

C O R E

JAVA[®]

Volume I—Fundamentals

TENTH EDITION



CAY S. HORSTMANN

Core Java[®]

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Cay S. Horstmann



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Contents

<i>Preface</i>	<i>xix</i>
<i>Acknowledgments</i>	<i>xxv</i>
Chapter 1: An Introduction to Java	1
1.1 Java as a Programming Platform	1
1.2 The Java “White Paper” Buzzwords	2
1.2.1 Simple	3
1.2.2 Object-Oriented	4
1.2.3 Distributed	4
1.2.4 Robust	4
1.2.5 Secure	4
1.2.6 Architecture-Neutral	5
1.2.7 Portable	6
1.2.8 Interpreted	7
1.2.9 High-Performance	7
1.2.10 Multithreaded	7
1.2.11 Dynamic	8
1.3 Java Applets and the Internet	8
1.4 A Short History of Java	10
1.5 Common Misconceptions about Java	13
Chapter 2: The Java Programming Environment	17
2.1 Installing the Java Development Kit	18
2.1.1 Downloading the JDK	18
2.1.2 Setting up the JDK	20
2.1.3 Installing Source Files and Documentation	22
2.2 Using the Command-Line Tools	23
2.3 Using an Integrated Development Environment	26
2.4 Running a Graphical Application	30
2.5 Building and Running Applets	33

Chapter 3: Fundamental Programming Structures in Java	41
3.1 A Simple Java Program	42
3.2 Comments	46
3.3 Data Types	47
3.3.1 Integer Types	47
3.3.2 Floating-Point Types	48
3.3.3 The char Type	50
3.3.4 Unicode and the char Type	51
3.3.5 The boolean Type	52
3.4 Variables	53
3.4.1 Initializing Variables	54
3.4.2 Constants	55
3.5 Operators	56
3.5.1 Mathematical Functions and Constants	57
3.5.2 Conversions between Numeric Types	59
3.5.3 Casts	60
3.5.4 Combining Assignment with Operators	61
3.5.5 Increment and Decrement Operators	61
3.5.6 Relational and boolean Operators	62
3.5.7 Bitwise Operators	63
3.5.8 Parentheses and Operator Hierarchy	64
3.5.9 Enumerated Types	65
3.6 Strings	65
3.6.1 Substrings	66
3.6.2 Concatenation	66
3.6.3 Strings Are Immutable	67
3.6.4 Testing Strings for Equality	68
3.6.5 Empty and Null Strings	69
3.6.6 Code Points and Code Units	70
3.6.7 The String API	71
3.6.8 Reading the Online API Documentation	74
3.6.9 Building Strings	77
3.7 Input and Output	78
3.7.1 Reading Input	79
3.7.2 Formatting Output	82

3.7.3	File Input and Output	87
3.8	Control Flow	89
3.8.1	Block Scope	89
3.8.2	Conditional Statements	90
3.8.3	Loops	94
3.8.4	Determinate Loops	99
3.8.5	Multiple Selections—The <code>switch</code> Statement	103
3.8.6	Statements That Break Control Flow	106
3.9	Big Numbers	108
3.10	Arrays	111
3.10.1	The “for each” Loop	113
3.10.2	Array Initializers and Anonymous Arrays	114
3.10.3	Array Copying	114
3.10.4	Command-Line Parameters	116
3.10.5	Array Sorting	117
3.10.6	Multidimensional Arrays	120
3.10.7	Ragged Arrays	124
Chapter 4: Objects and Classes	129	
4.1	Introduction to Object-Oriented Programming	130
4.1.1	Classes	131
4.1.2	Objects	132
4.1.3	Identifying Classes	133
4.1.4	Relationships between Classes	133
4.2	Using Predefined Classes	135
4.2.1	Objects and Object Variables	136
4.2.2	The <code>LocalDate</code> Class of the Java Library	139
4.2.3	Mutator and Accessor Methods	141
4.3	Defining Your Own Classes	145
4.3.1	An <code>Employee</code> Class	145
4.3.2	Use of Multiple Source Files	149
4.3.3	Dissecting the <code>Employee</code> Class	149
4.3.4	First Steps with Constructors	150
4.3.5	Implicit and Explicit Parameters	152
4.3.6	Benefits of Encapsulation	153
4.3.7	Class-Based Access Privileges	156

4.3.8	Private Methods	156
4.3.9	Final Instance Fields	157
4.4	Static Fields and Methods	158
4.4.1	Static Fields	158
4.4.2	Static Constants	159
4.4.3	Static Methods	160
4.4.4	Factory Methods	161
4.4.5	The <code>main</code> Method	161
4.5	Method Parameters	164
4.6	Object Construction	171
4.6.1	Overloading	172
4.6.2	Default Field Initialization	172
4.6.3	The Constructor with No Arguments	173
4.6.4	Explicit Field Initialization	174
4.6.5	Parameter Names	175
4.6.6	Calling Another Constructor	176
4.6.7	Initialization Blocks	177
4.6.8	Object Destruction and the <code>finalize</code> Method	181
4.7	Packages	182
4.7.1	Class Importation	183
4.7.2	Static Imports	185
4.7.3	Addition of a Class into a Package	185
4.7.4	Package Scope	189
4.8	The Class Path	190
4.8.1	Setting the Class Path	193
4.9	Documentation Comments	194
4.9.1	Comment Insertion	194
4.9.2	Class Comments	195
4.9.3	Method Comments	195
4.9.4	Field Comments	196
4.9.5	General Comments	196
4.9.6	Package and Overview Comments	198
4.9.7	Comment Extraction	198
4.10	Class Design Hints	200

