

CONTENTS

Chapter 1	Introduction to Computers, Programs, and Java	23
1.1	Introduction	24
1.2	What Is a Computer?	24
1.3	Programming Languages	29
1.4	Operating Systems	31
1.5	Java, the World Wide Web, and Beyond	32
1.6	The Java Language Specification, API, JDK, and IDE	33
1.7	A Simple Java Program	34
1.8	Creating, Compiling, and Executing a Java Program	37
1.9	Programming Style and Documentation	40
1.10	Programming Errors	42
1.11	Developing Java Programs Using NetBeans	45
1.12	Developing Java Programs Using Eclipse	47
Chapter 2	Elementary Programming	55
2.1	Introduction	56
2.2	Writing a Simple Program	56
2.3	Reading Input from the Console	59
2.4	Identifiers	61
2.5	Variables	62
2.6	Assignment Statements and Assignment Expressions	63
2.7	Named Constants	65
2.8	Naming Conventions	66
2.9	Numeric Data Types and Operations	66
2.10	Numeric Literals	70
2.11	Evaluating Expressions and Operator Precedence	72
2.12	Case Study: Displaying the Current Time	74
2.13	Augmented Assignment Operators	76
2.14	Increment and Decrement Operators	77
2.15	Numeric Type Conversions	78
2.16	Software Development Process	81
2.17	Case Study: Counting Monetary Units	85
2.18	Common Errors and Pitfalls	87
Chapter 3	Selections	97
3.1	Introduction	98
3.2	boolean Data Type	98
3.3	if Statements	100
3.4	Two-Way if-else Statements	102
3.5	Nested if and Multi-Way if-else Statements	103
3.6	Common Errors and Pitfalls	105
3.7	Generating Random Numbers	109
3.8	Case Study: Computing Body Mass Index	111
3.9	Case Study: Computing Taxes	112
3.10	Logical Operators	115
3.11	Case Study: Determining Leap Year	119
3.12	Case Study: Lottery	120
3.13	switch Statements	122
3.14	Conditional Expressions	125

3.15	Operator Precedence and Associativity	126
3.16	Debugging	128

Chapter 4 Mathematical Functions, Characters, and Strings 141

4.1	Introduction	142
4.2	Common Mathematical Functions	142
4.3	Character Data Type and Operations	147
4.4	The String Type	152
4.5	Case Studies	161
4.6	Formatting Console Output	167

Chapter 5 Loops 179

5.1	Introduction	180
5.2	The while Loop	180
5.3	The do-while Loop	190
5.4	The for Loop	192
5.5	Which Loop to Use?	196
5.6	Nested Loops	198
5.7	Minimizing Numeric Errors	200
5.8	Case Studies	201
5.9	Keywords <i>break</i> and <i>continue</i>	206
5.10	Case Study: Checking Palindromes	209
5.11	Case Study: Displaying Prime Numbers	210

Chapter 6 Methods 225

6.1	Introduction	226
6.2	Defining a Method	226
6.3	Calling a Method	228
6.4	void Method Example	231
6.5	Passing Arguments by Values	234
6.6	Modularizing Code	237
6.7	Case Study: Converting Hexadecimals to Decimals	239
6.8	Overloading Methods	241
6.9	The Scope of Variables	244
6.10	Case Study: Generating Random Characters	245
6.11	Method Abstraction and Stepwise Refinement	247

Chapter 7 Single-Dimensional Arrays 267

7.1	Introduction	268
7.2	Array Basics	268
7.3	Case Study: Analyzing Numbers	275
7.4	Case Study: Deck of Cards	276
7.5	Copying Arrays	278
7.6	Passing Arrays to Methods	279
7.7	Returning an Array from a Method	282
7.8	Case Study: Counting the Occurrences of Each Letter	283
7.9	Variable-Length Argument Lists	286
7.10	Searching Arrays	287
7.11	Sorting Arrays	291
7.12	The Arrays Class	292
7.13	Command-Line Arguments	294

