

A scenic waterfall cascading over several tiers of brown, textured rocks. The water is clear and creates white foam as it falls. The background is a soft-focus view of the waterfall and surrounding rocks.

JavaTM



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TENTH EDITION
LATE OBJECTS VERSION

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*To Brian Goetz,
Oracle's Java Language Architect and
Specification Lead for Java SE 8's Project Lambda:*

*Your mentorship helped us make a better book.
Thank you for insisting that we get it right.*

Paul and Harvey Deitel

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Contents

Chapters 26–34 and Appendices F–N are PDF documents posted online at the book’s Companion Website (located at www.pearsonhighered.com/deitel/). See the inside front cover for information on accessing the Companion Website.

Foreword **xxiii**

Preface **xxv**

Before You Begin **xxxix**

I Introduction to Computers, the Internet and Java **I**

1.1	Introduction	2
1.2	Hardware and Software	4
	1.2.1 Moore’s Law	4
	1.2.2 Computer Organization	5
1.3	Data Hierarchy	6
1.4	Machine Languages, Assembly Languages and High-Level Languages	9
1.5	Introduction to Object Technology	10
	1.5.1 The Automobile as an Object	10
	1.5.2 Methods and Classes	11
	1.5.3 Instantiation	11
	1.5.4 Reuse	11
	1.5.5 Messages and Method Calls	11
	1.5.6 Attributes and Instance Variables	11
	1.5.7 Encapsulation and Information Hiding	12
	1.5.8 Inheritance	12
	1.5.9 Interfaces	12
	1.5.10 Object-Oriented Analysis and Design (OOAD)	12
	1.5.11 The UML (Unified Modeling Language)	13
1.6	Operating Systems	13
	1.6.1 Windows—A Proprietary Operating System	13
	1.6.2 Linux—An Open-Source Operating System	14
	1.6.3 Android	14
1.7	Programming Languages	15
1.8	Java	17
1.9	A Typical Java Development Environment	17
1.10	Test-Driving a Java Application	21

1.11	Internet and World Wide Web	25
1.11.1	The Internet: A Network of Networks	26
1.11.2	The World Wide Web: Making the Internet User-Friendly	26
1.11.3	Web Services and Mashups	26
1.11.4	Ajax	27
1.11.5	The Internet of Things	27
1.12	Software Technologies	28
1.13	Keeping Up-to-Date with Information Technologies	30

2 Introduction to Java Applications; Input/Output and Operators 34

2.1	Introduction	35
2.2	Your First Program in Java: Printing a Line of Text	35
2.3	Modifying Your First Java Program	41
2.4	Displaying Text with <code>printf</code>	43
2.5	Another Application: Adding Integers	44
2.5.1	<code>import</code> Declarations	45
2.5.2	Declaring Class Addition	46
2.5.3	Declaring and Creating a Scanner to Obtain User Input from the Keyboard	46
2.5.4	Declaring Variables to Store Integers	47
2.5.5	Prompting the User for Input	48
2.5.6	Obtaining an <code>int</code> as Input from the User	48
2.5.7	Prompting for and Inputting a Second <code>int</code>	49
2.5.8	Using Variables in a Calculation	49
2.5.9	Displaying the Result of the Calculation	49
2.5.10	Java API Documentation	49
2.6	Memory Concepts	50
2.7	Arithmetic	51
2.8	Decision Making: Equality and Relational Operators	54
2.9	(Optional) GUI and Graphics Case Study: Using Dialog Boxes	58
2.10	Wrap-Up	61

3 Control Statements: Part I; Assignment, ++ and -- Operators 72

3.1	Introduction	73
3.2	Algorithms	73
3.3	Pseudocode	74
3.4	Control Structures	74
3.5	<code>if</code> Single-Selection Statement	76
3.6	<code>if...else</code> Double-Selection Statement	77
3.7	<code>while</code> Repetition Statement	82
3.8	Formulating Algorithms: Counter-Controlled Repetition	83
3.9	Formulating Algorithms: Sentinel-Controlled Repetition	87

3.10	Formulating Algorithms: Nested Control Statements	95
3.11	Compound Assignment Operators	99
3.12	Increment and Decrement Operators	100
3.13	Primitive Types	103
3.14	(Optional) GUI and Graphics Case Study: Creating Simple Drawings	103
3.15	Wrap-Up	107

