Contents

Preface xxv

Before You Begin xxxix

1 Introduction to Computers, the Internet and the Web 1
   1.1 Introduction 2
   1.2 Computers: Hardware and Software 3
   1.3 Computer Organization 4
   1.4 Early Operating Systems 5
   1.5 Personal, Distributed and Client/Server Computing 6
   1.6 The Internet and the World Wide Web 6
   1.7 Machine Languages, Assembly Languages and High-Level Languages 7
   1.8 History of C and C++ 8
   1.9 History of Java 8
   1.10 Java Class Libraries 9
   1.11 Fortran, COBOL, Pascal and Ada 10
   1.12 BASIC, Visual Basic, Visual C++, C# and .NET 11
   1.13 Typical Java Development Environment 11
   1.14 Notes about Java and Java How to Program, Eighth Edition 14
   1.15 Test-Driving a Java Application 15
   1.16 Software Engineering Case Study: Introduction to Object Technology and the UML 20
   1.17 Web 2.0 24
   1.18 Software Technologies 25
   1.19 Wrap-Up 26
   1.20 Web Resources 26

2 Introduction to Java Applications 37
   2.1 Introduction 38
   2.2 Our First Program in Java: Printing a Line of Text 38
   2.3 Modifying Our First Java Program 44
   2.4 Displaying Text with printf 46
   2.5 Another Application: Adding Integers 47
## Contents

<table>
<thead>
<tr>
<th>Chapter</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.6</td>
<td>Memory Concepts</td>
<td>52</td>
</tr>
<tr>
<td>2.7</td>
<td>Arithmetic</td>
<td>53</td>
</tr>
<tr>
<td>2.8</td>
<td>Decision Making: Equality and Relational Operators</td>
<td>56</td>
</tr>
<tr>
<td>2.9</td>
<td>Wrap-Up</td>
<td>60</td>
</tr>
<tr>
<td>3</td>
<td>Introduction to Classes and Objects</td>
<td>72</td>
</tr>
<tr>
<td>3.1</td>
<td>Introduction</td>
<td>73</td>
</tr>
<tr>
<td>3.2</td>
<td>Classes, Objects, Methods and Instance Variables</td>
<td>73</td>
</tr>
<tr>
<td>3.3</td>
<td>Declaring a Class with a Method and Instantiating an Object of a Class</td>
<td>75</td>
</tr>
<tr>
<td>3.4</td>
<td>Declaring a Method with a Parameter</td>
<td>78</td>
</tr>
<tr>
<td>3.5</td>
<td>Instance Variables, set Methods and get Methods</td>
<td>82</td>
</tr>
<tr>
<td>3.6</td>
<td>Primitive Types vs. Reference Types</td>
<td>87</td>
</tr>
<tr>
<td>3.7</td>
<td>Initializing Objects with Constructors</td>
<td>88</td>
</tr>
<tr>
<td>3.8</td>
<td>Floating-Point Numbers and Type double</td>
<td>91</td>
</tr>
<tr>
<td>3.9</td>
<td>(Optional) GUI and Graphics Case Study: Using Dialog Boxes</td>
<td>95</td>
</tr>
<tr>
<td>3.10</td>
<td>Wrap-Up</td>
<td>98</td>
</tr>
<tr>
<td>4</td>
<td>Control Statements: Part I</td>
<td>106</td>
</tr>
<tr>
<td>4.1</td>
<td>Introduction</td>
<td>107</td>
</tr>
<tr>
<td>4.2</td>
<td>Algorithms</td>
<td>107</td>
</tr>
<tr>
<td>4.3</td>
<td>Pseudocode</td>
<td>108</td>
</tr>
<tr>
<td>4.4</td>
<td>Control Structures</td>
<td>108</td>
</tr>
<tr>
<td>4.5</td>
<td>if Single-Selection Statement</td>
<td>110</td>
</tr>
<tr>
<td>4.6</td>
<td>if...else Double-Selection Statement</td>
<td>111</td>
</tr>
<tr>
<td>4.7</td>
<td>while Repetition Statement</td>
<td>116</td>
</tr>
<tr>
<td>4.8</td>
<td>Formulating Algorithms: Counter-Controlled Repetition</td>
<td>117</td>
</tr>
<tr>
<td>4.9</td>
<td>Formulating Algorithms: Sentinel-Controlled Repetition</td>
<td>122</td>
</tr>
<tr>
<td>4.10</td>
<td>Formulating Algorithms: Nested Control Statements</td>
<td>129</td>
</tr>
<tr>
<td>4.11</td>
<td>Compound Assignment Operators</td>
<td>134</td>
</tr>
<tr>
<td>4.12</td>
<td>Increment and Decrement Operators</td>
<td>135</td>
</tr>
<tr>
<td>4.13</td>
<td>Primitive Types</td>
<td>138</td>
</tr>
<tr>
<td>4.14</td>
<td>(Optional) GUI and Graphics Case Study: Creating Simple Drawings</td>
<td>138</td>
</tr>
<tr>
<td>4.15</td>
<td>Wrap-Up</td>
<td>142</td>
</tr>
<tr>
<td>5</td>
<td>Control Statements: Part 2</td>
<td>156</td>
</tr>
<tr>
<td>5.1</td>
<td>Introduction</td>
<td>157</td>
</tr>
<tr>
<td>5.2</td>
<td>Essentials of Counter-Controlled Repetition</td>
<td>157</td>
</tr>
<tr>
<td>5.3</td>
<td>for Repetition Statement</td>
<td>159</td>
</tr>
<tr>
<td>5.4</td>
<td>Examples Using the for Statement</td>
<td>162</td>
</tr>
<tr>
<td>5.5</td>
<td>do...while Repetition Statement</td>
<td>167</td>
</tr>
<tr>
<td>5.6</td>
<td>switch Multiple-Selection Statement</td>
<td>169</td>
</tr>
<tr>
<td>5.7</td>
<td>break and continue Statements</td>
<td>176</td>
</tr>
<tr>
<td>5.8</td>
<td>Logical Operators</td>
<td>178</td>
</tr>
<tr>
<td>5.9</td>
<td>Structured Programming Summary</td>
<td>184</td>
</tr>
</tbody>
</table>
## Contents

