

Contents

INTRODUCTION	13
<i>Hello World Example</i>	14
LEXICAL STRUCTURE	15
<i>Unicode Escapes</i>	16
<i>Comments</i>	16
<i>Identifiers</i>	17
<i>Keywords</i>	18
<i>Literals</i>	19
<i>Integer Literals</i>	19
<i>Floating-Point Literals</i>	20
<i>Boolean Literals</i>	22
<i>Character Literals</i>	22
<i>String Literals</i>	23
<i>Escape Sequences for Character and String Literals:</i>	23
<i>The null Literal</i>	24
<i>Separators</i>	24
<i>Operators</i>	24
TYPES, VALUES AND VARIABLES	25
<i>Primitive Types and Values</i>	26
<i>Reference Types and Values</i>	27
<i>Floating-Point Types and Values</i>	28
<i>The boolean Type and Boolean Values</i>	28
<i>Objects</i>	29
<i>Variables</i>	30
<i>Summary</i>	31
CLASSES AND INTERFACES	32
<i>Superclasses and Subclasses</i>	33
<i>Final Classes</i>	34
<i>Class Body and Member Declarations</i>	35
<i>Field Declarations</i>	36
<i>Field Modifiers</i>	37
<i>Static and Non-static Fields</i>	37
<i>Example of Static and Non-Static Fields</i>	38
<i>Final Fields</i>	39
<i>Initializers for Fields</i>	40
<i>Example: Hiding Class and Instance Variables</i>	41
<i>Method Declarations</i>	42
<i>Method Signature</i>	43
<i>Method Modifiers</i>	43
<i>Static Methods</i>	44
<i>Other Method Modifiers</i>	45
<i>Method Body</i>	45
<i>Overriding</i>	46
<i>Hiding (By Class Methods)</i>	47
<i>Requirements in Overriding and Hiding</i>	47
<i>Example: Invocation of Hidden Class Methods</i>	48
<i>Overloading</i>	50
<i>Abstract Classes</i>	51
<i>Initializers</i>	52
<i>Constructor Declarations</i>	53
<i>Constructor Modifiers</i>	54
<i>Constructor Body</i>	55
<i>Example of Explicit Constructor Invocation</i>	56
<i>Default Constructor</i>	57
INTERFACES	58
<i>Interface Declarations</i>	59
<i>Superinterfaces</i>	59
<i>Interface Body and Member Declarations</i>	60

Interface Members	60
Field (Constant) Declarations	61
Initialization of Fields in Interfaces	61
Ambiguous Inherited Fields	62
Abstract Method Declarations	63
Inheritance and Overriding	63
ARRAYS	64
Subarrays	65
Array Variables	67
Array Creation	68
Arrays Initializers	69
Array Access	70
Array Members	71
Clone of multidimensional array	72
Class Objects for Arrays	73
ArrayStoreException	74
BLOCKS AND STATEMENTS	75
Normal and Abrupt Completion of Statements	75
BLOCKS	76
Scope of Local Variable Declarations	77
Example of Local Variable Declarations	78
Execution of Local Variable Declarations	79
STATEMENTS	80
The Empty Statement	81
Labeled Statements	81
Expression Statements	82
The if Statement	83
The switch Statement	84
The while Statement	87
The do Statement	88
The for Statement	89
The break Statement	91
The continue Statement	92
The return Statement	93
The throw Statement	94
The synchronized Statement	95
The try Statement	96
Execution of The try Statement	97
Try Statement Example	98
EXCEPTIONS	99
Causes of Exceptions	100
Compile-Time Checking of Exceptions	101
Unchecked and Checked Exceptions	102
Unchecked Exceptions	103
Handling of an Exception	104
Handling Asynchronous Exceptions	105
Example of Exceptions	106
Standard Checked Exceptions	108
Standard Unchecked Exceptions	109
EXPRESSIONS	111
Evaluation Order	111
Abrupt Completion of Evaluation	112
PRIMARY EXPRESSIONS	113
Literals	113
Class Instance Creation Expressions	114
Field Access Expressions	114
Array Creation Expressions	115
Method Invocation Expressions	116