Chapter 5: Inheritance	203
5.1 Classes, Superclasses, and Subclasses	204
5.1.1 Defining Subclasses	204
5.1.2 Overriding Methods	206
5.1.3 Subclass Constructors	207
5.1.4 Inheritance Hierarchies	212
5.1.5 Polymorphism	213
5.1.6 Understanding Method Calls	214
5.1.7 Preventing Inheritance: Final Classes and Methods	217
5.1.8 Casting	219
5.1.9 Abstract Classes	221
5.1.10 Protected Access	227
5.2 Object: The Cosmic Superclass	228
5.2.1 The equals Method	229
5.2.2 Equality Testing and Inheritance	231
5.2.3 The hashCode Method	235
5.2.4 The toString Method	238
5.3 Generic Array Lists	244
5.3.1 Accessing Array List Elements	247
5.3.2 Compatibility between Typed and Raw Array Lists	251
5.4 Object Wrappers and Autoboxing	252
5.5 Methods with a Variable Number of Parameters	256
5.6 Enumeration Classes	258
5.7 Reflection	260
5.7.1 The Class Class	261
5.7.2 A Primer on Catching Exceptions	263
5.7.3 Using Reflection to Analyze the Capabilities of Classes	265
5.7.4 Using Reflection to Analyze Objects at Runtime	271
5.7.5 Using Reflection to Write Generic Array Code	276
5.7.6 Invoking Arbitrary Methods	279
5.8 Design Hints for Inheritance	283
Chapter 6: Interfaces, Lambda Expressions, and Inner Classes	287
6.1 Interfaces	288
6.1.1 The Interface Concept	288

6.1.2	Properties of Interfaces	295
6.1.3	Interfaces and Abstract Classes	297
6.1.4	Static Methods	298
6.1.5	Default Methods	298
6.1.6	Resolving Default Method Conflicts	300
6.2	Examples of Interfaces	302
6.2.1	Interfaces and Callbacks	302
6.2.2	The Comparator Interface	305
6.2.3	Object Cloning	306
6.3	Lambda Expressions	314
6.3.1	Why Lambdas?	314
6.3.2	The Syntax of Lambda Expressions	315
6.3.3	Functional Interfaces	318
6.3.4	Method References	319
6.3.5	Constructor References	321
6.3.6	Variable Scope	322
6.3.7	Processing Lambda Expressions	324
6.3.8	More about Comparators	328
6.4	Inner Classes	329
6.4.1	Use of an Inner Class to Access Object State	331
6.4.2	Special Syntax Rules for Inner Classes	334
6.4.3	Are Inner Classes Useful? Actually Necessary? Secure?	335
6.4.4	Local Inner Classes	339
6.4.5	Accessing Variables from Outer Methods	339
6.4.6	Anonymous Inner Classes	342
6.4.7	Static Inner Classes	346
6.5	Proxies	350
6.5.1	When to Use Proxies	350
6.5.2	Creating Proxy Objects	350
6.5.3	Properties of Proxy Classes	355
Chapter 7: Exceptions, Assertions, and Logging		357
7.1	Dealing with Errors	358
7.1.1	The Classification of Exceptions	359
7.1.2	Declaring Checked Exceptions	361
7.1.3	How to Throw an Exception	364

7.1.4	Creating Exception Classes	365
7.2	Catching Exceptions	367
7.2.1	Catching an Exception	367
7.2.2	Catching Multiple Exceptions	369
7.2.3	Rethrowing and Chaining Exceptions	370
7.2.4	The <code>finally</code> Clause	372
7.2.5	The Try-with-Resources Statement	376
7.2.6	Analyzing Stack Trace Elements	377
7.3	Tips for Using Exceptions	381
7.4	Using Assertions	384
7.4.1	The Assertion Concept	384
7.4.2	Assertion Enabling and Disabling	385
7.4.3	Using Assertions for Parameter Checking	386
7.4.4	Using Assertions for Documenting Assumptions	387
7.5	Logging	389
7.5.1	Basic Logging	389
7.5.2	Advanced Logging	390
7.5.3	Changing the Log Manager Configuration	392
7.5.4	Localization	393
7.5.5	Handlers	394
7.5.6	Filters	398
7.5.7	Formatters	399
7.5.8	A Logging Recipe	399
7.6	Debugging Tips	409
Chapter 8: Generic Programming	415	
8.1	Why Generic Programming?	416
8.1.1	The Advantage of Type Parameters	416
8.1.2	Who Wants to Be a Generic Programmer?	417
8.2	Defining a Simple Generic Class	418
8.3	Generic Methods	421
8.4	Bounds for Type Variables	422
8.5	Generic Code and the Virtual Machine	425
8.5.1	Type Erasure	425
8.5.2	Translating Generic Expressions	426
8.5.3	Translating Generic Methods	427