8.5 Time Class Case Study: Overloaded Constructors 325  
8.6 Default and No-Argument Constructors 330  
8.7 Notes on Set and Get Methods 331  
8.8 Composition 332  
8.9 Enumerations 335  
8.10 Garbage Collection and Method finalize 338  
8.11 static Class Members 338  
8.12 static Import 342  
8.13 final Instance Variables 343  
8.14 Time Class Case Study: Creating Packages 346  
8.15 Package Access 351  
8.16 (Optional) GUI and Graphics Case Study: Using Objects with Graphics 352  
8.17 Wrap-Up 356  

9 Object-Oriented Programming: Inheritance 365  
9.1 Introduction 366  
9.2 Superclasses and Subclasses 367  
9.3 protected Members 369  
9.4 Relationship between Superclasses and Subclasses 370  
9.4.1 Creating and Using a CommissionEmployee Class 370  
9.4.2 Creating and Using a BasePlusCommissionEmployee Class 375  
9.4.3 Creating a CommissionEmployee–BasePlusCommissionEmployee Inheritance Hierarchy 380  
9.4.4 CommissionEmployee–BasePlusCommissionEmployee Inheritance Hierarchy Using protected Instance Variables 383  
9.4.5 CommissionEmployee–BasePlusCommissionEmployee Inheritance Hierarchy Using private Instance Variables 386  
9.5 Constructors in Subclasses 390  
9.6 Software Engineering with Inheritance 391  
9.7 Object Class 392  
9.8 (Optional) GUI and Graphics Case Study: Displaying Text and Images Using Labels 394  
9.9 Wrap-Up 396  

10 Object-Oriented Programming: Polymorphism 400  
10.1 Introduction 401  
10.2 Polymorphism Examples 403  
10.3 Demonstrating Polymorphic Behavior 404  
10.4 Abstract Classes and Methods 406  
10.5 Case Study: Payroll System Using Polymorphism 408  
10.5.1 Abstract Superclass Employee 409  
10.5.2 Concrete Subclass SalariedEmployee 412  
10.5.3 Concrete Subclass HourlyEmployee 414  
10.5.4 Concrete Subclass CommissionEmployee 415  
10.5.5 Indirect Concrete Subclass BasePlusCommissionEmployee 417
Contents

