



<b>Preface</b>	<b>xvii</b>
<b>Before You Begin</b>	<b>xxvi</b>
<b>1 Moving Shapes Application</b>	<b>1</b>
<i>Introducing Computers, the Internet and Java Programming</i>	
1.1 What Is a Computer?	1
1.2 Computer Organization	2
1.3 Machine Languages, Assembly Languages and High-Level Languages	3
1.4 Java	5
1.5 Other High-Level Languages	6
1.6 Structured Programming	7
1.7 Key Software Trend: Object Technology	7
1.8 The Internet and the World Wide Web	8
1.9 The Java Runtime Environment (JRE)	10
1.10 Test-Driving the <b>Moving Shapes</b> Application	11
1.11 Internet and Web Resources	16
1.12 Wrap-Up	16
<b>2 Welcome Application</b>	<b>21</b>
<i>Introduction to Graphical User Interface Programming</i>	
2.1 Test-Driving the <b>Welcome</b> Application	21
2.2 Compiling and Running the Template <b>Welcome</b> Application	22
2.3 Constructing the <b>Welcome</b> Application	24
2.4 Syntax Errors	35
2.5 Wrap-Up	37
<b>3 Designing the Inventory Application</b>	<b>48</b>
<i>Introducing JTextFields and JButtons</i>	
3.1 Test-Driving the <b>Inventory</b> Application	48
3.2 Customizing JLabels in the <b>Inventory</b> Application	50
3.3 Customizing JTextFields and a JButton in the <b>Inventory</b> Application	52
3.4 Wrap-Up	58
<b>4 Completing the Inventory Application</b>	<b>67</b>
<i>Introducing Programming</i>	
4.1 Test-Driving the <b>Inventory</b> Application	67
4.2 Introduction to Java Code	68
4.3 Placing Code in an Event Handler	70
4.4 Performing a Calculation and Displaying the Result	74
4.5 Wrap-Up	79

<b>5</b>	<b>Enhancing the Inventory Application</b>	<b>88</b>
	<i>Introducing Variables, Memory Concepts, Arithmetic and Keyboard Events</i>	
5.1	Test-Driving the Enhanced <b>Inventory</b> Application	88
5.2	Variables	89
5.3	Handling the <code>keyPressed</code> event for a <code>JTextField</code>	93
5.4	Memory Concepts	98
5.5	Arithmetic	99
5.6	Using the Debugger: Breakpoints and the <code>run</code> , <code>stop</code> , <code>cont</code> and <code>print</code> Commands	101
5.7	Internet and Web Resources	105
5.8	Wrap-Up	106
<b>6</b>	<b>Wage Calculator Application</b>	<b>114</b>
	<i>Introducing Algorithms, Pseudocode and Program Control</i>	
6.1	Test-Driving the <b>Wage Calculator</b> Application	114
6.2	Algorithms	115
6.3	Pseudocode	116
6.4	Control Statements	117
6.5	<code>if</code> Selection Statement	119
6.6	<code>if...else</code> Selection Statement	121
6.7	Constructing the <b>Wage Calculator</b> Application	124
6.8	Assignment Operators	128
6.9	Formatting Text	130
6.10	Using the Debugger: The <code>print</code> and <code>set</code> Commands	134
6.11	Wrap-Up	137
<b>7</b>	<b>Dental Payment Application</b>	<b>148</b>
	<i>Introducing JCheckBoxes, Message Dialogs and Logical Operators</i>	
7.1	Test-Driving the <b>Dental Payment</b> Application	148
7.2	Constructing the <b>Dental Payment</b> Application	150
7.3	Using <code>JCheckBoxes</code>	151
7.4	Using a Dialog to Display a Message	155
7.5	Logical Operators	160
7.6	Wrap-Up	169
<b>8</b>	<b>Car Payment Calculator Application</b>	<b>180</b>
	<i>Introducing the while Repetition Statement and JTextAreas</i>	
