

Brief Content

Acknowledgement	xx
Preface	xxi
Author's Foreward	xxiii

Part 1: Interactive Mode 1

1 The Prologue	2
2 The OOP – Get Acquainted	10
3 We Are Sending First Messages.....	18
4 The Test Class	25
5 The Messages Requiring a Value.....	33
6 The Messages Requiring an Object.....	43
7 The Messages with Parameters	50
8 The Object Type Parameters.....	59
9 The Expedition into the Interior of Instances.....	68
10 The Interface	77
11 The Interface Continued	89
12 The Introduction into Design Patterns.....	100
13 The Inheritance of Interface Types	108
14 Mediator and Listener	121

Part 2: Basics of Creating OO Programs 133

15 The First Code	134
16 The First Constructor	144
17 Parameters	150
18 The Fields and the Methods.....	157
19 Implementation of an interface.....	169
20 Comments.....	181
21 Using of this.....	194
22 Overloading	202
23 The Local Variables	212
24 Methods Returning a Value	221
25 The Crate	231
26 Strings and How to Work with Them	240

27 A Bit of Logic.....	251
28 Class Methods and Fields	263
29 Refactoring of the Code	276
30 Static Constructor – Class Constructor.....	289
31 Debugger	308
32 Creating of an Standalone Application.....	319

Part 3: Advanced Creating of OO Programs 329

33 Packages	330
34 Linking of Instances.....	346
35 Decorator.....	366
36 Teaching Cars to Turn.....	380
37 Controlling from Keyboard	390
38 Containers and Maps	407
39 Further Programing Constructions	420
40 The Factory Method Second Time	434
41 The Loops.....	444
42 Lists and Their Ordering.....	469
43 The Array.....	483
44 The Finale	494
Index	495