10.5.6 Polymorphic Processing, Operator instanceof and Downcasting 418
10.5.7 Summary of the Allowed Assignments Between Superclass and Subclass Variables 423
10.6 final Methods and Classes 423
10.7 Case Study: Creating and Using Interfaces 424
10.7.1 Developing a Payable Hierarchy 426
10.7.2 Interface Payable 427
10.7.3 Class Invoice 427
10.7.4 Modifying Class Employee to Implement Interface Payable 430
10.7.5 Modifying Class SalariedEmployee for Use in the Payable Hierarchy 431
10.7.6 Using Interface Payable to Process Invoices and Employees Polymorphically 433
10.7.7 Common Interfaces of the Java API 435
10.8 (Optional) GUI and Graphics Case Study: Drawing with Polymorphism 436
10.9 Wrap-Up 438

11 Exception Handling 443
11.1 Introduction 444
11.2 Error-Handling Overview 445
11.3 Example: Divide by Zero without Exception Handling 445
11.4 Example: Handling ArithmeticExceptions and InputMismatchExceptions 448
11.5 When to Use Exception Handling 453
11.6 Java Exception Hierarchy 453
11.7 finally Block 456
11.8 Stack Unwinding 461
11.9 printStackTrace, getStackTrace and getMessage 462
11.10 Chained Exceptions 465
11.11 Declaring New Exception Types 467
11.12 Preconditions and Postconditions 468
11.13 Assertions 468
11.14 Wrap-Up 470

12 ATM Case Study, Part I: Object-Oriented Design with the UML 476
12.1 Case Study Introduction 477
12.2 Examining the Requirements Document 477
12.3 Identifying the Classes in a Requirements Document 485
12.4 Identifying Class Attributes 491
12.5 Identifying Objects’ States and Activities 496
12.6 Identifying Class Operations 500
12.7 Indicating Collaboration Among Objects 506
12.8 Wrap-Up 513

13 ATM Case Study Part 2: Implementing an Object-Oriented Design  517

13.1 Introduction  518
13.2 Starting to Program the Classes of the ATM System  518
13.3 Incorporating Inheritance and Polymorphism into the ATM System  523
  13.3.1 Implementing the ATM System Design (Incorporating Inheritance)  528
13.4 ATM Case Study Implementation  529
  13.4.1 Class ATM  530
  13.4.2 Class Screen  535
  13.4.3 Class Keypad  536
  13.4.4 Class CashDispenser  537
  13.4.5 Class DepositSlot  538
  13.4.6 Class Account  539
  13.4.7 Class BankDatabase  541
  13.4.8 Class Transaction  543
  13.4.9 Class BalanceInquiry  545
  13.4.10 Class Withdrawal  546
  13.4.11 Class Deposit  550
  13.4.12 Class ATMCaseStudy  553
13.5 Wrap-Up  553

14 GUI Components: Part 1  555

14.1 Introduction  556
14.2 Java’s New Nimbus Look-and-Feel  557
14.3 Simple GUI-Based Input/Output with JOptionPane  558
14.4 Overview of Swing Components  561
14.5 Displaying Text and Images in a Window  563
14.6 Text Fields and an Introduction to Event Handling with Nested Classes  568
14.7 Common GUI Event Types and Listener Interfaces  574
14.8 How Event Handling Works  576
14.9 JButton  578
14.10 Buttons That Maintain State  581
  14.10.1 JCheckBox  581
  14.10.2 JButton  584
14.11 JComboBox and Using an Anonymous Inner Class for Event Handling  587
14.12 JList  591
14.13 Multiple-Selection Lists  593
14.14 Mouse Event Handling  596
14.15 Adapter Classes  600
14.16 JPanel Subclass for Drawing with the Mouse  604
14.17 Key Event Handling  607
14.18 Introduction to Layout Managers  610
  14.18.1 FlowLayout  612
  14.18.2 BorderLayout  615
  14.18.3 GridLayout  618
15 Graphics and Java 2D™