4 Control Statements: Part 2; Logical Operators 121

4.1	Introduction	122
4.2	Essentials of Counter-Controlled Repetition	122
4.3	for Repetition Statement	124
4.4	Examples Using the for Statement	128
4.5	do...while Repetition Statement	132
4.6	switch Multiple-Selection Statement	134
4.7	break and continue Statements	140
4.8	Logical Operators	142
4.9	Structured Programming Summary	147
4.10	(Optional) GUI and Graphics Case Study: Drawing Rectangles and Ovals	152
4.11	Wrap-Up	154

5 Methods 164

5.1	Introduction	165
5.2	Program Modules in Java	165
5.3	static Methods, static Variables and Class Math	167
5.4	Declaring Methods	169
5.5	Notes on Declaring and Using Methods	173
5.6	Method-Call Stack and Stack Frames	174
5.7	Argument Promotion and Casting	175
5.8	Java API Packages	176
5.9	Case Study: Secure Random-Number Generation	178
5.10	Case Study: A Game of Chance; Introducing enum Types	183
5.11	Scope of Declarations	187
5.12	Method Overloading	189
5.13	(Optional) GUI and Graphics Case Study: Colors and Filled Shapes	192
5.14	Wrap-Up	195

6 Arrays and ArrayLists 208

6.1	Introduction	209
6.2	Primitive Types vs. Reference Types	210
6.3	Arrays	210
6.4	Declaring and Creating Arrays	212
6.5	Examples Using Arrays	213
6.5.1	Creating and Initializing an Array	213

x Contents

6.5.2	Using an Array Initializer	214
6.5.3	Calculating the Values to Store in an Array	215
6.5.4	Summing the Elements of an Array	217
6.5.5	Using Bar Charts to Display Array Data Graphically	217
6.5.6	Using the Elements of an Array as Counters	219
6.5.7	Using Arrays to Analyze Survey Results	220
6.6	Exception Handling: Processing the Incorrect Response	222
6.6.1	The <code>try</code> Statement	222
6.6.2	Executing the <code>catch</code> Block	222
6.6.3	<code>toString</code> Method of the Exception Parameter	223
6.7	Enhanced <code>for</code> Statement	223
6.8	Passing Arrays to Methods	224
6.9	Pass-By-Value vs. Pass-By-Reference	227
6.10	Multidimensional Arrays	228
6.11	Variable-Length Argument Lists	231
6.12	Using Command-Line Arguments	233
6.13	Class Arrays	235
6.14	Introduction to Collections and Class <code>ArrayList</code>	238
6.15	(Optional) GUI and Graphics Case Study: Drawing Arcs	241
6.16	Wrap-Up	244

7 Introduction to Classes and Objects 265

7.1	Introduction	266
7.2	Instance Variables, <i>set</i> Methods and <i>get</i> Methods	267
7.2.1	Account Class with an Instance Variable, a <i>set</i> Method and a <i>get</i> Method	267
7.2.2	AccountTest Class That Creates and Uses an Object of Class Account	269
7.2.3	Compiling and Executing an App with Multiple Classes	272
7.2.4	Account UML Class Diagram with an Instance Variable and <i>set</i> and <i>get</i> Methods	272
7.2.5	Additional Notes on This Example	274
7.2.6	Software Engineering with <code>private</code> Instance Variables and <code>public set</code> and <i>get</i> Methods	274
7.3	Default and Explicit Initialization for Instance Variables	276
7.4	Account Class: Initializing Objects with Constructors	276
7.4.1	Declaring an Account Constructor for Custom Object Initialization	276
7.4.2	Class AccountTest: Initializing Account Objects When They're Created	277
7.5	Account Class with a Balance; Floating-Point Numbers	279
7.5.1	Account Class with a <code>balance</code> Instance Variable of Type <code>double</code>	279
7.5.2	AccountTest Class to Use Class Account	281
7.6	Case Study: Card Shuffling and Dealing Simulation	284
7.7	Case Study: Class GradeBook Using an Array to Store Grades	289