Chapter 8 Multidimensional Arrays 309

8.1	Introduction	310
8.2	Two-Dimensional Array Basics	310

8.3	Processing Two-Dimensional Arrays	313
8.4	Passing Two-Dimensional Arrays to Methods	315
8.5	Case Study: Grading a Multiple-Choice Test	316
8.6	Case Study: Finding the Closest Pair	318
8.7	Case Study: Sudoku	320
8.8	Multidimensional Arrays	323
Chapter 9	Objects and Classes	343
9.1	Introduction	344
9.2	Defining Classes for Objects	344
9.3	Example: Defining Classes and Creating Objects	346
9.4	Constructing Objects Using Constructors	351
9.5	Accessing Objects via Reference Variables	352
9.6	Using Classes from the Java Library	356
9.7	Static Variables, Constants, and Methods	359
9.8	Visibility Modifiers	364
9.9	Data Field Encapsulation	366
9.10	Passing Objects to Methods	369
9.11	Array of Objects	373
9.12	Immutable Objects and Classes	375
9.13	The Scope of Variables	377
9.14	The this Reference	378
Chapter 10	Object-Oriented Thinking	387
10.1	Introduction	388
10.2	Class Abstraction and Encapsulation	388
10.3	Thinking in Objects	392
10.4	Class Relationships	395
10.5	Case Study: Designing the Course Class	398
10.6	Case Study: Designing a Class for Stacks	400
10.7	Processing Primitive Data Type Values as Objects	402
10.8	Automatic Conversion between Primitive Types and Wrapper Class Types	405
10.9	The BigInteger and BigDecimal Classes	406
10.10	The String Class	408
10.11	The StringBuilder and StringBuffer Classes	414
Chapter 11	Inheritance and Polymorphism	431
11.1	Introduction	432
11.2	Superclasses and Subclasses	432
11.3	Using the super Keyword	438
11.4	Overriding Methods	441
11.5	Overriding vs. Overloading	442
11.6	The Object Class and Its toString() Method	444
11.7	Polymorphism	445
11.8	Dynamic Binding	446
11.9	Casting Objects and the instanceof Operator	449
11.10	The Object's equals Method	453
11.11	The ArrayList Class	454
11.12	Useful Methods for Lists	460
11.13	Case Study: A Custom Stack Class	461
11.14	The protected Data and Methods	462
11.15	Preventing Extending and Overriding	464
Chapter 12	Exception Handling and Text I/O	471
12.1	Introduction	472
12.2	Exception-Handling Overview	472

12.3	Exception Types	477
12.4	More on Exception Handling	480
12.5	The finally Clause	488
12.6	When to Use Exceptions	489
12.7	Rethrowing Exceptions	490
12.8	Chained Exceptions	491
12.9	Defining Custom Exception Classes	492
12.10	The File Class	495
12.11	File Input and Output	498
12.12	Reading Data from the Web	504
12.13	Case Study: Web Crawler	506
Chapter 13	Abstract Classes and Interfaces	517
13.1	Introduction	518
13.2	Abstract Classes	518
13.3	Case Study: the Abstract Number Class	523
13.4	Case Study: Calendar and GregorianCalendar	525
13.5	Interfaces	528
13.6	The Comparable Interface	531
13.7	The Cloneable Interface	535
13.8	Interfaces vs. Abstract Classes	539
13.9	Case Study: The Rational Class	542
13.10	Class Design Guidelines	547
Chapter 14	JavaFX Basics	557
14.1	Introduction	558
14.2	JavaFX vs Swing and AWT	558
14.3	The Basic Structure of a JavaFX Program	558
14.4	Panes, UI Controls, and Shapes	561
14.5	Property Binding	564
14.6	Common Properties and Methods for Nodes	567
14.7	The Color Class	568
14.8	The Font Class	569
14.9	The Image and ImageView Classes	571
14.10	Layout Panes	574
14.11	Shapes	582
14.12	Case Study: The ClockPane Class	594
Chapter 15	Event-Driven Programming and Animations	607
15.1	Introduction	608
15.2	Events and Event Sources	610
15.3	Registering Handlers and Handling Events	611
15.4	Inner Classes	615
15.5	Anonymous Inner Class Handlers	616
15.6	Simplifying Event Handling Using Lambda Expressions	619
15.7	Case Study: Loan Calculator	622
15.8	Mouse Events	624
15.9	Key Events	625
15.10	Listeners for Observable Objects	628
15.11	Animation	630
15.12	Case Study: Bouncing Ball	638
Chapter 16	JavaFX UI Controls and Multimedia	651
16.1	Introduction	652
16.2	Labeled and Label	652