8.1	Test-Driving the <b>Car Payment Calculator</b> Application	180
8.2	<code>while</code> Repetition Statement	182
8.3	Increment and Decrement Operators	184
8.4	Constructing the <b>Car Payment Calculator</b> Application	186
8.5	Wrap-Up	197
<b>9</b>	<b>Class Average Application</b>	<b>206</b>
	<i>Introducing the do...while Repetition Statement</i>	
9.1	Test-Driving the <b>Class Average</b> Application	206
9.2	<code>do...while</code> Repetition Statement	208
9.3	Creating the <b>Class Average</b> Application	210
9.4	Wrap-Up	221
<b>10</b>	<b>Interest Calculator Application</b>	<b>231</b>
	<i>Introducing the for Repetition Statement</i>	
10.1	Test-Driving the <b>Interest Calculator</b> Application	231
10.2	Essentials of Counter-Controlled Repetition	235

10.3	Introducing the for Repetition Statement	236
10.4	Examples Using the for Statement	238
10.5	Constructing the <b>Interest Calculator</b> Application	239
10.6	Wrap-Up	250
<b>11</b>	<b>Security Panel Application</b>	<b>261</b>
	<i>Introducing the switch Multiple-Selection Statement, Date and DateFormat</i>	
11.1	Test-Driving the <b>Security Panel</b> Application	261
11.2	Introducing the switch Multiple-Selection Statement	264
11.3	Constructing the <b>Security Panel</b> Application	266
11.4	Wrap-Up	282
<b>12</b>	<b>Enhancing the Wage Calculator Application</b>	<b>291</b>
	<i>Introducing Methods</i>	
12.1	Test-Driving the Enhanced <b>Wage Calculator</b> Application	291
12.2	Classes and Methods	292
12.3	Method Declarations	293
12.4	Finishing the <b>Maximum</b> Application	299
12.5	Using Methods in the <b>Wage Calculator</b> Application	302
12.6	Using the Debugger: Controlling Execution Using the step, step up and next Commands	308
12.7	Wrap-Up	311
<b>13</b>	<b>Enhancing the Interest Calculator Application</b>	<b>321</b>
	<i>Introduction to Event Handling</i>	
13.1	Test-Driving the Enhanced <b>Interest Calculator</b> Application	321
13.2	Event Handlers	324
13.3	Event Handler Registration	327
13.4	Handling a ChangeEvent	330
13.5	Wrap-Up	337
<b>14</b>	<b>Fundraiser Application</b>	<b>345</b>
	<i>Introducing Scope and Conversion of Primitive Types</i>	
14.1	Test-Driving the <b>Fundraiser</b> Application	345
14.2	Constructing the <b>Fundraiser</b> Application	347
14.3	Conversions	349
14.4	Wrap-Up	356
<b>15</b>	<b>Craps Game Application</b>	<b>363</b>
	<i>Introducing Random Number Generation and the JPanel</i>	
15.1	Test-Driving the <b>Craps Game</b> Application	363
15.2	Random Number Generation	365
15.3	Using Constants in the <b>Craps Game</b> Application	367
15.4	Using Random Numbers in the <b>Craps Game</b> Application	373
15.5	Wrap-Up	382
<b>16</b>	<b>Flag Quiz Application</b>	<b>390</b>
	<i>Introducing One-Dimensional Arrays and JComboBoxes</i>	
16.1	Test-Driving the <b>Flag Quiz</b> Application	390
16.2	Introducing Arrays	392
16.3	Declaring and Creating Arrays	394
16.4	Constructing the <b>Flag Quiz</b> Application	397
16.5	Sorting Arrays	407
16.6	Wrap-Up	413

<b>17</b>	<b>Student Grades Application</b>	<b>422</b>
	<i>Introducing Two-Dimensional Arrays and JRadioButtons</i>	
