

Table of Contents

Introduction	xi
Chapter 1: Programming Approach from Procedural to Object-Orientation	1
1.1 Procedural Programming	1
Top-Down Design	2
Advantages of Top-Down Design	3
Drawbacks of Top-Down Design	3
1.2 Object-Oriented Programming	4
Advantages of OOP	9
1.3 Grady Booch Methodology	9
Summary	11
Review Exercise	12
True and False	12
Multiple Choice Questions	12
Short Descriptive Questions	13
Chapter 2: Object –Oriented (OO) Concepts	15
2.1 Object	16
2.2 Class	17
2.3 Encapsulation or Information Hiding	17
2.4 Abstraction	18
2.5 Inheritance	20
2.6 Polymorphism	20
2.7 Message Communication	21
2.8 Reuse	22
2.9 Coupling and Cohesion	22
2.10 Sufficiency, Completeness, and Primitiveness	23
2.11 Metaclass	23
Summary	23
Review Exercise	24
True and False	24
Multiple Choice Questions	25
Short Descriptive Questions	25
Chapter 3: Object-Oriented Programming (OOP)	27
3.1 Java Evolution	28
3.2 Why Java Became So Popular?	29
3.3 History of Java	29

3.4	How Java Differs from Others	30
3.5	Overview of Java Language	32
	Features of Java	32
3.6	Installing and Implementing Java	35
3.7	Java Virtual Machine	40
	Bytecode.....	40
	Architecture of JVM.....	41
	Summary	42
	Review Exercise	42
	True and False.....	42
	Multiple Choice Questions	42
	Short Descriptive Questions	43
Chapter 4: Java Language Elements and Flow Control Statements		45
4.1	Developing a Simple Java Program	46
	Writing the Java Program	46
	Saving the Java Program.....	48
	Compiling the Java Program.....	49
	Executing the Java Program.....	50
4.2	Identifiers	51
4.3	Keywords	51
4.4	Literals	53
	Integer Literals.....	54
	Floating-Point Literals.....	56
	Boolean Literals.....	58
	Character Literals	59
	String Literals	60
4.5	Constants	60
4.6	Separators	60
4.7	Variables.....	61
	Declaring the Instance Variables	62
	Declaring the Class Variables	62
	Declaring the Local Variables	63
4.8	Data Types	65
	Integer Data Types	65
	Floating-point Data Types	66
	Character Data Type	67
	The boolean Data Type.....	68
4.9	Operators and Expressions	69
	The Arithmetic Operators.....	69

The Relational Operators	70
The Assignment Operator	72
The Boolean Logical Operators	73
The Increment and Decrement Operators	75
The Conditional Operator	77
The Bitwise Operators	78
Special Operators	80
Operator Precedence and Associativity	81
4.10 Branching and Looping	82
Using Branching or Selection Statements	82
Using switch Statement	85
Using Iteration Statements	87
Using Jump Statements	94
Summary	98
Review Exercise	99
True and False	99
Multiple Choice Questions	99
Short Descriptive Questions	102
Programs	103
Chapter 5: Classes, Objects, and Methods in Java	107
5.1 Class, Object, and Method	108
Member	109
Method	109
Modifier	111
5.2 Constructor	111
Defining Simple Constructors	112
Defining Parameterized Constructors	113
5.3 Destructor	114
5.4 Iterator	115
5.5 Method Overloading	116
5.6 Inheritance	117
Implementing Single Inheritance	119
Implementing Hierarchical Inheritance	121
Implementing Multilevel Inheritance	123
5.7 Method Overriding	125
5.8 Final Class	126
5.9 Abstract Class and Method	128
Summary	129
Real World Scenario	130

Review Exercise	133
True and False.....	133
Multiple Choice Questions	133
Short Descriptive Questions	134
Programs.....	135
Chapter 6: Classes and Relationships.....	139
6.1 Implementation of Association	139
6.2 Implementation of Aggregation	142
6.3 Implementation of Composition.....	144
Summary.....	145
Real World Scenario.....	145
Review Exercise	149
True and False.....	149
Multiple Choice Questions	149
Short Descriptive Questions	150
Chapter 7: Arrays, Strings, and Vectors	151
7.1 Arrays	151
Using One-Dimensional Array	152
Using Multi-Dimensional Array	156
Using the System.arraycopy() Method	164
7.2 Strings	166
Defining the String Class.....	166
Defining Arrays of the String Types.....	169
Implementing Strings Concatenation.....	170
Using Methods of the String Class	172
Comparing the equals() Method and == Operator	187
Using the StringBuffer Class.....	187
7.3 Vectors.....	191
Defining the Enumeration Interface.....	191
Defining the Vector Class	191
Demonstrating Vector in a Program.....	194
Summary.....	196
Points to Remember.....	196
Real World Scenario.....	197
Review Exercise	199
True and False.....	199
Multiple Choice Questions	199
Short Descriptive Questions	201
Programs.....	203