15.1 Introduction 641
15.2 Graphics Contexts and Graphics Objects 643
15.3 Color Control 644
15.4 Manipulating Fonts 651
15.5 Drawing Lines, Rectangles and Ovals 656
15.6 Drawing Arcs 660
15.7 Drawing Polygons and Polylines 662
15.8 Java 2D API 665
15.9 Wrap-Up 672

16 Strings, Characters and Regular Expressions 681

16.1 Introduction 682
16.2 Fundamentals of Characters and Strings 682
16.3 Class String
   16.3.1 String Constructors 683
   16.3.2 String Methods length, charAt and getChars 684
   16.3.3 Comparing Strings 685
   16.3.4 Locating Characters and Substrings in Strings 690
   16.3.5 Extracting Substrings from Strings 692
   16.3.6 Concatenating Strings 692
   16.3.7 Miscellaneous String Methods 693
   16.3.8 String Method valueOf 694
16.4 Class StringBuilder
   16.4.1 StringBuilder Constructors 696
   16.4.2 StringBuilder Methods length, capacity, setLength and ensureCapacity 697
   16.4.3 StringBuilder Methods charAt, setCharAt, getChars and reverse 698
   16.4.4 StringBuilder append Methods 700
   16.4.5 StringBuilder Insertion and Deletion Methods 701
16.5 Class Character 703
16.6 Tokenizing Strings 707
16.7 Regular Expressions, Class Pattern and Class Matcher 708
16.8 Wrap-Up 717

17 Files, Streams and Object Serialization 728

17.1 Introduction 729
17.2 Data Hierarchy 730
Contents

17.3 Files and Streams 732
17.4 Class File 733
17.5 Sequential-Access Text Files 738
  17.5.1 Creating a Sequential-Access Text File 738
  17.5.2 Reading Data from a Sequential-Access Text File 745
  17.5.3 Case Study: A Credit-Inquiry Program 747
  17.5.4 Updating Sequential-Access Files 752
17.6 Object Serialization 753
  17.6.1 Creating a Sequential-Access File Using Object Serialization 754
  17.6.2 Reading and Deserializing Data from a Sequential-Access File 760
17.7 Additional java.io Classes 762
  17.7.1 Interfaces and Classes for Byte-Based Input and Output 762
  17.7.2 Interfaces and Classes for Character-Based Input and Output 764
17.8 Opening Files with JFileChooser 765
17.9 Wrap-Up 768

18 Recursion 778
18.1 Introduction 779
18.2 Recursion Concepts 780
18.3 Example Using Recursion: Factorials 781
18.4 Example Using Recursion: Fibonacci Series 784
18.5 Recursion and the Method-Call Stack 787
18.6 Recursion vs. Iteration 789
18.7 Towers of Hanoi 790
18.8 Fractals 792
18.9 Recursive Backtracking 803
18.10 Wrap-Up 803

19 Searching, Sorting and Big O 811
19.1 Introduction 812
19.2 Searching Algorithms 813
  19.2.1 Linear Search 813
  19.2.2 Binary Search 817
19.3 Sorting Algorithms 822
  19.3.1 Selection Sort 822
  19.3.2 Insertion Sort 826
  19.3.3 Merge Sort 830
19.4 Wrap-Up 836

20 Generic Collections 841
20.1 Introduction 842
20.2 Collections Overview 842
20.3 Type-Wrapper Classes for Primitive Types 843
20.4 Autoboxing and Auto-Unboxing  844
20.5 Interface Collection and Class Collections  844
20.6 Lists  845
  20.6.1 ArrayList and Iterator  846
  20.6.2 LinkedList  848
20.7 Collections Methods  853
  20.7.1 Method sort  854
  20.7.2 Method shuffle  857
  20.7.3 Methods reverse, fill, copy, max and min  859
  20.7.4 Method binarySearch  861
  20.7.5 Methods addAll, frequency and disjoint  863
20.8 Stack Class of Package java.util  864
20.9 Class PriorityQueue and Interface Queue  867
20.10 Sets  868
20.11 Maps  871
20.12 Properties Class  874
20.13 Synchronized Collections  877
20.14 Unmodifiable Collections  878
20.15 Abstract Implementations  879
20.16 Wrap-Up  879