17.1	Test-Driving the <b>Student Grades</b> Application	422
17.2	Two-Dimensional Arrays	424
17.3	Using JRadioButtons	425
17.4	Inserting Code into the <b>Student Grades</b> Application	429
17.5	Wrap-Up	443
<b>18</b>	<b>Microwave Oven Application</b>	<b>452</b>
	<i>Building Your Own Classes and Objects</i>	
18.1	Test-Driving the <b>Microwave Oven</b> Application	452
18.2	Designing the <b>Microwave Oven</b> Application	455
18.3	Initializing Objects: Constructors	458
18.4	<i>Get</i> and <i>Set</i> Methods	460
18.5	Completing the <b>Microwave Oven</b> Application	464
18.6	Controlling Access to Members	469
18.7	<code>main</code> Method	481
18.8	Using the Debugger: The <code>watch</code> Command	482
18.9	Wrap-Up	484
<b>19</b>	<b>Shipping Hub Application</b>	<b>495</b>
	<i>Introducing Collections, ArrayList and Iterators</i>	
19.1	Test-Driving the <b>Shipping Hub</b> Application	495
19.2	<code>Parcel</code> Class	499
19.3	<code>JList</code> Component	500
19.4	Using Mnemonics (Keyboard Shortcuts)	501
19.5	Collections	502
19.6	Constructing the <b>Shipping Hub</b> Application	503
19.7	Using Iterators	517
19.8	Wrap-Up	537
<b>20</b>	<b>Screen Saver Application</b>	<b>548</b>
	<i>Introducing Inheritance and Graphics</i>	
20.1	Test-Driving the <b>Screen Saver</b> Application	548
20.2	Inheritance Overview	550
20.3	Graphics Overview	552
20.4	Creating the <b>Screen Saver</b> Application	553
20.5	Using Inheritance to Create the <code>MyRectangle</code> Class	554
20.6	Graphics in Java	557
20.7	Completing the <b>Screen Saver</b> Application	561
20.8	Wrap-Up	567
<b>21</b>	<b>“Cat and Mouse” Painter Application</b>	<b>575</b>
	<i>Introducing Interfaces, Mouse Input; the Event-Handling Mechanism</i>	
21.1	Test-Driving the <b>Painter</b> Application	575
21.2	Constructing the <b>Painter</b> Application	577
21.3	Interfaces	579
21.4	<code>mousePressed</code> Event Handler	581
21.5	<code>mouseReleased</code> Event Handler	584
21.6	<code>mouseDragged</code> Event Handler	586
21.7	Wrap-Up	593
<b>22</b>	<b>Typing Skills Developer Application</b>	<b>602</b>
	<i>Introducing Keyboard Events and JMenus</i>	
22.1	Test-Driving the <b>Typing Skills Developer</b> Application	602
22.2	Keyboard Events	606

22.3	JMenus	610
22.4	JColorChooser	615
22.5	Wrap-Up	631
<b>23</b>	<b>Screen Scraping Application</b>	<b>642</b>
	<i>Introducing String Processing</i>	
23.1	Test-Driving the <b>Screen Scraping</b> Application	642
23.2	Fundamentals of Strings	644
23.3	Constructing the <b>Screen Scraping</b> Application	645
23.4	Locating Substrings in Strings	646
23.5	Extracting Substrings from Strings	649
23.6	Other String Methods	651
23.7	Wrap-Up	655
<b>24</b>	<b>Enhanced Car Payment Calculator Application</b>	<b>663</b>
	<i>Introducing Exception Handling</i>	
24.1	Test-Driving the Enhanced <b>Car Payment Calculator</b> Application	663
24.2	Introduction to Exception Handling	666
24.3	Exception Handling in Java	667
24.4	Java Exception Hierarchy	668
24.5	Constructing the Enhanced <b>Car Payment Calculator</b> Application	669
24.6	Wrap-Up	677
<b>25</b>	<b>Ticket Information Application</b>	<b>685</b>
	<i>Introducing Sequential-Access Files</i>	