8.5.4	Calling Legacy Code	429
8.6	Restrictions and Limitations	430
8.6.1	Type Parameters Cannot Be Instantiated with Primitive Types	430
8.6.2	Runtime Type Inquiry Only Works with Raw Types	431
8.6.3	You Cannot Create Arrays of Parameterized Types	431
8.6.4	Varargs Warnings	432
8.6.5	You Cannot Instantiate Type Variables	433
8.6.6	You Cannot Construct a Generic Array	434
8.6.7	Type Variables Are Not Valid in Static Contexts of Generic Classes	436
8.6.8	You Cannot Throw or Catch Instances of a Generic Class ...	436
8.6.9	You Can Defeat Checked Exception Checking	437
8.6.10	Beware of Clashes after Erasure	439
8.7	Inheritance Rules for Generic Types	440
8.8	Wildcard Types	442
8.8.1	The Wildcard Concept	442
8.8.2	Supertype Bounds for Wildcards	444
8.8.3	Unbounded Wildcards	447
8.8.4	Wildcard Capture	448
8.9	Reflection and Generics	450
8.9.1	The Generic Class Class	450
8.9.2	Using <code>Class<T></code> Parameters for Type Matching	452
8.9.3	Generic Type Information in the Virtual Machine	452
Chapter 9: Collections		459
9.1	The Java Collections Framework	460
9.1.1	Separating Collection Interfaces and Implementation	460
9.1.2	The Collection Interface	463
9.1.3	Iterators	463
9.1.4	Generic Utility Methods	466
9.1.5	Interfaces in the Collections Framework	469
9.2	Concrete Collections	472
9.2.1	Linked Lists	474
9.2.2	Array Lists	484
9.2.3	Hash Sets	485

9.2.4	Tree Sets	489
9.2.5	Queues and Deques	494
9.2.6	Priority Queues	495
9.3	Maps	497
9.3.1	Basic Map Operations	497
9.3.2	Updating Map Entries	500
9.3.3	Map Views	502
9.3.4	Weak Hash Maps	504
9.3.5	Linked Hash Sets and Maps	504
9.3.6	Enumeration Sets and Maps	506
9.3.7	Identity Hash Maps	507
9.4	Views and Wrappers	509
9.4.1	Lightweight Collection Wrappers	509
9.4.2	Subranges	510
9.4.3	Unmodifiable Views	511
9.4.4	Synchronized Views	512
9.4.5	Checked Views	513
9.4.6	A Note on Optional Operations	514
9.5	Algorithms	517
9.5.1	Sorting and Shuffling	518
9.5.2	Binary Search	521
9.5.3	Simple Algorithms	522
9.5.4	Bulk Operations	524
9.5.5	Converting between Collections and Arrays	525
9.5.6	Writing Your Own Algorithms	526
9.6	Legacy Collections	528
9.6.1	The Hashtable Class	528
9.6.2	Enumerations	528
9.6.3	Property Maps	530
9.6.4	Stacks	531
9.6.5	Bit Sets	532
Chapter 10: Graphics Programming		537
10.1	Introducing Swing	538
10.2	Creating a Frame	543
10.3	Positioning a Frame	546

10.3.1	Frame Properties	549
10.3.2	Determining a Good Frame Size	549
10.4	Displaying Information in a Component	554
10.5	Working with 2D Shapes	560
10.6	Using Color	569
10.7	Using Special Fonts for Text	573
10.8	Displaying Images	582
Chapter 11: Event Handling		587
11.1	Basics of Event Handling	587
11.1.1	Example: Handling a Button Click	591
11.1.2	Specifying Listeners Concisely	595
11.1.3	Example: Changing the Look-and-Feel	598
11.1.4	Adapter Classes	603
11.2	Actions	607
11.3	Mouse Events	616
11.4	The AWT Event Hierarchy	624
11.4.1	Semantic and Low-Level Events	626
Chapter 12: User Interface Components with Swing		629
12.1	Swing and the Model-View-Controller Design Pattern	630
12.1.1	Design Patterns	630
12.1.2	The Model-View-Controller Pattern	632
12.1.3	A Model-View-Controller Analysis of Swing Buttons	636
12.2	Introduction to Layout Management	638
12.2.1	Border Layout	641
12.2.2	Grid Layout	644
12.3	Text Input	648
12.3.1	Text Fields	649
12.3.2	Labels and Labeling Components	651
12.3.3	Password Fields	652
12.3.4	Text Areas	653
12.3.5	Scroll Panes	654
12.4	Choice Components	657
12.4.1	Checkboxes	657
12.4.2	Radio Buttons	660

12.4.3	Borders	664
12.4.4	Combo Boxes	668
12.4.5	Sliders	672
12.5	Menus	678
12.5.1	Menu Building	679
12.5.2	Icons in Menu Items	682
12.5.3	Checkbox and Radio Button Menu Items	683
12.5.4	Pop-Up Menus	684
12.5.5	Keyboard Mnemonics and Accelerators	686
12.5.6	Enabling and Disabling Menu Items	689
12.5.7	Toolbars	694
12.5.8	Tooltips	696
12.6	Sophisticated Layout Management	699
12.6.1	The Grid Bag Layout	701
12.6.1.1	The gridx, gridy, gridwidth, and gridheight Parameters ...	703
12.6.1.2	Weight Fields	703
12.6.1.3	The fill and anchor Parameters	704
12.6.1.4	Padding	704
12.6.1.5	Alternative Method to Specify the gridx, gridy, gridwidth, and gridheight Parameters	705
12.6.1.6	A Helper Class to Tame the Grid Bag Constraints	706
12.6.2	Group Layout	713
12.6.3	Using No Layout Manager	723
12.6.4	Custom Layout Managers	724
12.6.5	Traversal Order	729
12.7	Dialog Boxes	730
12.7.1	Option Dialogs	731
12.7.2	Creating Dialogs	741
12.7.3	Data Exchange	746
12.7.4	File Dialogs	752
12.7.5	Color Choosers	764
12.8	Troubleshooting GUI Programs	770
12.8.1	Debugging Tips	770
12.8.2	Letting the AWT Robot Do the Work	774