21 Generic Classes and Methods  886
21.1 Introduction  887
21.2 Motivation for Generic Methods  887
21.3 Generic Methods: Implementation and Compile-Time Translation  890
21.4 Additional Compile-Time Translation Issues: Methods That Use a Type Parameter as the Return Type  893
21.5 Overloading Generic Methods  896
21.6 Generic Classes  896
21.7 Raw Types  904
21.8 Wildcards in Methods That Accept Type Parameters  908
21.9 Generics and Inheritance: Notes  912
21.10 Wrap-Up  913

22 Custom Generic Data Structures  917
22.1 Introduction  918
22.2 Self-Referential Classes  918
22.3 Dynamic Memory Allocation  919
22.4 Linked Lists  920
22.5 Stacks  930
22.6 Queues  934
22.7 Trees  937
22.8 Wrap-Up  943

# Contents

23 Applets and Java Web Start 954

23.1 Introduction 955
23.2 Sample Applets Provided with the JDK 956
23.3 Simple Java Applet: Drawing a String 960
23.3.1 Executing WelcomeApplet in the appletviewer 962
23.3.2 Executing an Applet in a Web Browser 964
23.4 Applet Life-Cycle Methods 964
23.5 Initializing an Instance Variable with Method init 965
23.6 Sandbox Security Model 967
23.7 Java Web Start and the Java Network Launch Protocol (JNLP) 968
23.7.1 Packaging the DrawTest Applet for Use with Java Web Start 969
23.7.2 JNLP Document for the DrawTest Applet 970
23.8 Wrap-Up 974

24 Multimedia: Applets and Applications 980

24.1 Introduction 981
24.2 Loading, Displaying and Scaling Images 982
24.3 Animating a Series of Images 988
24.4 Image Maps 994
24.5 Loading and Playing Audio Clips 997
24.6 Playing Video and Other Media with Java Media Framework 1000
24.7 Wrap-Up 1005
24.8 Web Resources 1005

25 GUI Components: Part 2 1013

25.1 Introduction 1014
25.2 JSlider 1014
25.3 Windows: Additional Notes 1018
25.4 Using Menus with Frames 1019
25.5 JPopupMenu 1027
25.6 Pluggable Look-and-Feel 1030
25.7 JDesktopPane and JInternalFrame 1034
25.8 JTabbedPane 1038
25.9 Layout Managers:BoxLayout and GridBagLayout 1040
25.10 Wrap-Up 1052

26 Multithreading 1058

26.1 Introduction 1059
26.2 Thread States: Life Cycle of a Thread 1061
26.3 Thread Priorities and Thread Scheduling 1063
26.4 Creating and Executing Threads 1065
26.4.1 Runnable and the Thread Class 1065
26.4.2 Thread Management with the Executor Framework 1068
26.5 Thread Synchronization 1069
  26.5.1 Unsynchronized Data Sharing 1070
  26.5.2 Synchronized Data Sharing—Making Operations Atomic 1074
26.6 Producer/Consumer Relationship without Synchronization 1078
26.7 Producer/Consumer Relationship: ArrayBlockingQueue 1085
26.8 Producer/Consumer Relationship with Synchronization 1088
26.9 Producer/Consumer Relationship: Bounded Buffers 1094
26.10 Producer/Consumer Relationship: The Lock and Condition Interfaces 1101
26.11 Multithreading with GUI 1108
  26.11.1 Performing Computations in a Worker Thread 1109
  26.11.2 Processing Intermediate Results with SwingWorker 1115
26.12 Interfaces Callable and Future 1122
26.13 Wrap-Up 1122

27 Networking 1131
27.1 Introduction 1132
27.2 Manipulating URLs 1133
27.3 Reading a File on a Web Server 1138
27.4 Establishing a Simple Server Using Stream Sockets 1141
27.5 Establishing a Simple Client Using Stream Sockets 1143
27.6 Client/Server Interaction with Stream Socket Connections 1144
27.7 Connectionless Client/Server Interaction with Datagrams 1156
27.8 Client/Server Tic-Tac-Toe Using a Multithreaded Server 1163
27.9 [Web Bonus] Case Study: DeitelMessenger Server and Client 1178
27.10 Wrap-Up 1178