25.1	Test-Driving the <b>Write Event</b> and <b>Ticket Information</b> Applications	685
25.2	Data Hierarchy	690
25.3	Files and Streams	692
25.4	Creating the <b>Write Event</b> Application: Writing to a File	693
25.5	Creating the <b>Ticket Information</b> Application	708
25.6	Using the <code>finally</code> block	714
25.7	Wrap-Up	722
<b>26</b>	<b>ATM Application</b>	<b>733</b>
	<i>Introducing Database Programming and Using Command-Line Arguments</i>	
26.1	IBM Cloudscape Database	733
26.2	Test-Driving the <b>ATM</b> Application	737
26.3	Planning the <b>ATM</b> Application	743
26.4	Relational Database Overview: The <b>ATM</b> Database	745
26.5	SQL	746
	26.5.1 Basic SELECT Query	747
	26.5.2 WHERE Clause	747
	26.5.3 UPDATE Statement	748
26.6	Using Command-Line Arguments	749
26.7	Creating Database Connections	750
26.8	Programming the <b>ATM</b> Application	752
26.9	Wrap-Up	773
<b>27</b>	<b>Drawing Shapes Application</b>	<b>787</b>
	<i>Introduction to Polymorphism; an Expanded Discussion of Graphics</i>	
27.1	Test-Driving the <b>Drawing Shapes</b> Application	787
27.2	Polymorphism	790
27.3	More Graphics Methods	790
27.4	Adding to the MyShape Inheritance Hierarchy	799
27.5	Wrap-Up	810

<b>28</b>	<b>Phone Book Application</b>	<b>819</b>
	<i>Introducing the Java Speech API</i>	
28.1	Java Speech API	819
28.2	Downloading and Installing FreeTTS	820
28.3	Test-Driving the <b>Phone Book</b> Application	823
28.4	Constructing the <b>Phone Book</b> Application	823
28.5	Wrap-Up	833
<b>29</b>	<b>Bookstore Web Application</b>	<b>842</b>
	<i>Introducing Web Applications and the Apache Tomcat Web Server</i>	
29.1	Multi-Tier Architecture	843
29.2	Web Servers	844
29.3	Apache Tomcat Web Server	845
29.4	Test-Driving the <b>Bookstore</b> Web Application	849
29.5	Wrap-Up	852
<b>30</b>	<b>Bookstore Web Application: Client Tier</b>	<b>856</b>
	<i>Introducing HTML</i>	
30.1	Analyzing the <b>Bookstore</b> Web Application	856
30.2	Creating JavaServer Pages	857
30.3	Creating the <code>books.jsp</code> Page	857
30.4	Creating the <code>bookInformation.jsp</code> Page	861
30.5	Wrap-Up	867
<b>31</b>	<b>Bookstore Web Application: Information Tier</b>	<b>876</b>
	<i>Examining the Database and Creating Database Components</i>	
31.1	Reviewing the <b>Bookstore</b> Web Application	876
31.2	Information Tier: Database	876
31.3	Using the Cloudscape Database in JSP Pages	878
31.4	Wrap-Up	889
<b>32</b>	<b>Bookstore Web Application: Middle Tier</b>	<b>895</b>
	<i>form Attributes method/action and Inserting Query Results in a JSP</i>	
32.1	Reviewing the <b>Bookstore</b> Web Application	895
32.2	Adding Functionality to the <code>books.jsp</code> Page	895
32.3	Adding Functionality to the <code>bookInformation.jsp</code> Page	899
32.4	Internet and Web Resources	906
32.5	Wrap-Up	906
<b>A</b>	<b>Operator Precedence Chart</b>	<b>912</b>
<b>B</b>	<b>ASCII Character Set</b>	<b>914</b>
<b>C</b>	<b>GUI Design Guidelines</b>	<b>915</b>
<b>D</b>	<b>Java Library Reference</b>	<b>919</b>
<b>E</b>	<b>Keyword Chart</b>	<b>941</b>
<b>F</b>	<b>Primitive Types</b>	<b>942</b>
	Glossary	943
	Index	960