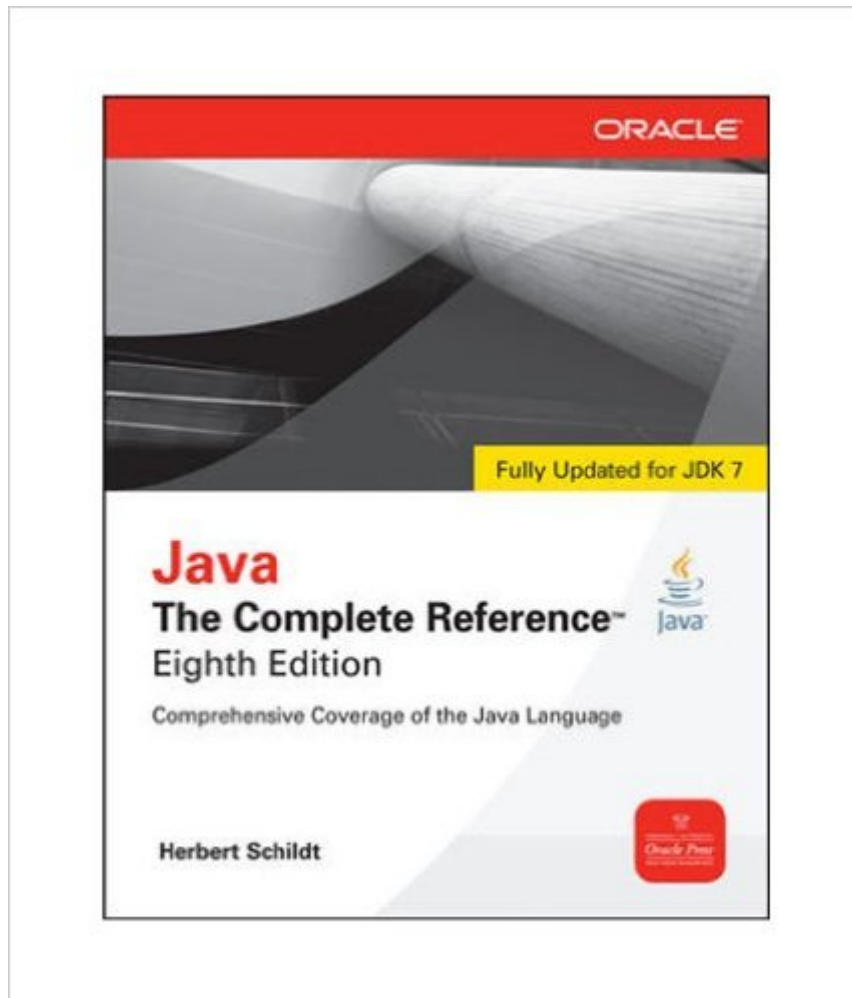The book was found

Java: The Complete Reference

Synopsis

In Java: The Complete Reference, Eighth Edition, bestselling programming author Herb Schildt shows you everything you need to develop, compile, debug, and run Java programs. Updated for Java Platform, Standard Edition 7 (Java SE 7), this comprehensive volume covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You ll also find information on key elements of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. In addition, new Java SE 7 features such as try-with-resources, strings in switch, type inference with the diamond operator, NIO.2, and the Fork/Join Framework are discussed in detail. Coverage includes: Data types and operators Control statements Classes and objects Constructors and methods Method overloading and overriding Interfaces and packages Inheritance Exception handling Generics Much, much more Table of Contents Part I The Java Language 1 The History and Evolution of Java 2 An Overview of Java 3 Data Types, Variables, and Arrays 4 Operators 5 Control Statements 6 Introducing Classes 7 A Closer Look at Methods and Classes 8 Inheritance 9 Packages and Interfaces 10 Exception Handling 11 Multithreaded Programming 12 Enumerations, Autoboxing, and Annotations (Metadata) 13 I/O, Applets, and Other Topics 14 Generics Part II The Java Library 15 String Handling 16 Exploring java.lang 17 java.util Part 1: The Collections Framework 18 java.util Part 2: More Utility Classes 19 Input/Output: Exploring java.io 20 Exploring NIO 21 Networking 22 The Applet Class 23 Event Handling 24 Introducing the AWT: Working with Windows, Graphics, and Text 25 Using AWT Controls, Layout Managers, and Menus 26 Images 27 The Concurrency Utilities 28 Regular Expressions and Other Packages Part III Software Development Using Java 29 Java Beans 30 Introducing Swing 31 Exploring Swing 32 Servlets Part IV Applying Java 33 Financial Applets and Servlets 34 Creating a Download Manager in Java Appendix Using Java s Documentation Comments