28 Accessing Databases with JDBC 1184
28.1 Introduction 1185
28.2 Relational Databases 1186
28.3 Relational Database Overview: The books Database 1187
28.4 SQL 1190
  28.4.1 Basic SELECT Query 1191
  28.4.2 WHERE Clause 1192
  28.4.3 ORDER BY Clause 1193
  28.4.4 Merging Data from Multiple Tables: INNER JOIN 1195
  28.4.5 INSERT Statement 1196
  28.4.6 UPDATE Statement 1197
  28.4.7 DELETE Statement 1198
28.5 Instructions for Installing MySQL and MySQL Connector/J 1199
28.6 Instructions for Setting Up a MySQL User Account 1200
28.7 Creating Database books in MySQL 1200
28.8 Manipulating Databases with JDBC 1201
  28.8.1 Connecting to and Querying a Database 1201
  28.8.2 Querying the books Database 1206
# Contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C Keywords and Reserved Words</strong></td>
<td>1414</td>
</tr>
<tr>
<td><strong>D Primitive Types</strong></td>
<td>1415</td>
</tr>
<tr>
<td><strong>E Using the Java API Documentation</strong></td>
<td>1416</td>
</tr>
<tr>
<td>E.1 Introduction</td>
<td>1416</td>
</tr>
<tr>
<td>E.2 Navigating the Java API</td>
<td>1417</td>
</tr>
<tr>
<td><strong>F Using the Debugger</strong></td>
<td>1425</td>
</tr>
<tr>
<td>F.1 Introduction</td>
<td>1426</td>
</tr>
<tr>
<td>F.2 Breakpoints and the <code>run</code>, <code>stop</code>, <code>cont</code> and <code>print</code> Commands</td>
<td>1426</td>
</tr>
<tr>
<td>F.3 The <code>print</code> and <code>set</code> Commands</td>
<td>1430</td>
</tr>
<tr>
<td>F.4 Controlling Execution Using the <code>step</code>, <code>step up</code> and <code>next</code> Commands</td>
<td>1432</td>
</tr>
<tr>
<td>F.5 The <code>watch</code> Command</td>
<td>1435</td>
</tr>
<tr>
<td>F.6 The <code>clear</code> Command</td>
<td>1438</td>
</tr>
<tr>
<td>F.7 Wrap-Up</td>
<td>1440</td>
</tr>
<tr>
<td><strong>G Formatted Output</strong></td>
<td>1442</td>
</tr>
<tr>
<td>G.1 Introduction</td>
<td>1443</td>
</tr>
<tr>
<td>G.2 Streams</td>
<td>1443</td>
</tr>
<tr>
<td>G.3 Formatting Output with <code>printf</code></td>
<td>1443</td>
</tr>
<tr>
<td>G.4 Printing Integers</td>
<td>1444</td>
</tr>
<tr>
<td>G.5 Printing Floating-Point Numbers</td>
<td>1445</td>
</tr>
<tr>
<td>G.6 Printing Strings and Characters</td>
<td>1447</td>
</tr>
<tr>
<td>G.7 Printing Dates and Times</td>
<td>1448</td>
</tr>
<tr>
<td>G.8 Other Conversion Characters</td>
<td>1450</td>
</tr>
<tr>
<td>G.9 Printing with Field Widths and Precisions</td>
<td>1452</td>
</tr>
<tr>
<td>G.10 Using Flags in the <code>printf</code> Format String</td>
<td>1454</td>
</tr>
<tr>
<td>G.11 Printing with Argument Indices</td>
<td>1457</td>
</tr>
<tr>
<td>G.12 Printing Literals and Escape Sequences</td>
<td>1458</td>
</tr>
<tr>
<td>G.13 Formatting Output with Class <code>Formatter</code></td>
<td>1458</td>
</tr>
<tr>
<td>G.14 Wrap-Up</td>
<td>1460</td>
</tr>
<tr>
<td><strong>Appendices on the Web</strong></td>
<td>1465</td>
</tr>
<tr>
<td>Appendices H–Q are PDF documents posted online at <a href="http://www.deitel.com/books/jhtp8/">www.deitel.com/books/jhtp8/</a>.</td>
<td></td>
</tr>
<tr>
<td><strong>H Number Systems</strong></td>
<td>1</td>
</tr>
<tr>
<td>H.1 Introduction</td>
<td>II</td>
</tr>
<tr>
<td>H.2 Abbreviating Binary Numbers as Octal and Hexadecimal Numbers</td>
<td>V</td>
</tr>
<tr>
<td>H.3 Converting Octal and Hexadecimal Numbers to Binary Numbers</td>
<td>VI</td>
</tr>
<tr>
<td>H.4 Converting from Binary, Octal or Hexadecimal to Decimal</td>
<td>VI</td>
</tr>
</tbody>
</table>