7.8	Case Study: Class <code>GradeBook</code> Using a Two-Dimensional Array	294
7.9	Wrap-Up	300

8 Classes and Objects: A Deeper Look 307

8.1	Introduction	308
8.2	Time Class Case Study	308
8.3	Controlling Access to Members	313
8.4	Referring to the Current Object's Members with the <code>this</code> Reference	314
8.5	Time Class Case Study: Overloaded Constructors	316
8.6	Default and No-Argument Constructors	322
8.7	Notes on <i>Set</i> and <i>Get</i> Methods	322
8.8	Composition	324
8.9	<code>enum</code> Types	327
8.10	Garbage Collection	329
8.11	<code>static</code> Class Members	330
8.12	<code>static</code> Import	334
8.13	<code>final</code> Instance Variables	335
8.14	Package Access	336
8.15	Using <code>BigDecimal</code> for Precise Monetary Calculations	337
8.16	(Optional) GUI and Graphics Case Study: Using Objects with Graphics	340
8.17	Wrap-Up	344

9 Object-Oriented Programming: Inheritance 352

9.1	Introduction	353
9.2	Superclasses and Subclasses	354
9.3	<code>protected</code> Members	356
9.4	Relationship Between Superclasses and Subclasses	357
9.4.1	Creating and Using a <code>CommissionEmployee</code> Class	357
9.4.2	Creating and Using a <code>BasePlusCommissionEmployee</code> Class	363
9.4.3	Creating a <code>CommissionEmployee–BasePlusCommissionEmployee</code> Inheritance Hierarchy	368
9.4.4	<code>CommissionEmployee–BasePlusCommissionEmployee</code> Inheritance Hierarchy Using <code>protected</code> Instance Variables	371
9.4.5	<code>CommissionEmployee–BasePlusCommissionEmployee</code> Inheritance Hierarchy Using <code>private</code> Instance Variables	374
9.5	Constructors in Subclasses	379
9.6	Class Object	379
9.7	(Optional) GUI and Graphics Case Study: Displaying Text and Images Using Labels	380
9.8	Wrap-Up	383

10 Object-Oriented Programming: Polymorphism and Interfaces 387

10.1	Introduction	388
------	--------------	-----

10.2	Polymorphism Examples	390
10.3	Demonstrating Polymorphic Behavior	391
10.4	Abstract Classes and Methods	393
10.5	Case Study: Payroll System Using Polymorphism	396
10.5.1	Abstract Superclass <code>Employee</code>	397
10.5.2	Concrete Subclass <code>SalariedEmployee</code>	399
10.5.3	Concrete Subclass <code>HourlyEmployee</code>	401
10.5.4	Concrete Subclass <code>CommissionEmployee</code>	403
10.5.5	Indirect Concrete Subclass <code>BasePlusCommissionEmployee</code>	405
10.5.6	Polymorphic Processing, Operator <code>instanceof</code> and Downcasting	406
10.6	Allowed Assignments Between Superclass and Subclass Variables	411
10.7	<code>final</code> Methods and Classes	411
10.8	A Deeper Explanation of Issues with Calling Methods from Constructors	412
10.9	Creating and Using Interfaces	413
10.9.1	Developing a Payable Hierarchy	414
10.9.2	Interface <code>Payable</code>	415
10.9.3	Class <code>Invoice</code>	416
10.9.4	Modifying Class <code>Employee</code> to Implement Interface <code>Payable</code>	418
10.9.5	Modifying Class <code>SalariedEmployee</code> for Use in the Payable Hierarchy	420
10.9.6	Using Interface <code>Payable</code> to Process Invoices and Employees Polymorphically	422
10.9.7	Some Common Interfaces of the Java API	423
10.10	Java SE 8 Interface Enhancements	424
10.10.1	<code>default</code> Interface Methods	424
10.10.2	<code>static</code> Interface Methods	425
10.10.3	Functional Interfaces	425
10.11	(Optional) GUI and Graphics Case Study: Drawing with Polymorphism	425
10.12	Wrap-Up	428