Chapter 13: Deploying Java Applications	779
13.1 JAR Files	780
13.1.1 Creating JAR files	780
13.1.2 The Manifest	781
13.1.3 Executable JAR Files	782
13.1.4 Resources	783
13.1.5 Sealing	787
13.2 Storage of Application Preferences	788
13.2.1 Property Maps	788
13.2.2 The Preferences API	794
13.3 Service Loaders	800
13.4 Applets	802
13.4.1 A Simple Applet	803
13.4.2 The <code>applet</code> HTML Tag and Its Attributes	808
13.4.3 Use of Parameters to Pass Information to Applets	810
13.4.4 Accessing Image and Audio Files	816
13.4.5 The Applet Context	818
13.4.6 Inter-Applet Communication	818
13.4.7 Displaying Items in the Browser	819
13.4.8 The Sandbox	820
13.4.9 Signed Code	822
13.5 Java Web Start	824
13.5.1 Delivering a Java Web Start Application	824
13.5.2 The JNLP API	829
Chapter 14: Concurrency	839
14.1 What Are Threads?	840
14.1.1 Using Threads to Give Other Tasks a Chance	846
14.2 Interrupting Threads	851
14.3 Thread States	855
14.3.1 New Threads	855
14.3.2 Runnable Threads	855
14.3.3 Blocked and Waiting Threads	856
14.3.4 Terminated Threads	857
14.4 Thread Properties	858
14.4.1 Thread Priorities	858

14.4.2	Daemon Threads	859
14.4.3	Handlers for Uncaught Exceptions	860
14.5	Synchronization	862
14.5.1	An Example of a Race Condition	862
14.5.2	The Race Condition Explained	866
14.5.3	Lock Objects	868
14.5.4	Condition Objects	872
14.5.5	The <code>synchronized</code> Keyword	878
14.5.6	Synchronized Blocks	882
14.5.7	The Monitor Concept	884
14.5.8	Volatile Fields	885
14.5.9	Final Variables	886
14.5.10	Atomics	886
14.5.11	Deadlocks	889
14.5.12	Thread-Local Variables	892
14.5.13	Lock Testing and Timeouts	893
14.5.14	Read/Write Locks	895
14.5.15	Why the <code>stop</code> and <code>suspend</code> Methods Are Deprecated	896
14.6	Blocking Queues	898
14.7	Thread-Safe Collections	905
14.7.1	Efficient Maps, Sets, and Queues	905
14.7.2	Atomic Update of Map Entries	907
14.7.3	Bulk Operations on Concurrent Hash Maps	909
14.7.4	Concurrent Set Views	912
14.7.5	Copy on Write Arrays	912
14.7.6	Parallel Array Algorithms	912
14.7.7	Older Thread-Safe Collections	914
14.8	Callables and Futures	915
14.9	Executors	920
14.9.1	Thread Pools	921
14.9.2	Scheduled Execution	926
14.9.3	Controlling Groups of Tasks	927
14.9.4	The Fork-Join Framework	928
14.9.5	Completable Futures	931
14.10	Synchronizers	934

14.10.1	Semaphores	935
14.10.2	Countdown Latches	936
14.10.3	Barriers	936
14.10.4	Exchangers	937
14.10.5	Synchronous Queues	937
14.11	Threads and Swing	937
14.11.1	Running Time-Consuming Tasks	939
14.11.2	Using the Swing Worker	943
14.11.3	The Single-Thread Rule	951
	<i>Appendix</i>	<i>953</i>
	<i>Index</i>	<i>957</i>

Preface



To the Reader

In late 1995, the Java programming language burst onto the Internet scene and gained instant celebrity status. The promise of Java technology was that it would become the *universal glue* that connects users with information wherever it comes from—web servers, databases, information providers, or any other imaginable source. Indeed, Java is in a unique position to fulfill this promise. It is an extremely solidly engineered language that has gained wide acceptance. Its built-in security and safety features are reassuring both to programmers and to the users of Java programs. Java has built-in support for advanced programming tasks, such as network programming, database connectivity, and concurrency.

Since 1995, nine major revisions of the Java Development Kit have been released. Over the course of the last 20 years, the Application Programming Interface (API) has grown from about 200 to over 4,000 classes. The API now spans such diverse areas as user interface construction, database management, internationalization, security, and XML processing.

The book you have in your hands is the first volume of the tenth edition of *Core Java*[®]. Each edition closely followed a release of the Java Development Kit, and each time, we rewrote the book to take advantage of the newest Java features. This edition has been updated to reflect the features of Java Standard Edition (SE) 8.

As with the previous editions of this book, *we still target serious programmers who want to put Java to work on real projects*. We think of you, our reader, as a programmer with a solid background in a programming language other than Java, and we assume that you don't like books filled with toy examples (such as toasters, zoo animals, or "nervous text"). You won't find any of these in our book. Our goal is to enable you to fully understand the Java language and library, not to give you an illusion of understanding.

In this book you will find lots of sample code demonstrating almost every language and library feature that we discuss. We keep the sample programs purposefully simple to focus on the major points, but, for the most part, they aren't fake and they don't cut corners. They should make good starting points for your own code.