H.5 Converting from Decimal to Binary, Octal or Hexadecimal   VII
H.6 Negative Binary Numbers: Two's Complement Notation   IX

I  GroupLayout   XIV
I.1 Introduction   XIV
I.2 GroupLayout Basics   XIV
I.3 Building a ColorChooser   XV
I.4 GroupLayout Web Resources   XXV

J  Java Desktop Integration Components (JDIC)   XXVI
J.1 Introduction   XXVI
J.2 Splash Screens   XXVI
J.3 Desktop Class   XXVIII
J.4 Tray Icons   XXX
J.5 JDIC Incubator Projects   XXXI
J.6 JDIC Demos   XXXI

K  Mashups   XXXII
K.1 Introduction   XXXII
K.2 Popular Mashups   XXXII
K.3 APIs Commonly Used in Mashups   XXXIII
K.4 Deitel Mashups Research Center   XXXIV
K.5 Deitel RSS Resource Center   XXXV
K.6 Mashup Performance and Reliability Issues   XXXV

L  Unicode®   XXXVI
L.1 Introduction   XXXVI
L.2 Unicode Transformation Formats   XXXVII
L.3 Characters and Glyphs   XXXVIII
L.4 Advantages/Disadvantages of Unicode   XXXIX
L.5 Using Unicode   XXXIX
L.6 Character Ranges   XLI

M  Creating Documentation with javadoc   XLIII
M.1 Introduction   XLIII
M.2 Documentation Comments   XLIII
M.3 Documenting Java Source Code   XLI
M.4 javadoc   LI
M.5 Files Produced by javadoc   LII
Contents

N  Bit Manipulation  LV
N.1  Introduction  LV
N.2  Bit Manipulation and the Bitwise Operators  LV
N.3  BitSet Class  LXXV

O  Labeled break and continue Statements  LXIX
O.1  Introduction  LXIX
O.2  Labeled break Statement  LXIX
O.3  Labeled continue Statement  LXX

P  UML 2: Additional Diagram Types  LXXII
P.1  Introduction  LXXII
P.2  Additional Diagram Types  LXXII

Q  Design Patterns  LXXIV
Q.1  Introduction  LXXIV
Q.2  Creational, Structural and Behavioral Design Patterns  LXXV
Q.2.1  Creational Design Patterns  LXXVI
Q.2.2  Structural Design Patterns  LXXVIII
Q.2.3  Behavioral Design Patterns  LXXIX
Q.2.4  Conclusion  LXXX
Q.3  Design Patterns in Packages java.awt and javax.swing  LXXX
Q.3.1  Creational Design Patterns  LXXX
Q.3.2  Structural Design Patterns  LXXI
Q.3.3  Behavioral Design Patterns  LXXIII
Q.3.4  Conclusion  LXXVI
Q.4  Concurrency Design Patterns  LXXXVI
Q.5  Design Patterns Used in Packages java.io and java.net  LXXVIII
Q.5.1  Creational Design Patterns  LXXVIII
Q.5.2  Structural Design Patterns  LXXVIII
Q.5.3  Architectural Patterns  LXXIX
Q.5.4  Conclusion  XCI
Q.6  Design Patterns Used in Package java.util  XCI
Q.6.1  Creational Design Patterns  XCI
Q.6.2  Behavioral Design Patterns  XCI
Q.7  Wrap-Up  XCI

Index  1466