11 Exception Handling: A Deeper Look **433**

11.1	Introduction	434
11.2	Example: Divide by Zero without Exception Handling	435
11.3	Example: Handling <code>ArithmeticExceptions</code> and <code>InputMismatchExceptions</code>	437
11.4	When to Use Exception Handling	443
11.5	Java Exception Hierarchy	443
11.6	<code>finally</code> Block	446
11.7	Stack Unwinding and Obtaining Information from an Exception Object	451
11.8	Chained Exceptions	453
11.9	Declaring New Exception Types	456
11.10	Preconditions and Postconditions	457
11.11	Assertions	457
11.12	<code>try-with-Resources</code> : Automatic Resource Deallocation	459
11.13	Wrap-Up	459

12	GUI Components: Part I	465
12.1	Introduction	466
12.2	Java's Nimbus Look-and-Feel	467
12.3	Simple GUI-Based Input/Output with JOptionPane	468
12.4	Overview of Swing Components	471
12.5	Displaying Text and Images in a Window	473
12.6	Text Fields and an Introduction to Event Handling with Nested Classes	477
12.7	Common GUI Event Types and Listener Interfaces	483
12.8	How Event Handling Works	485
12.9	JButton	487
12.10	Buttons That Maintain State	490
	12.10.1 JCheckBox	491
	12.10.2 JRadioButton	493
12.11	JComboBox; Using an Anonymous Inner Class for Event Handling	496
12.12	JList	500
12.13	Multiple-Selection Lists	503
12.14	Mouse Event Handling	505
12.15	Adapter Classes	510
12.16	JPanel Subclass for Drawing with the Mouse	514
12.17	Key Event Handling	517
12.18	Introduction to Layout Managers	520
	12.18.1 FlowLayout	522
	12.18.2 BorderLayout	524
	12.18.3 GridLayout	528
12.19	Using Panels to Manage More Complex Layouts	530
12.20	JTextArea	531
12.21	Wrap-Up	534
13	Graphics and Java 2D	547
13.1	Introduction	548
13.2	Graphics Contexts and Graphics Objects	550
13.3	Color Control	551
13.4	Manipulating Fonts	558
13.5	Drawing Lines, Rectangles and Ovals	563
13.6	Drawing Arcs	567
13.7	Drawing Polygons and Polylines	570
13.8	Java 2D API	573
13.9	Wrap-Up	580
14	Strings, Characters and Regular Expressions	588
14.1	Introduction	589
14.2	Fundamentals of Characters and Strings	589
14.3	Class String	590
	14.3.1 String Constructors	590

14.3.2	String Methods <code>length</code> , <code>charAt</code> and <code>getChars</code>	591
14.3.3	Comparing Strings	592
14.3.4	Locating Characters and Substrings in Strings	597
14.3.5	Extracting Substrings from Strings	599
14.3.6	Concatenating Strings	600
14.3.7	Miscellaneous String Methods	600
14.3.8	String Method <code>valueOf</code>	602
14.4	Class <code>StringBuilder</code>	603
14.4.1	<code>StringBuilder</code> Constructors	604
14.4.2	<code>StringBuilder</code> Methods <code>length</code> , <code>capacity</code> , <code>setLength</code> and <code>ensureCapacity</code>	604
14.4.3	<code>StringBuilder</code> Methods <code>charAt</code> , <code>setCharAt</code> , <code>getChars</code> and <code>reverse</code>	606
14.4.4	<code>StringBuilder</code> <code>append</code> Methods	607
14.4.5	<code>StringBuilder</code> Insertion and Deletion Methods	609
14.5	Class <code>Character</code>	610
14.6	Tokenizing Strings	615
14.7	Regular Expressions, Class <code>Pattern</code> and Class <code>Matcher</code>	616
14.8	Wrap-Up	625

15 Files, Streams and Object Serialization **636**

15.1	Introduction	637
15.2	Files and Streams	637
15.3	Using NIO Classes and Interfaces to Get File and Directory Information	639
15.4	Sequential-Access Text Files	643
15.4.1	Creating a Sequential-Access Text File	643
15.4.2	Reading Data from a Sequential-Access Text File	647
15.4.3	Case Study: A Credit-Inquiry Program	649
15.4.4	Updating Sequential-Access Files	653
15.5	Object Serialization	654
15.5.1	Creating a Sequential-Access File Using Object Serialization	655
15.5.2	Reading and Deserializing Data from a Sequential-Access File	660
15.6	Opening Files with <code>JFileChooser</code>	662
15.7	(Optional) Additional <code>java.io</code> Classes	665
15.7.1	Interfaces and Classes for Byte-Based Input and Output	665
15.7.2	Interfaces and Classes for Character-Based Input and Output	667
15.8	Wrap-Up	668