We assume you are willing, even eager, to learn about all the advanced features that Java puts at your disposal. For example, we give you a detailed treatment of

- Object-oriented programming
- Reflection and proxies
- Interfaces and inner classes
- Exception handling
- Generic programming
- The collections framework
- The event listener model
- Graphical user interface design with the Swing UI toolkit
- Concurrency

With the explosive growth of the Java class library, a one-volume treatment of all the features of Java that serious programmers need to know is no longer possible. Hence, we decided to break up the book into two volumes. The first volume, which you hold in your hands, concentrates on the fundamental concepts of the Java language, along with the basics of user-interface programming. The second volume, *Core Java®*, *Volume II—Advanced Features*, goes further into the enterprise features and advanced user-interface programming. It includes detailed discussions of

- The Stream API
- File processing and regular expressions
- Databases
- XML processing
- Annotations
- Internationalization
- Network programming
- Advanced GUI components
- Advanced graphics
- Native methods

When writing a book, errors and inaccuracies are inevitable. We'd very much like to know about them. But, of course, we'd prefer to learn about each of them only once. We have put up a list of frequently asked questions, bug fixes, and workarounds on a web page at <http://horstmann.com/corejava>. Strategically placed at the end of the errata page (to encourage you to read through it first) is a form you can use to report bugs and suggest improvements. Please don't be disappointed if we don't answer every query or don't get back to you immediately. We do read

all e-mail and appreciate your input to make future editions of this book clearer and more informative.

A Tour of This Book

Chapter 1 gives an overview of the capabilities of Java that set it apart from other programming languages. We explain what the designers of the language set out to do and to what extent they succeeded. Then, we give a short history of how Java came into being and how it has evolved.

In **Chapter 2**, we tell you how to download and install the JDK and the program examples for this book. Then we guide you through compiling and running three typical Java programs—a console application, a graphical application, and an applet—using the plain JDK, a Java-enabled text editor, and a Java IDE.

Chapter 3 starts the discussion of the Java language. In this chapter, we cover the basics: variables, loops, and simple functions. If you are a C or C++ programmer, this is smooth sailing because the syntax for these language features is essentially the same as in C. If you come from a non-C background such as Visual Basic, you will want to read this chapter carefully.

Object-oriented programming (OOP) is now in the mainstream of programming practice, and Java is an object-oriented programming language. **Chapter 4** introduces encapsulation, the first of two fundamental building blocks of object orientation, and the Java language mechanism to implement it—that is, classes and methods. In addition to the rules of the Java language, we also give advice on sound OOP design. Finally, we cover the marvelous `javadoc` tool that formats your code comments as a set of hyperlinked web pages. If you are familiar with C++, you can browse through this chapter quickly. Programmers coming from a non-object-oriented background should expect to spend some time mastering the OOP concepts before going further with Java.

Classes and encapsulation are only one part of the OOP story, and **Chapter 5** introduces the other—namely, *inheritance*. Inheritance lets you take an existing class and modify it according to your needs. This is a fundamental technique for programming in Java. The inheritance mechanism in Java is quite similar to that in C++. Once again, C++ programmers can focus on the differences between the languages.

Chapter 6 shows you how to use Java's notion of an *interface*. Interfaces let you go beyond the simple inheritance model of Chapter 5. Mastering interfaces allows you to have full access to the power of Java's completely object-oriented approach to programming. After we cover interfaces, we move on to *lambda expressions*, a

concise way for expressing a block of code that can be executed at a later point in time. We then cover a useful technical feature of Java called *inner classes*.

Chapter 7 discusses *exception handling*—Java’s robust mechanism to deal with the fact that bad things can happen to good programs. Exceptions give you an efficient way of separating the normal processing code from the error handling. Of course, even after hardening your program by handling all exceptional conditions, it still might fail to work as expected. In the final part of this chapter, we give you a number of useful debugging tips.

Chapter 8 gives an overview of generic programming. Generic programming makes your programs easier to read and safer. We show you how to use strong typing and remove unsightly and unsafe casts, and how to deal with the complexities that arise from the need to stay compatible with older versions of Java.

The topic of **Chapter 9** is the collections framework of the Java platform. Whenever you want to collect multiple objects and retrieve them later, you should use a collection that is best suited for your circumstances, instead of just tossing the elements into an array. This chapter shows you how to take advantage of the standard collections that are prebuilt for your use.

Chapter 10 starts the coverage of GUI programming. We show how you can make windows, how to paint on them, how to draw with geometric shapes, how to format text in multiple fonts, and how to display images.

Chapter 11 is a detailed discussion of the event model of the AWT, the *abstract window toolkit*. You’ll see how to write code that responds to events, such as mouse clicks or key presses. Along the way you’ll see how to handle basic GUI elements such as buttons and panels.

Chapter 12 discusses the Swing GUI toolkit in great detail. The Swing toolkit allows you to build cross-platform graphical user interfaces. You’ll learn all about the various kinds of buttons, text components, borders, sliders, list boxes, menus, and dialog boxes. However, some of the more advanced components are discussed in Volume II.

Chapter 13 shows you how to deploy your programs, either as applications or applets. We describe how to package programs in JAR files, and how to deliver applications over the Internet with the Java Web Start and applet mechanisms. We also explain how Java programs can store and retrieve configuration information once they have been deployed.

Chapter 14 finishes the book with a discussion of concurrency, which enables you to program tasks to be done in parallel. This is an important and exciting

application of Java technology in an era where most processors have multiple cores that you want to keep busy.

The **Appendix** lists the reserved words of the Java language.

Conventions

As is common in many computer books, we use `monospace` type to represent computer code.



NOTE: Notes are tagged with “note” icons that look like this.



TIP: Tips are tagged with “tip” icons that look like this.



CAUTION: When there is danger ahead, we warn you with a “caution” icon.



C++ NOTE: There are many C++ notes that explain the differences between Java and C++. You can skip over them if you don't have a background in C++ or if you consider your experience with that language a bad dream of which you'd rather not be reminded.