Chapter 8: Interfaces	207
8.1 Exploring Interfaces	207
Declaring Interfaces	208
Implementing Interfaces.....	208
8.2 Variables in Interfaces.....	210
8.3 Extending an Interface.....	211
8.4 Difference between an Abstract class and an Interface	212
8.5 When Would You Use an Abstract Class and When to Use Interface?	214
When and Why to Use Abstract Class.....	214
When and Why to Use Interfaces	215
Make a Decision at Design Time: Abstract Class or Interface	215
Summary	216
Real World Scenario.....	216
Review Exercise	222
True and False.....	223
Multiple Choice Questions	223
Short Descriptive Questions	224
Programs.....	225
Chapter 9: Multithread Programming	227
9.1 Defining Threads	228
Describing the Main Thread	229
Extending the Thread Class.....	229
Implementing the Runnable Interface.....	230
9.2 Instantiating a Thread	231
9.3 Starting Threads	232
9.4 Starting and Running Multiple Threads.....	234
9.5 Exploring the Thread States.....	235
Thread States.....	236
The Waiting (blocking/sleeping) State.....	236
Thread Priorities.....	237
Thread Scheduler.....	239
Running and Yielding	239
Sleeping and Waking Up Threads.....	240
The join() Method	241
Blocking for I/O	244
Thread Termination	244
Deadlock.....	244
9.6 Implementing the Thread Synchronization Mechanism.....	245
Synchronized Methods.....	246

Synchronized Blocks	249
9.7 Implementing Thread Interaction.....	250
Summary.....	253
Real World Scenario.....	253
Review Exercise	255
True or False.....	255
Multiple Choice Questions	256
Short Descriptive Questions	257
Programs.....	259
Chapter 10: Packaging in Java	261
10.1 Grouping of Classes for Deployment and Reuse	261
10.2 Built-in Packages.....	262
10.3 The java.lang Package.....	263
The Object Class.....	264
The Class class	266
The Runtime Class.....	266
The Number Class	269
10.4 Wrapper Classes.....	270
Using the Integer Wrapper Class	271
Using the Double Wrapper Class.....	272
Using the Character Wrapper Class.....	273
Using the Boolean Wrapper Class	273
Using Methods of the Wrapper Classes	274
10.5 The java.util Package.....	276
ArrayList Class	277
LinkedList Class	280
HashSet Class	285
The TreeSet Class	287
The HashMap Class	290
10.6 Creating and Using User-Defined Packages.....	293
Importing Packages	295
Summary.....	298
Real World Scenario.....	298
Review Exercise	300
True and False.....	300
Multiple Choice Questions	301
Short Descriptive Questions	301
Programs.....	303

Chapter 11: Managing Error and Exception	305
11.1 Errors and Exceptions in a Java Program.....	305
11.2 Exception Hierarchy	306
11.3 Exception Handling	309
Using the try and catch Block.....	309
Using Nested try and catch Block	311
Using the finally Clause.....	313
Using the throws Clause.....	315
Using the throw Clause.....	317
11.4 Handling Multiple Exceptions.....	318
11.5 Types of Exceptions	320
Built-in Exceptions	320
User-Defined Exceptions	321
Summary.....	323
Real World Scenario.....	323
Review Exercise	325
True and False.....	325
Multiple Choice Questions	326
Short Descriptive Questions	326
Programs.....	329
Chapter 12: AWT and Applet Programming	333
12.1 Introducing AWT.....	334
Exploring the Component Class.....	334
Exploring the Container Class.....	335
Exploring the Panel Class.....	336
Exploring the Window Class	336
Exploring the Frame Class.....	336
12.2 Using AWT Frames.....	337
Creating a Frame Window	337
Hiding and Showing the Frame Window	339
Setting the Title of the Frame Window	340
Closing a Frame Window.....	341
Handling Push Buttons.....	344
Adding Labels and Text Fields	347
Adding Check Box and Radio Button.....	350
Handling a Choice List	352
Handling Lists.....	355
Adding a Scrollbar	358
Adding a Text Area.....	360

x ► Table of Contents

12.3	Getting an Overview of Applets	362
12.4	Applet Security Restrictions	363
12.5	Exploring Life Cycle of an Applet	363
12.6	Comparing Applets and Applications.....	364
12.7	Creating Applets	365
	Using the HTML Applet Tag	368
	Initializing and Terminating an Applet.....	370
	Using the paint() Method.....	371
	Using the update() Method.....	372
	Invoking the repaint() Method	372
	Implementing Multithreading with Applets.....	373
	Passing Parameters to Applets.....	375
12.8	Working with the Graphics Class.....	376
	Drawing Lines	380
	Drawing Rectangles.....	381
	Drawing Ovals.....	382
	Drawing Arcs	383
	Drawing Polygon	384
2.9	Working with the Color Class	385
	Summary.....	389
	Real world Scenario.....	389
	Review Exercise	390
	True or False.....	390
	Multiple Choice Questions	391
	Short Descriptive Questions	392
	Programs.....	396
	LAB: Programming Assignments/ Laboratory Work	401
	Index	439
	Online Resource Available with the Book.....	442