



1. Dependent on Chapter 11 for GUI used in one example.
2. Dependent on Chapter 20 for one example that uses an applet. The two large case studies at the end of this chapter each depend on Chapter 22 for GUI and Chapter 23 for multithreading.
3. Dependent on Chapters 11 and 12 for GUI and graphics used in one example.
4. Dependent on Chapter 11 for GUI used in one example. Dependent on Chapters 18 and 19 for one example.

Fig. 1 | Flowchart illustrating the dependencies among chapters in *Java How to Program, 6/e*.