Java comes with a large programming library, or Application Programming Interface (API). When using an API call for the first time, we add a short summary description at the end of the section. These descriptions are a bit more informal but, we hope, also a little more informative than those in the official online API documentation. The names of interfaces are in italics, just like in the official documentation. The number after a class, interface, or method name is the JDK version in which the feature was introduced, as shown in the following example:

Application Programming Interface 1.2

Programs whose source code is on the book's companion web site are presented as listings, for instance:

Listing 1.1 InputTest/InputTest.java

Sample Code

The web site for this book at <http://horstmann.com/corejava> contains all sample code from the book, in compressed form. You can expand the file either with one of the familiar unzipping programs or simply with the `jar` utility that is part of the Java Development Kit. See Chapter 2 for more information on installing the Java Development Kit and the sample code.

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An Introduction to Java

In this chapter

- 1.1 Java as a Programming Platform, page 1
- 1.2 The Java ‘White Paper’ Buzzwords, page 2
- 1.3 Java Applets and the Internet, page 8
- 1.4 A Short History of Java, page 10
- 1.5 Common Misconceptions about Java, page 13

The first release of Java in 1996 generated an incredible amount of excitement, not just in the computer press, but in mainstream media such as the *New York Times*, the *Washington Post*, and *BusinessWeek*. Java has the distinction of being the first and only programming language that had a ten-minute story on National Public Radio. A \$100,000,000 venture capital fund was set up solely for products using a *specific* computer language. I hope you will enjoy the brief history of Java that you will find in this chapter.

1.1 Java as a Programming Platform

In the first edition of this book, my coauthor Gary Cornell and I had this to write about Java:

“As a computer language, Java’s hype is overdone: Java is certainly a *good* programming language. There is no doubt that it is one of the better languages

available to serious programmers. We think it could *potentially* have been a great programming language, but it is probably too late for that. Once a language is out in the field, the ugly reality of compatibility with existing code sets in.”

Our editor got a lot of flack for this paragraph from someone very high up at Sun Microsystems, the company that originally developed Java. The Java language has a lot of nice features that we will examine in detail later in this chapter. It has its share of warts, and some of the newer additions to the language are not as elegant as the original features because of the ugly reality of compatibility.

But, as we already said in the first edition, Java was never just a language. There are lots of programming languages out there, but few of them make much of a splash. Java is a whole *platform*, with a huge library, containing lots of reusable code, and an execution environment that provides services such as security, portability across operating systems, and automatic garbage collection.

As a programmer, you will want a language with a pleasant syntax and comprehensible semantics (i.e., not C++). Java fits the bill, as do dozens of other fine languages. Some languages give you portability, garbage collection, and the like, but they don’t have much of a library, forcing you to roll your own if you want fancy graphics or networking or database access. Well, Java has everything—a good language, a high-quality execution environment, and a vast library. That combination is what makes Java an irresistible proposition to so many programmers.

1.2 The Java “White Paper” Buzzwords

The authors of Java wrote an influential white paper that explains their design goals and accomplishments. They also published a shorter overview that is organized along the following 11 buzzwords:

1. Simple
2. Object-Oriented
3. Distributed
4. Robust
5. Secure
6. Architecture-Neutral
7. Portable
8. Interpreted
9. High-Performance

10. Multithreaded

11. Dynamic

In this section, you will find a summary, with excerpts from the white paper, of what the Java designers say about each buzzword, together with a commentary based on my experiences with the current version of Java.



NOTE: The white paper can be found at www.oracle.com/technetwork/java/langenv-140151.html. You can retrieve the overview with the 11 buzzwords at <http://horstmann.com/corejava/java-an-overview/7Gosling.pdf>.

1.2.1 Simple

We wanted to build a system that could be programmed easily without a lot of esoteric training and which leveraged today's standard practice. So even though we found that C++ was unsuitable, we designed Java as closely to C++ as possible in order to make the system more comprehensible. Java omits many rarely used, poorly understood, confusing features of C++ that, in our experience, bring more grief than benefit.

The syntax for Java is, indeed, a cleaned-up version of C++ syntax. There is no need for header files, pointer arithmetic (or even a pointer syntax), structures, unions, operator overloading, virtual base classes, and so on. (See the C++ notes interspersed throughout the text for more on the differences between Java and C++.) The designers did not, however, attempt to fix all of the clumsy features of C++. For example, the syntax of the `switch` statement is unchanged in Java. If you know C++, you will find the transition to the Java syntax easy.

At the time that Java was released, C++ was actually not the most commonly used programming language. Many developers used Visual Basic and its drag-and-drop programming environment. These developers did not find Java simple. It took several years for Java development environments to catch up. Nowadays, Java development environments are far ahead of those for most other programming languages.

Another aspect of being simple is being small. One of the goals of Java is to enable the construction of software that can run stand-alone on small machines. The size of the basic interpreter and class support is about 40K; the basic standard libraries and thread support (essentially a self-contained microkernel) add another 175K.

This was a great achievement at the time. Of course, the library has since grown to huge proportions. There is now a separate Java Micro Edition with a smaller library, suitable for embedded devices.

1.2.2 Object-Oriented

Simply stated, object-oriented design is a programming technique that focuses on the data (= objects) and on the interfaces to that object. To make an analogy with carpentry, an “object-oriented” carpenter would be mostly concerned with the chair he is building, and secondarily with the tools used to make it; a “non-object-oriented” carpenter would think primarily of his tools. The object-oriented facilities of Java are essentially those of C++.