16 Generic Collections **676**

16.1	Introduction	677
16.2	Collections Overview	677
16.3	Type-Wrapper Classes	679
16.4	Autoboxing and Auto-Unboxing	679
16.5	Interface <code>Collection</code> and Class <code>Collections</code>	679

16.6	Lists	680
16.6.1	ArrayList and Iterator	681
16.6.2	LinkedList	683
16.7	Collections Methods	688
16.7.1	Method sort	689
16.7.2	Method shuffle	692
16.7.3	Methods reverse, fill, copy, max and min	694
16.7.4	Method binarySearch	696
16.7.5	Methods addAll, frequency and disjoint	698
16.8	Stack Class of Package java.util	700
16.9	Class PriorityQueue and Interface Queue	702
16.10	Sets	703
16.11	Maps	706
16.12	Properties Class	710
16.13	Synchronized Collections	713
16.14	Unmodifiable Collections	713
16.15	Abstract Implementations	714
16.16	Wrap-Up	714

17 Java SE 8 Lambdas and Streams 721

17.1	Introduction	722
17.2	Functional Programming Technologies Overview	723
17.2.1	Functional Interfaces	724
17.2.2	Lambda Expressions	725
17.2.3	Streams	726
17.3	IntStream Operations	728
17.3.1	Creating an IntStream and Displaying Its Values with the forEach Terminal Operation	730
17.3.2	Terminal Operations count, min, max, sum and average	731
17.3.3	Terminal Operation reduce	731
17.3.4	Intermediate Operations: Filtering and Sorting IntStream Values	733
17.3.5	Intermediate Operation: Mapping	734
17.3.6	Creating Streams of ints with IntStream Methods range and rangeClosed	735
17.4	Stream<Integer> Manipulations	735
17.4.1	Creating a Stream<Integer>	736
17.4.2	Sorting a Stream and Collecting the Results	737
17.4.3	Filtering a Stream and Storing the Results for Later Use	737
17.4.4	Filtering and Sorting a Stream and Collecting the Results	737
17.4.5	Sorting Previously Collected Results	737
17.5	Stream<String> Manipulations	738
17.5.1	Mapping Strings to Uppercase Using a Method Reference	739
17.5.2	Filtering Strings Then Sorting Them in Case-Insensitive Ascending Order	740

17.5.3	Filtering Strings Then Sorting Them in Case-Insensitive Descending Order	740
17.6	Stream<Employee> Manipulations	740
17.6.1	Creating and Displaying a List<Employee>	742
17.6.2	Filtering Employees with Salaries in a Specified Range	743
17.6.3	Sorting Employees By Multiple Fields	744
17.6.4	Mapping Employees to Unique Last Name Strings	746
17.6.5	Grouping Employees By Department	747
17.6.6	Counting the Number of Employees in Each Department	748
17.6.7	Summing and Averaging Employee Salaries	748
17.7	Creating a Stream<String> from a File	750
17.8	Generating Streams of Random Values	753
17.9	Lambda Event Handlers	755
17.10	Additional Notes on Java SE 8 Interfaces	755
17.11	Java SE 8 and Functional Programming Resources	756
17.12	Wrap-Up	756

18 Recursion **768**

18.1	Introduction	769
18.2	Recursion Concepts	770
18.3	Example Using Recursion: Factorials	771
18.4	Reimplementing Class FactorialCalculator Using Class BigInteger	773
18.5	Example Using Recursion: Fibonacci Series	775
18.6	Recursion and the Method-Call Stack	778
18.7	Recursion vs. Iteration	779
18.8	Towers of Hanoi	781
18.9	Fractals	783
	18.9.1 Koch Curve Fractal	783
	18.9.2 (Optional) Case Study: Lo Feather Fractal	784
18.10	Recursive Backtracking	793
18.11	Wrap-Up	794

