	288
16.7	RMI System Architecture	289
16.8	Under the Hood	291
16.9	RMI Deployment	293
16.10	Summary	295
16.11	Exercises	295
17	Java Database Connectivity	297
17.1	Introduction	297
17.2	Java Database Connectivity	297
17.3	JDBC Architecture	298
17.4	JDBC Drivers	298
17.4.1	Types of Drivers	299
17.5	JDBC APIs	302
17.5.1	Establishing a Connection	302
17.5.2	Data Manipulation	303
17.6	Data Definition Language (DDL) with JDBC	305
17.6.1	Creating a Table	305
17.6.2	Dropping a Table	306
17.7	Data Manipulation Language (DML) with JDBC	307
17.7.1	Creating (Inserting) Records Using JDBC	307
17.7.2	Deleting Records Using JDBC	307
17.7.3	Retrieving Records Using JDBC	307
17.7.4	Updating Records Using JDBC	309
17.7.5	Updatable Result Sets	310
17.7.6	Prepared Statements	311
17.8	Summary	313
17.9	Exercises	313
Index		315