Object orientation was pretty well established when Java was developed. The object-oriented features of Java are comparable to those of C++. The major difference between Java and C++ lies in multiple inheritance, which Java has replaced with the simpler concept of interfaces. Java has a richer capacity for runtime introspection than C++ (which is discussed in Chapter 5).

1.2.3 Distributed

Java has an extensive library of routines for coping with TCP/IP protocols like HTTP and FTP. Java applications can open and access objects across the Net via URLs with the same ease as when accessing a local file system.

Nowadays, one takes this for granted, but in 1995, connecting to a web server from a C++ or Visual Basic program was a major undertaking.

1.2.4 Robust

Java is intended for writing programs that must be reliable in a variety of ways. Java puts a lot of emphasis on early checking for possible problems, later dynamic (runtime) checking, and eliminating situations that are error-prone. . . The single biggest difference between Java and C/C++ is that Java has a pointer model that eliminates the possibility of overwriting memory and corrupting data.

The Java compiler detects many problems that in other languages would show up only at runtime. As for the second point, anyone who has spent hours chasing memory corruption caused by a pointer bug will be very happy with this aspect of Java.

1.2.5 Secure

Java is intended to be used in networked/distributed environments. Toward that end, a lot of emphasis has been placed on security. Java enables the construction of virus-free, tamper-free systems.

From the beginning, Java was designed to make certain kinds of attacks impossible, among them:

- Overrunning the runtime stack—a common attack of worms and viruses
- Corrupting memory outside its own process space
- Reading or writing files without permission

Originally, the Java attitude towards downloaded code was “Bring it on!” Untrusted code was executed in a sandbox environment where it could not impact the host system. Users were assured that nothing bad could happen because Java code, no matter where it came from, was incapable of escaping from the sandbox.

However, the security model of Java is complex. Not long after the first version of the Java Development Kit was shipped, a group of security experts at Princeton University found subtle bugs that allowed untrusted code to attack the host system.

Initially, security bugs were fixed quickly. Unfortunately, over time, hackers got quite good at spotting subtle flaws in the implementation of the security architecture. Sun, and then Oracle, had a tough time keeping up with bug fixes.

After a number of high-profile attacks, browser vendors and Oracle became increasingly cautious. Java browser plug-ins no longer trust remote code unless it is digitally signed and users have agreed to its execution.



NOTE: Even though in hindsight, the Java security model was not as successful as originally envisioned, Java was well ahead of its time. A competing code delivery mechanism from Microsoft relied on digital signatures alone for security. Clearly this was not sufficient—as any user of Microsoft’s own products can confirm, programs from well-known vendors do crash and create damage.

1.2.6 Architecture-Neutral

The compiler generates an architecture-neutral object file format—the compiled code is executable on many processors, given the presence of the Java runtime system. The Java compiler does this by generating bytecode instructions which have nothing to do with a particular computer architecture. Rather, they are designed to be both easy to interpret on any machine and easily translated into native machine code on the fly.

Generating code for a “virtual machine” was not a new idea at the time. Programming languages such as Lisp, Smalltalk, and Pascal had employed this technique for many years.

Of course, interpreting virtual machine instructions is slower than running machine instructions at full speed. However, virtual machines have the option of translating the most frequently executed bytecode sequences into machine code—a process called just-in-time compilation.

Java’s virtual machine has another advantage. It increases security because it can check the behavior of instruction sequences.

1.2.7 Portable

Unlike C and C++, there are no “implementation-dependent” aspects of the specification. The sizes of the primitive data types are specified, as is the behavior of arithmetic on them.

For example, an `int` in Java is always a 32-bit integer. In C/C++, `int` can mean a 16-bit integer, a 32-bit integer, or any other size that the compiler vendor likes. The only restriction is that the `int` type must have at least as many bytes as a `short int` and cannot have more bytes than a `long int`. Having a fixed size for number types eliminates a major porting headache. Binary data is stored and transmitted in a fixed format, eliminating confusion about byte ordering. Strings are saved in a standard Unicode format.

The libraries that are a part of the system define portable interfaces. For example, there is an abstract `Window` class and implementations of it for UNIX, Windows, and the Macintosh.

The example of a `Window` class was perhaps poorly chosen. As anyone who has ever tried knows, it is an effort of heroic proportions to implement a user interface that looks good on Windows, the Macintosh, and ten flavors of UNIX. Java 1.0 made the heroic effort, delivering a simple toolkit that provided common user interface elements on a number of platforms. Unfortunately, the result was a library that, with a lot of work, could give barely acceptable results on different systems. That initial user interface toolkit has since been replaced, and replaced again, and portability across platforms remains an issue.

However, for everything that isn’t related to user interfaces, the Java libraries do a great job of letting you work in a platform-independent manner. You can work with files, regular expressions, XML, dates and times, databases, network connections, threads, and so on, without worrying about the underlying operating system. Not only are your programs portable, but the Java APIs are often of higher quality than the native ones.

1.2.8 Interpreted

The Java interpreter can execute Java bytecodes directly on any machine to which the interpreter has been ported. Since linking is a more incremental and lightweight process, the development process can be much more rapid and exploratory.

This seems a real stretch. Anyone who has used Lisp, Smalltalk, Visual Basic, Python, R, or Scala knows what a “rapid and exploratory” development process is. You try out something, and you instantly see the result. Java development environments are not focused on that experience.

1.2.9 High-Performance

While the performance of interpreted bytecodes is usually more than adequate, there are situations where higher performance is required. The bytecodes can be translated on the fly (at runtime) into machine code for the particular CPU the application is running on.

