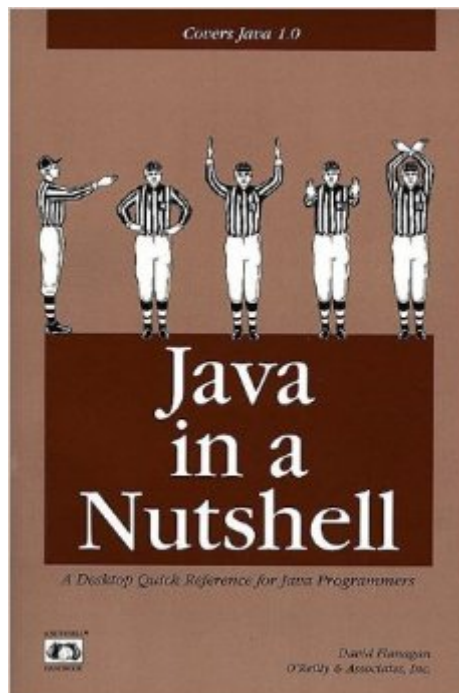# Java In A Nutshell: A Desktop Quick Reference For Java Programmers (Nutshell Handbooks)

Synopsis

Java in a Nutshell is a complete quick-reference guide to Java, the hot new programming language from Sun Microsystems. This comprehensive volume contains descriptions of all of the classes in the Java 1.0 API, with a definitive listing of all methods and variables. It also contains an accelerated introduction to Java for C and C++ programmers who want to learn the language fast.Java in a Nutshell introduces the Java programming language and contains many practical examples that show programmers how to write Java applications and applets. It is also an indispensable quick reference designed to wait faithfully by the side of every Java programmer's keyboard. It puts all the information Java programmers need right at their fingertips.Contents include:An advanced introduction to Java. The first three chapters will teach C and C++ programmers everything they need to know to start programming with Java right away.Practical, real-world examples that show programmers how to write applets; implement smooth animation; create graphical user interfaces; write client and server programs that communicate over the network; use threads; and moreA compact reference to the 211 classes, 1828 methods and 235 variables in the Java 1.0 APIDescriptions of each classA Java keyword and concept glossaryQuick-reference tables of operators, primitives, escape characters, visibility modifiers, doc comment syntax, events, keysyms, fonts, colors, cursors, system properties, Unicode and Java-related HTML syntaxDocumentation for the Java compiler, interpreter, and other tools in the Java Developer's Kit

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Customer Reviews

In the early goings of my forays into the Java language,I was lost. I struggled with the on-line API documentation looking for answers to my newbie questions to no avail. I needed a reference that I could feel in my hands that would provide me with the answers and directions that I needed. After perusing the many feet of shelf space dedicated to Java in my local bookstore, I ran across _Java_in_a_Nutshell_, Published by O'Reilly & Associates, I knew that this book would be a quality reference and I have not been disappointed. This book is not a tutorial and does not propose to teach you Java in any given time period. Rather, it provides a concise reference on the Java 1.0 API, provides information and examples of many common uses of the language (e.g. graphics, animation, sound, threads, etc.) with detailed code samples. There are also basic chapters on OOP principles, GUIs, networking, I/O and the requisite 'Hooray for Java' and comparitive discussion on C/C++. My only wish for the book is that it had provided more in line documentation for the code examples and perhaps provided more detail on the class methods in the API (Perhaps we'll see this in in an update to the 1.1 API?). That aside, David Flannagan and ORA are to be commended for putting together an excellent Java reference. This is not the book for you if you are looking for a Java tutorial or a neophite to object oriented programming. Rather this is an excellent reference that should be within reach of every Java programmers keyboard.

When I went shopping for a Java book I wanted a no-nonsensedown-to-earth book that just told me the syntax and thelibraries and just let me do it. This is the perfect book! There are a couple of chapters of examples, but they are not long, and they are not long-winded. There are clear and concise (maybe a little too concise) sections on the AWT, the JDK programs, Passed-To, Returned-By, Thrown-By and so on. If you have to pass a Frame object to somewhere, look up the Returned-By section to figure out where you're supposed to get one from - it takes seconds! This book is GREAT for the experienced programmer learning Java. For the novice, it is all but useless. Also it is relatively cheap, and so GREAT value for money. Flanagan has also written a book about JavaScript, so I might check that out as well. The only deficiency I can think of is that I keep hitting bugs in JDK 1.02 which of course are not dealt with in the book. He did not go into a great deal of detail about audio, it took me months to figure out I could only play .au files. And some methods in the standard objects are not explained at all, e.g. notifyUpdate(). But I think I would need a more

detailed and expensive book for that, maybe one from JavaSoft.