16.3	Button	654
16.4	CheckBox	656
16.5	RadioButton	659
16.6	TextField	661
16.7	TextArea	663
16.8	ComboBox	666
16.9	ListView	669
16.10	ScrollBar	673
16.11	Slider	676
16.12	Case Study: Developing a Tic-Tac-Toe Game	679
16.13	Video and Audio	684
16.14	Case Study: National Flags and Anthems	687
Chapter 17	Binary I/O	699
17.1	Introduction	700
17.2	How Is Text I/O Handled in Java?	700
17.3	Text I/O vs. Binary I/O	701
17.4	Binary I/O Classes	702
17.5	Case Study: Copying Files	713
17.6	Object I/O	714
17.7	Random-Access Files	719
Chapter 18	Recursion	727
18.1	Introduction	728
18.2	Case Study: Computing Factorials	728
18.3	Case Study: Computing Fibonacci Numbers	731
18.4	Problem Solving Using Recursion	734
18.5	Recursive Helper Methods	736
18.6	Case Study: Finding the Directory Size	739
18.7	Case Study: Tower of Hanoi	741
18.8	Case Study: Fractals	744
18.9	Recursion vs. Iteration	748
18.10	Tail Recursion	749
Chapter 19	Generics	759
19.1	Introduction	760
19.2	Motivations and Benefits	760
19.3	Defining Generic Classes and Interfaces	762
19.4	Generic Methods	764
19.5	Case Study: Sorting an Array of Objects	766
19.6	Raw Types and Backward Compatibility	768
19.7	Wildcard Generic Types	769
19.8	Erasure and Restrictions on Generics	772
19.9	Case Study: Generic Matrix Class	774
Chapter 20	Lists, Stacks, Queues, and Priority Queues	783
20.1	Introduction	784
20.2	Collections	784
20.3	Iterators	788
20.4	Lists	789
20.5	The Comparator Interface	794
20.6	Static Methods for Lists and Collections	795
20.7	Case Study: Bouncing Balls	799
20.8	Vector and Stack Classes	803

20.9	Queues and Priority Queues	805
20.10	Case Study: Evaluating Expressions	808
Chapter 21	Sets and Maps	819
21.1	Introduction	820
21.2	Sets	820
21.3	Comparing the Performance of Sets and Lists	828
21.4	Case Study: Counting Keywords	831
21.5	Maps	832
21.6	Case Study: Occurrences of Words	837
21.7	Singleton and Unmodifiable Collections and Maps	838
Chapter 22	Developing Efficient Algorithms	843
22.1	Introduction	844
22.2	Measuring Algorithm Efficiency Using Big O Notation	844
22.3	Examples: Determining Big O	846
22.4	Analyzing Algorithm Time Complexity	850
22.5	Finding Fibonacci Numbers Using Dynamic Programming	853
22.6	Finding Greatest Common Divisors Using Euclid's Algorithm	855
22.7	Efficient Algorithms for Finding Prime Numbers	859
22.8	Finding the Closest Pair of Points Using Divide-and-Conquer	865
22.9	Solving the Eight Queens Problem Using Backtracking	868
22.10	Computational Geometry: Finding a Convex Hull	871
Chapter 23	Sorting	883
23.1	Introduction	884
23.2	Insertion Sort	884
23.3	Bubble Sort	886
23.4	Merge Sort	889
23.5	Quick Sort	892
23.6	Heap Sort	896
23.7	Bucket Sort and Radix Sort	903
23.8	External Sort	905
Chapter 24	Implementing Lists, Stacks, Queues, and Priority Queues	917
24.1	Introduction	918
24.2	Common Features for Lists	918
24.3	Array Lists	922
24.4	Linked Lists	928
24.5	Stacks and Queues	942
24.6	Priority Queues	946
Chapter 25	Binary Search Trees	951
25.1	Introduction	952
25.2	Binary Search Trees	952
25.3	Deleting Elements from a BST	965
25.4	Tree Visualization and MVC	971
25.5	Iterators	974
25.6	Case Study: Data Compression	976
Chapter 26	AVL Trees	987
26.1	Introduction	988
26.2	Rebalancing Trees	988
26.3	Designing Classes for AVL Trees	991