In the early years of Java, many users disagreed with the statement that the performance was “more than adequate.” Today, however, the just-in-time compilers have become so good that they are competitive with traditional compilers and, in some cases, even outperform them because they have more information available. For example, a just-in-time compiler can monitor which code is executed frequently and optimize just that code for speed. A more sophisticated optimization is the elimination (or “inlining”) of function calls. The just-in-time compiler knows which classes have been loaded. It can use inlining when, based upon the currently loaded collection of classes, a particular function is never overridden, and it can undo that optimization later if necessary.

1.2.10 Multithreaded

[The] benefits of multithreading are better interactive responsiveness and real-time behavior.

Nowadays, we care about concurrency because Moore’s law is coming to an end. Instead of faster processors, we just get more of them, and we have to keep them busy. Yet when you look at most programming languages, they show a shocking disregard for this problem.

Java was well ahead of its time. It was the first mainstream language to support concurrent programming. As you can see from the white paper, its motivation was a little different. At the time, multicore processors were exotic, but web programming had just started, and processors spent a lot of time waiting for a

response from the server. Concurrent programming was needed to make sure the user interface didn't freeze.

Concurrent programming is never easy, but Java has done a very good job making it manageable.

1.2.11 Dynamic

In a number of ways, Java is a more dynamic language than C or C++. It was designed to adapt to an evolving environment. Libraries can freely add new methods and instance variables without any effect on their clients. In Java, finding out runtime type information is straightforward.

This is an important feature in the situations where code needs to be added to a running program. A prime example is code that is downloaded from the Internet to run in a browser. In C or C++, this is indeed a major challenge, but the Java designers were well aware of dynamic languages that made it easy to evolve a running program. Their achievement was to bring this feature to a mainstream programming language.



NOTE: Shortly after the initial success of Java, Microsoft released a product called J++ with a programming language and virtual machine that were almost identical to Java. At this point, Microsoft is no longer supporting J++ and has instead introduced another language called C# that also has many similarities with Java but runs on a different virtual machine. This book does not cover J++ or C#.

1.3 Java Applets and the Internet

The idea here is simple: Users will download Java bytecodes from the Internet and run them on their own machines. Java programs that work on web pages are called *applets*. To use an applet, you only need a Java-enabled web browser, which will execute the bytecodes for you. You need not install any software. You get the latest version of the program whenever you visit the web page containing the applet. Most importantly, thanks to the security of the virtual machine, you never need to worry about attacks from hostile code.

Inserting an applet into a web page works much like embedding an image. The applet becomes a part of the page, and the text flows around the space used for the applet. The point is, this image is *alive*. It reacts to user commands, changes its appearance, and exchanges data between the computer presenting the applet and the computer serving it.

Figure 1.1 shows a good example of a dynamic web page that carries out sophisticated calculations. The Jmol applet displays molecular structures. By using the mouse, you can rotate and zoom each molecule to better understand its structure. This kind of direct manipulation is not achievable with static web pages, but applets make it possible. (You can find this applet at <http://jmol.sourceforge.net>.)

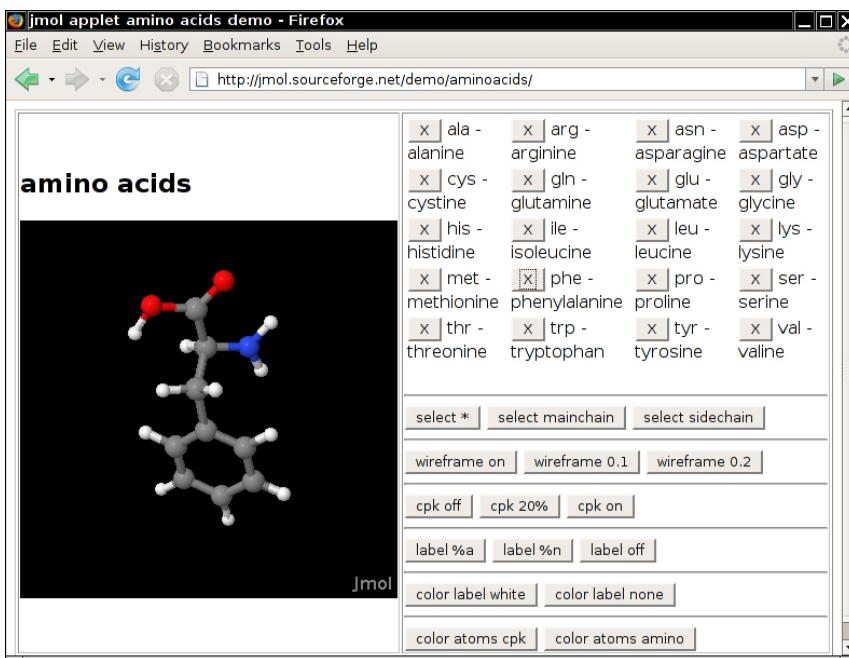


Figure 1.1 The Jmol applet

When applets first appeared, they created a huge amount of excitement. Many people believe that the lure of applets was responsible for the astonishing popularity of Java. However, the initial excitement soon turned into frustration. Various versions of the Netscape and Internet Explorer browsers ran different versions of Java, some of which were seriously outdated. This sorry situation made it increasingly difficult to develop applets that took advantage of the most current Java version. Instead, Adobe's Flash technology became popular for achieving dynamic effects in the browser. Later, when Java was dogged by serious security issues, browsers and the Java browser plug-in became increasingly restrictive. Nowadays, it requires skill and dedication to get applets to work in your browser. For example, if you visit the Jmol web site, you will likely encounter a message exhorting you to configure your browser for allowing applets to run.