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JAVA™ FOR PROGRAMMERS

SECOND EDITION

DEITEL® DEVELOPER SERIES

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*In memory of Clifford "Spike" Stephens,
A dear friend who will be greatly missed.*

Paul and Harvey Deitel

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Preface

Live in fragments no longer, only connect.

—Edgar Morgan Foster

Welcome to Java and *Java for Programmers, Second Edition*! This book presents leading-edge computing technologies for software developers.

We focus on software engineering best practices. At the heart of the book is the Deitel signature “live-code approach”—concepts are presented in the context of complete working programs, rather than in code snippets. Each complete code example is accompanied by live sample executions. All the source code is available at

www.deitel.com/books/javafp2/

As you read the book, if you have questions, send an e-mail to deitel@deitel.com; we'll respond promptly. For updates on this book, visit the website shown above, follow us on Facebook (www.facebook.com/DeitelFan) and Twitter (@deitel), and subscribe to the *Deitel® Buzz Online* newsletter (www.deitel.com/newsletter/subscribe.html).

Features

Here are the key features of *Java for Programmers, 2/e*:

Java Standard Edition (SE) 7

- *Easy to use as a Java SE 6 or Java SE 7 book.* We cover the new Java SE 7 features in modular sections. Here's some of the new functionality: Strings in switch statements, the try-with-resources statement for managing AutoClosable objects, multi-catch for defining a single exception handler to replace multiple exception handlers that perform the same task and inferring the types of generic objects from the variable they're assigned to by using the <> notation. We also overview the new concurrency API features.
- *Java SE 7's AutoClosable versions of Connection, Statement and ResultSet.* With the source code for Chapter 25, Accessing Databases with JDBC, we provide a version of the chapter's first example that's implemented using Java SE 7's AutoClosable versions of Connection, Statement and ResultSet. AutoClosable objects reduce the likelihood of resource leaks when you use them with Java SE 7's try-with-resources statement, which automatically closes the AutoClosable objects allocated in the parentheses following the try keyword.

Object Technology

- *Object-oriented programming and design.* We review the basic concepts and terminology of object technology in Chapter 1. Readers develop their first customized classes and objects in Chapter 3.

- *Exception handling.* We integrate basic exception handling early in the book and cover it in detail in Chapter 11, Exception Handling: A Deeper Look.
- *Class Arrays and ArrayList.* Chapter 7 covers class Arrays—which contains methods for performing common array manipulations—and class ArrayList—which implements a dynamically resizable array-like data structure.
- *OO case studies.* The early classes and objects presentation features Time, Employee and GradeBook class case studies that weave their way through multiple sections and chapters, gradually introducing deeper OO concepts.
- *Case Study: Using the UML to Develop an Object-Oriented Design and Java Implementation of an ATM.* The UML™ (Unified Modeling Language™) is the industry-standard graphical language for modeling object-oriented systems. Chapters 12–13 include a case study on object-oriented design using the UML. We design and implement the software for a simple automated teller machine (ATM). We analyze a typical requirements document that specifies the system to be built. We determine the classes needed to implement that system, the attributes the classes need to have, the behaviors the classes need to exhibit and specify how the classes must interact with one another to meet the system requirements. From the design we produce a *complete* Java implementation. Readers often report having a “light-bulb moment”—the case study helps them “tie it all together” and really understand object orientation in Java.
- *Reordered generics presentation.* We begin with generic class ArrayList in Chapter 7. Because *you’ll understand basic generics concepts early in the book*, our later data structures discussions provide a deeper treatment of generic collections—showing how to use the built-in collections of the Java API. We then show how to implement generic methods and classes.

Database and Web Development

- *JDBC 4.* Chapter 25, Accessing Databases with JDBC, covers JDBC 4 and uses the Java DB/Apache Derby and MySQL database management systems. The chapter features an OO case study on developing a database-driven address book that demonstrates prepared statements and JDBC 4’s automatic driver discovery.
- *Java Server Faces (JSF) 2.0.* Chapters 26–27 have been updated with JavaServer Faces (JSF) 2.0 technology, which greatly simplifies building JSF web applications. Chapter 26 includes examples on building web application GUIs, validating forms and session tracking. Chapter 27 discusses data-driven and Ajax-enabled JSF applications. The chapter features a database-driven multitier web address book that allows users to add and search for contacts.
- *Web services.* Chapter 28, Web Services, demonstrates creating and consuming SOAP- and REST-based web services. Case studies include developing blackjack and airline reservation web services.
- *Java Web Start and the Java Network Launch Protocol (JNLP).* We introduce Java Web Start and JNLP, which enable applets *and* applications to be launched via a web browser. Users can install locally for later execution. Programs can also request the user’s permission to access local system resources such as files—en-

abling you to develop more robust applets and applications that execute safely using Java's sandbox security model, which applies to downloaded code.

Multithreading

- *Multithreading.* We completely reworked Chapter 23, Multithreading [special thanks to the guidance of Brian Goetz and Joseph Bowbeer—two of the co-authors of *Java Concurrency in Practice*, Addison-Wesley, 2006].
- *SwingWorker class.* We use class `SwingWorker` to create *multithreaded user interfaces*.

GUI and Graphics

- *GUI and graphics presentation.* Chapters 14, 15 and 22, and Appendix H present Java GUI and Graphics programming.
- *GroupLayout layout manager.* We discuss the `GroupLayout` layout manager in the context of the GUI design tool in the NetBeans IDE.
- *JTable sorting and filtering capabilities.* Chapter 25 uses these capabilities to sort the data in a `JTable` and filter it by regular expressions.

Other Features

- *Android.* Because of the tremendous interest in Android-based smartphones and tablets, we've included a three-chapter introduction to Android app development online at www.deitel.com/books/javafp. These chapters are from our new Deitel Developer Series book *Android for Programmers: An App-Driven Approach*. After you learn Java, you'll find it straightforward to develop and run Android apps on the free Android emulator that you can download from developer.android.com.
- *Software engineering community concepts.* We discuss agile software development, refactoring, design patterns, LAMP, SaaS (Software as a Service), PaaS (Platform as a Service), cloud computing, open-source software and more.

Teaching Approach

Java for Programmers, 2/e, contains hundreds of complete working examples. We stress program clarity and concentrate on building well-engineered software.

Syntax Shading. For readability, we syntax shade the code, similar to the way most integrated-development environments and code editors syntax color the code. Our syntax-shading conventions are:

```

comments appear like this
keywords appear like this
constants and literal values appear like this
all other code appears in black

```

Code Highlighting. We place gray rectangles around each program's key code.

Using Fonts for Emphasis. We place the key terms and the index's page reference for each defining occurrence in **bold** text for easier reference. On-screen components are emphasized in the **bold Helvetica** font (e.g., the **File** menu) and Java program text in the **Lucida** font (e.g., `int x = 5;`).

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