<i>The Most Specific Method</i>	117
<i>Locate Method to Invoke</i>	118
<i>Array Access Expressions</i>	119
<i>Postfix Expressions</i>	119
<i>Expression Names</i>	120
UNARY OPERATORS	121
<i>Prefix Increment and Decrement Operator</i>	121
<i>Unary Minus Operator</i>	122
<i>Bitwise Complement Operator</i>	122
<i>Logical Complement Operator</i>	122
<i>Cast Expressions</i>	123
MULTIPLICATIVE OPERATORS	124
<i>Multiplication Operator</i>	124
<i>Division Operator</i>	125
<i>Remainder Operator</i>	126
ADDITIVE OPERATORS	127
<i>String Concatenation Operator</i>	127
<i>String Conversion</i>	128
<i>Additive Operators for Numeric Types</i>	129
SHIFT OPERATORS.....	130
RELATIONAL OPERATORS.....	131
<i>Numerical Comparison Operators</i>	131
<i>Type Comparison Operator</i>	131
<i>Equality Operators</i>	132
<i>Bitwise and Logical Operators</i>	133
<i>Conditional Logical Operators</i>	134
<i>Conditional Operator</i>	135
ASSIGNMENT OPERATORS	137
<i>Simple Assignment Operator (=)</i>	138
<i>Compound Assignment Operators</i>	138
<i>Expression</i>	139
<i>Constant Expression</i>	139
<i>Expressions and Run-Time Checks</i>	140
CONVERSIONS AND PROMOTIONS	141
<i>Kinds of conversions</i>	141
<i>Conversion contexts</i>	142
<i>Conversion example</i>	143
<i>Identity Conversions</i>	144
<i>Widening Primitive Conversions</i>	144
<i>Narrowing Primitive Conversions</i>	146
<i>Widening Reference Conversions</i>	146
<i>Narrowing Reference Conversions</i>	147
<i>String Conversions</i>	147
<i>Forbidden Conversions</i>	147
<i>Assignment Conversions</i>	148
<i>Assignments of references</i>	149
<i>Method Invocation Conversions</i>	151
<i>String Concatenation Conversion</i>	151
<i>Casting Conversions</i>	152
<i>Numeric Promotions</i>	152
<i>Unary Numeric Promotion</i>	153
<i>Binary Numeric Promotion</i>	154
INNER CLASSES	155
<i>Example: An adapter class</i>	156
<i>A local class</i>	158
<i>Anonymous classes</i>	159
<i>Current instances of inner classes</i>	160
<i>Enclosing classes and instantiation</i>	161
<i>Access Modifiers of Nested Classes</i>	163
NAMES	164

Declarations	164
Scope of declaration	165
Hiding Names	166
Labels	166
Access control	167
Details on protected Access	168
PACKAGES.....	169
Compilation Units	170
Package Declarations	171
Import Declarations	172
Single-Type-Import Declaration	172
Type-Import-on-Demand Declaration	174
Type Declarations	175
Host Support for Packages	176
Storing Packages in a File System	177
JAVA EVENT MODEL.....	178
Events	178
Concepts of Event Model	179
A More Complex Example	181
An Example of Handling Mouse Events	183
Using Adapters Classes to Handle AWT Events	184
Standard AWT Events	185
Events Generated by AWT Components	187
USER INTERFACE.....	188
AWT Components hierarchy	189
Non container components	189
Containers	190
Layout managers:	190
Adding a Component to a Container	191
Component Class	192
Buttons	193
Checkboxes	195
Choices	197
Lists	199
List example	200
Panels	202
TextAreas and TextFields	203
Menus	205
Menu example	206
Scroll Panes	208
Canvases	210
Dialogs	212
FileDialogs	215
Frames	217
Frames example	218
Labels	219
Component drawing	221
The Keyboard Focus	222
LAYOUT MANAGERS.....	223
BorderLayout	225
CardLayout	227
CardLayout Example	228
FlowLayout	230
GridLayout	232
Absolute Positioning Without a Layout Manager	234
AWT GRAPHICS SUPPORT	236
Class java.awt.Graphics	237

Drawing Shapes.....	239
The Coordinate System	240
TEXT.....	241
Class java.awt.FontMetrics	242
Font Metrics	243
IMAGES	244
Creating Images	246
APPLETS.....	247
The Life Cycle of an Applet.....	248
Example: Demonstrative Applet.....	249
Adding an Applet to an HTML Page.....	250
Applet as An Application.....	252
Applet Restrictions.....	253
THREADS	254
A Simple Thread Example.....	255
Thread Body	256
Example: The Clock Applet.....	257
Sleep method and InterruptedException.....	258
Thread States	259
Thread Priority.....	261
Daemon Threads.....	262
Thread Group	262
Synchronizing Threads.....	263
Monitors	265
Producer/Consumer Example	266
Methods wait and notifyAll (notify).....	267
ANIMATION.....	268
Ensuring a Constant Frame Rate.....	270
Behaving Politely.....	270
Behaving Politely Example	271
Animating Graphics.....	272
Eliminating Flashing	273
Overriding the update method.....	273
Eliminating Flashing: Implementing Double Buffering.....	275
Implementing Double Buffering	276
Displaying a Sequence of Images.....	277
Animation in applets	281
Example: Waving Duke applet:.....	282
Example : Waving Duke applet.....	283
STREAMS	286
Byte-oriented Streams.....	287
Overview of Output Streams	289
Class java.io.OutputStream	290
Char oriented streams	291
Class java.io.Reader.....	292
Class java.io.Writer	292
Char to byte translation streams.....	293
File streams	294
Char oriented file streams	295
Piped Streams.....	296
Buffered Streams.....	298
StreamTokenizer	298
Printing.....	300
Interface java.io.DataInput.....	301
Interface java.io.DataOutput	301
Random Access Files	302
Streams for Reading and Writing Memory Locations.....	303
Class java.io.File	304