19 Searching, Sorting and Big O **802**

19.1	Introduction	803
19.2	Linear Search	804
19.3	Big O Notation	806
	19.3.1 $O(1)$ Algorithms	806
	19.3.2 $O(n)$ Algorithms	807
	19.3.3 $O(n^2)$ Algorithms	807
	19.3.4 Big O of the Linear Search	808
19.4	Binary Search	808
	19.4.1 Binary Search Implementation	809
	19.4.2 Efficiency of the Binary Search	812
19.5	Sorting Algorithms	812

19.6	Selection Sort	813
19.6.1	Selection Sort Implementation	813
19.6.2	Efficiency of the Selection Sort	816
19.7	Insertion Sort	816
19.7.1	Insertion Sort Implementation	817
19.7.2	Efficiency of the Insertion Sort	819
19.8	Merge Sort	819
19.8.1	Merge Sort Implementation	820
19.8.2	Efficiency of the Merge Sort	824
19.9	Big O Summary for This Chapter's Searching and Sorting Algorithms	825
19.10	Wrap-Up	826

20 Generic Classes and Methods **831**

20.1	Introduction	832
20.2	Motivation for Generic Methods	832
20.3	Generic Methods: Implementation and Compile-Time Translation	834
20.4	Additional Compile-Time Translation Issues: Methods That Use a Type Parameter as the Return Type	837
20.5	Overloading Generic Methods	840
20.6	Generic Classes	841
20.7	Raw Types	848
20.8	Wildcards in Methods That Accept Type Parameters	852
20.9	Wrap-Up	856

21 Custom Generic Data Structures **861**

21.1	Introduction	862
21.2	Self-Referential Classes	863
21.3	Dynamic Memory Allocation	863
21.4	Linked Lists	864
21.4.1	Singly Linked Lists	864
21.4.2	Implementing a Generic List Class	865
21.4.3	Generic Classes ListNode and List	870
21.4.4	Class ListTest	870
21.4.5	List Method insertAtFront	870
21.4.6	List Method insertAtBack	871
21.4.7	List Method removeFromFront	872
21.4.8	List Method removeFromBack	873
21.4.9	List Method print	874
21.4.10	Creating Your Own Packages	874
21.5	Stacks	878
21.6	Queues	882
21.7	Trees	885
21.8	Wrap-Up	892

22	GUI Components: Part 2	903
22.1	Introduction	904
22.2	JSlider	904
22.3	Understanding Windows in Java	908
22.4	Using Menus with Frames	909
22.5	JPopupMenu	917
22.6	Pluggable Look-and-Feel	920
22.7	JDesktopPane and JInternalFrame	925
22.8	JTabbedPane	928
22.9	BoxLayout Layout Manager	930
22.10	GridBagLayout Layout Manager	934
22.11	Wrap-Up	944
23	Concurrency	949
23.1	Introduction	950
23.2	Thread States and Life Cycle	952
23.2.1	<i>New</i> and <i>Runnable</i> States	953
23.2.2	<i>Waiting</i> State	953
23.2.3	<i>Timed Waiting</i> State	953
23.2.4	<i>Blocked</i> State	953
23.2.5	<i>Terminated</i> State	953
23.2.6	Operating-System View of the <i>Runnable</i> State	954
23.2.7	Thread Priorities and Thread Scheduling	954
23.2.8	Indefinite Postponement and Deadlock	955
23.3	Creating and Executing Threads with the Executor Framework	955
23.4	Thread Synchronization	959
23.4.1	Immutable Data	960
23.4.2	Monitors	960
23.4.3	Unsynchronized Mutable Data Sharing	961
23.4.4	Synchronized Mutable Data Sharing—Making Operations Atomic	966
23.5	Producer/Consumer Relationship without Synchronization	968
23.6	Producer/Consumer Relationship: <code>ArrayBlockingQueue</code>	976
23.7	(Advanced) Producer/Consumer Relationship with synchronized, <code>wait</code> , <code>notify</code> and <code>notifyAll</code>	979
23.8	(Advanced) Producer/Consumer Relationship: Bounded Buffers	986
23.9	(Advanced) Producer/Consumer Relationship: The Lock and Condition Interfaces	994
23.10	Concurrent Collections	1001
23.11	Multithreading with GUI: <code>SwingWorker</code>	1003
23.11.1	Performing Computations in a Worker Thread: Fibonacci Numbers	1004
23.11.2	Processing Intermediate Results: Sieve of Eratosthenes	1010
23.12	<code>sort/parallelSort</code> Timings with the Java SE 8 Date/Time API	1017
23.13	Java SE 8: Sequential vs. Parallel Streams	1019
23.14	(Advanced) Interfaces <code>Callable</code> and <code>Future</code>	1022