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Customer Reviews

This is a great place to start learning Java. I think the book is good for beginners to start learning Java, as well as great reference for those experienced with Java.The book does not use an IDE to create, compile, and run the programs. It uses javac and java commands to compile and run. I used both the SDK command lines and the IntelliJ IDEA Community Edition to compile and run the programs. Both worked fine, but I also have an interest in learning to use IntelliJ IDEA.The book covers the Java language, the Java Library, Software Development with Java Beans, Swing, Servlets, and ends with building 2 sample applications.The book covers Data Types and Operators, Control Statements, Classes, Objects, Methods, Packages, Interfaces, Exception Handling, Inheritance, I/O, Multithreading, Enumerations, Autoboxing, Static Import, Annotations, Generics, Applets, Events, AWT and Swing, Java's Documentation Comments, Varargs, Networking, Collections, Concurrent API, JavaBeans, and servlets.All the code is available for download and is very well organize and usable. It is separated by chapter.My favorite part of the book was that it spent a lot of time on UI topics. There were several good chapters on AWT and Swing. I also like the author's writing style. The book is a nice read as well as a good reference.My main complaint about this book is that it includes almost all of the Java, A Beginner's Guide, 5th Edition. Anyone beginning Java would obviously start with Java, A Beginner's Guide, 5th Edition, but if I was to do it again, I would not bother with Java, A Beginner's Guide, 5th Edition. The only advantage the Java, A Beginner's Guide, 5th Edition book offers is that it is more of a tutorial oriented book.

The Good:I use this book as a reference for very clear examples on how to do something. If the book does cover a topic, you can be sure that the explanations are concrete and very easy to understand. The book absolutely shines for its intended purpose. It makes a great supplemental book for most folks learning Java as an additional resource.There is an absolutely fabulous example of a Swing application at the end of the book. It shows how to implement the Observer pattern, manage button states and threading within a Swing application. You can also get a general idea of how to architect a moderately complex Swing application from this example.The table of contents is very well organized. For those without an electronic copy, this is of great value.The Bad:I do not

solely recommend this book for someone completely new to Java. It misses on some key areas. For example, the chapter on Inheritance does not cover using @Override when overriding methods. Yet, in the same chapter it discusses how you can accidentally Overload a method without even mentioning this annotation. @Override is briefly mentioned later as a type of annotation but it does not explain good practices, how to use it, etc. Examples that use overriding themselves, do not use @Override! The concept of downcasting is not covered specifically. It's not until the chapter on I/O that isinstance is covered and its very briefly explained.While I pointed out a great Swing example above, the book completely excludes any reference to SwingWorker. This is a great feature that was added in Java 6 for threading Swing applications.There are no details on how to write hashCode methods for data objects.

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! 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) Java The Complete Reference, Seventh Edition (Osborne Complete Reference Series) Java: The Complete Reference (Complete Reference Series) Java Programming for Kids: Learn Java Step By Step and Build Your Own Interactive Calculator for Fun! (Java for Beginners) Java AWT Reference (Java Series) Java in a Nutshell: A Desktop Quick Reference for Java Programmers (In a Nutshell (O'Reilly)) Jdbc Database Access With Java: A Tutorial and Annotated Reference (Java Series) Java in a Nutshell: A Desktop Quick Reference for Java Programmers (Nutshell Handbooks) Handbook of Java Syntax: A Reference to the Java Programming Language Java Gems: Jewels from Java Report (SIGS Reference Library) Java How to Program: Late Objects Version, Addison-Wesley's Java Backpack Reference Guide (8th Edition) Java in a Nutshell : A Desktop Quick Reference (Java Series) (3rd Edition) Java Networking and Awt Api Superbible: The Comprehensive Reference for the Java Programming Language The Java Class Libraries: An Annotated Reference (Java Series) (v. 1) Java Programmer's Reference: Programmer's Reference Solaris 10 The Complete Reference (Osborne Complete Reference Series) HTML & CSS: The Complete Reference, Fifth Edition (Complete Reference Series) HTML & XHTML: The Complete Reference (Osborne Complete Reference Series)