"Java in a Nutshell" is concise and surprisingly complete.As a tutorial, it works well for the experienced programmer,because it goes directly to the point: for example, it doesn't spend pages on the primitive data types. Novice programmers will probably prefer more expository material. The book favors the "look at the code to see how to do this" approach rather than lengthy explanations; fortunately, the code is clear enough so that the approach actually works. What makes this book a "must have" is the complete list of API methods. Explanation is unfortunately minimal (or the book would be much longer!), but there is enough that the user can, with some experimentation, use the built-in classes. This is a perfect "Nutshell" book: if you don't need lengthy explanations, this packs a small Java library into one inexpensive volume.

Java in a Nutshell provides a good introduction to Java inits first few chapters. This is oriented towards C/C++programmers, but doesn't assume much knowledge. It explains all major Java concepts. The rest of the book is an excellent reference. It is not as comprehensive as the API reference, but it is excellent for a desktop quick reference. As an example, they have the full API, with a short description of each class, along with a list of all the methods. It includes chapters on Unicode and Java-related HTML, among others. An excellent book I am glad to own.

Java is the language that is bringing dynamic interaction to the net.An incredible value, this book includes a concise and comprehensive introduction to the Java language in addition to a complete reference section. One of the earliest sections illustrates some of the powerful object-oriented aspects of Java in terms of the C and C++ languages.The examples cover a wide range of important Java features as well as advanced topics such as smooth animation, threads and networking. Using a new language is never easy, but this book makes the process a pleasure.

The book seems directed towards object oriented programmers, as it does not go in-depth into explaining the delicacies of object-oriented programming. Earlier chapters give the impression of an audience familiar with C or C++. However, later in the book, the examples (on which the book relies heavily) and the short-references of new concepts become difficult to comprehend for an average C/C++ programmer. Along with references from the official Java site, the book can be a very good reference tool though

The book has two purposes. The first is to teach the language to programmers who already know C or C++. I'm in that category, and found the book quite good for learning Java. The second purpose is a language reference, and here it is not so good. It lists the standard libraries and functions, but it does not describe what they do; it merely enumerates them. The HTML documentation freely available from JavaSoft is much better

Java in a Nutshell: A Desktop Quick Reference for Java Programmers (Nutshell Handbooks) Java in a Nutshell: A Desktop Quick Reference for Java Programmers (In a Nutshell (O'Reilly)) Java Foundation Classes in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) Java Enterprise in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) Java in a Nutshell : A Desktop Quick Reference (Java Series) (3rd Edition) Java in a Nutshell: A Desktop Quick Reference Student Workbook Java in a Nutshell: A Desktop Quick Reference Unix in a Nutshell: A Desktop Quick Reference for System V & Solaris 2.0 Perl in A Nutshell: A Desktop Quick Reference (2nd Edition) Word 2000 in a Nutshell: A Power User's Quick Reference (In a Nutshell (O'Reilly)) Java: The Ultimate Guide to Learn Java and Python Programming (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, ... Developers, Coding, CSS, PHP) (Volume 3) JAVA: JAVA in 8 Hours, For Beginners, Learn Java Fast! A Smart Way to Learn Java, Plain & Simple, Learn JAVA Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! An Illustrated Guide for z/Architecture Assembler Programmers: A compact reference for application programmers Java Quick Access (Quick Access Reference Charts) Unix Desktop Guide to the Korn Shell (Unix Desktop Guides) Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Unix Shell Commands Quick Reference (Que Quick Reference Series) Quick Reference Dictionary for Occupational Therapy (Jacobs, Quick Reference Dictionary for Occupational Therapy) Delphi Nuts & Bolts for Experienced Programmers: For Experienced Programmers The Essential Java Class Reference for Programmers (3rd Edition)