26.4	Overriding the insert Method	992
26.5	Implementing Rotations	993
26.6	Implementing the delete Method	994
26.7	The AVLTree Class	994
26.8	Testing the AVLTree Class	1000
26.9	AVL Tree Time Complexity Analysis	1003
Chapter 27	Hashing	1007
27.1	Introduction	1008
27.2	What Is Hashing?	1008
27.3	Hash Functions and Hash Codes	1009
27.4	Handling Collisions Using Open Addressing	1011
27.5	Handling Collisions Using Separate Chaining	1015
27.6	Load Factor and Rehashing	1015
27.7	Implementing a Map Using Hashing	1017
27.8	Implementing Set Using Hashing	1026
Chapter 28	Graphs and Applications	1037
28.1	Introduction	1038
28.2	Basic Graph Terminologies	1039
28.3	Representing Graphs	1041
28.4	Modeling Graphs	1046
28.5	Graph Visualization	1056
28.6	Graph Traversals	1059
28.7	Depth-First Search (DFS)	1060
28.8	Case Study: The Connected Circles Problem	1064
28.9	Breadth-First Search (BFS)	1067
28.10	Case Study: The Nine Tails Problem	1070
Chapter 29	Weighted Graphs and Applications	1083
29.1	Introduction	1084
29.2	Representing Weighted Graphs	1085
29.3	The WeightedGraph Class	1087
29.4	Minimum Spanning Trees	1094
29.5	Finding Shortest Paths	1100
29.6	Case Study: The Weighted Nine Tails Problem	1108
Chapter 30	Multithreading and Parallel Programming	1119
30.1	Introduction	1120
30.2	Thread Concepts	1120
30.3	Creating Tasks and Threads	1120
30.4	The Thread Class	1124
30.5	Case Study: Flashing Text	1127
30.6	Thread Pools	1128
30.7	Thread Synchronization	1130
30.8	Synchronization Using Locks	1134
30.9	Cooperation among Threads	1136
30.10	Case Study: Producer/Consumer	1141
30.11	Blocking Queues	1144
30.12	Semaphores	1146
30.13	Avoiding Deadlocks	1148
30.14	Thread States	1148
30.15	Synchronized Collections	1149
30.16	Parallel Programming	1150

Chapter 31	Networking	1161
31.1	Introduction	1162
31.2	Client/Server Computing	1162
31.3	The InetAddress Class	1169
31.4	Serving Multiple Clients	1170
31.5	Sending and Receiving Objects	1173
31.6	Case Study: Distributed Tic-Tac-Toe Games	1178
Chapter 32	Java Database Programming	1195
32.1	Introduction	1196
32.2	Relational Database Systems	1196
32.3	SQL	1200
32.4	JDBC	1211
32.5	PreparedStatement	1219
32.6	CallableStatement	1221
32.7	Retrieving Metadata	1224
Chapter 33	JavaServer Faces	1235
33.1	Introduction	1236
33.2	Getting Started with JSF	1236
33.3	JSF GUI Components	1244
33.4	Processing the Form	1248
33.5	Case Study: Calculator	1252
33.6	Session Tracking	1255
33.7	Validating Input	1257
33.8	Binding Database with Facelets	1261
33.9	Opening New JSF Pages	1267

Bonus Chapters 34–42 are available from the Companion Website at www.pearsonglobaleditions.com/Liang:

Chapter 34	Advanced JavaFX	34-1
Chapter 35	Advanced Database Programming	35-1
Chapter 36	Internationalization	36-1
Chapter 37	Servlets	37-1
Chapter 38	JavaServer Pages	38-1
Chapter 39	Web Services	39-1
Chapter 40	2-4 Trees and B-Trees	40-1
Chapter 41	Red-Black Trees	41-1
Chapter 42	Testing Using JUnit	42-1

APPENDIXES

Appendix A	Java Keywords	1285
Appendix B	The ASCII Character Set	1288
Appendix C	Operator Precedence Chart	1290
Appendix D	Java Modifiers	1292
Appendix E	Special Floating-Point Values	1294
Appendix F	Number Systems	1295
Appendix G	Bitwise Operations	1299
Appendix H	Regular Expressions	1300
Appendix I	Enumerated Types	1305

INDEX

1311