23.15 (Advanced) Fork/Join Framework	1026
23.16 Wrap-Up	1026

24 Accessing Databases with JDBC **1037**

24.1 Introduction	1038
24.2 Relational Databases	1039
24.3 A books Database	1040
24.4 SQL	1044
24.4.1 Basic SELECT Query	1044
24.4.2 WHERE Clause	1045
24.4.3 ORDER BY Clause	1047
24.4.4 Merging Data from Multiple Tables: INNER JOIN	1048
24.4.5 INSERT Statement	1050
24.4.6 UPDATE Statement	1051
24.4.7 DELETE Statement	1052
24.5 Setting up a Java DB Database	1052
24.5.1 Creating the Chapter's Databases on Windows	1053
24.5.2 Creating the Chapter's Databases on Mac OS X	1054
24.5.3 Creating the Chapter's Databases on Linux	1055
24.6 Manipulating Databases with JDBC	1055
24.6.1 Connecting to and Querying a Database	1055
24.6.2 Querying the books Database	1059
24.7 RowSet Interface	1072
24.8 PreparedStatement	1074
24.9 Stored Procedures	1090
24.10 Transaction Processing	1090
24.11 Wrap-Up	1091

25 JavaFX GUI: Part I **1099**

25.1 Introduction	1100
25.2 JavaFX Scene Builder and the NetBeans IDE	1101
25.3 JavaFX App Window Structure	1102
25.4 Welcome App —Displaying Text and an Image	1103
25.4.1 Creating the App's Project	1103
25.4.2 NetBeans Projects Window—Viewing the Project Contents	1105
25.4.3 Adding an Image to the Project	1106
25.4.4 Opening JavaFX Scene Builder from NetBeans	1106
25.4.5 Changing to a VBox Layout Container	1107
25.4.6 Configuring the VBox Layout Container	1108
25.4.7 Adding and Configuring a Label	1108
25.4.8 Adding and Configuring an ImageView	1108
25.4.9 Running the Welcome App	1109
25.5 Tip Calculator App —Introduction to Event Handling	1110
25.5.1 Test-Driving the Tip Calculator App	1111

xx Contents

25.5.2	Technologies Overview	1111
25.5.3	Building the App's GUI	1114
25.5.4	TipCalculator Class	1118
25.5.5	TipCalculatorController Class	1120
25.6	Features Covered in the Online JavaFX Chapters	1125
25.7	Wrap-Up	1126

Chapters on the Web **1133**

A Operator Precedence Chart **1135**

B ASCII Character Set **1137**

C Keywords and Reserved Words **1138**

D Primitive Types **1139**

E Using the Debugger **1140**

E.1	Introduction	1141
E.2	Breakpoints and the run, stop, cont and print Commands	1141
E.3	The print and set Commands	1145
E.4	Controlling Execution Using the step, step up and next Commands	1147
E.5	The watch Command	1150
E.6	The clear Command	1152
E.7	Wrap-Up	1154

Appendices on the Web **1157**

Index **1159**

Online Chapters and Appendices

Chapters 26–34 and Appendices F–N are PDF documents posted online at the book's Companion Website (located at www.pearsonhighered.com/deitel/). See the inside front cover for information on accessing the Companion Website.

26 JavaFX GUI: Part 2

27 JavaFX Graphics and Multimedia

28 Networking

- 29** Java Persistence API (JPA)
- 30** JavaServer™ Faces Web Apps: Part 1
- 31** JavaServer™ Faces Web Apps: Part 2
- 32** REST-Based Web Services
- 33** (Optional) ATM Case Study, Part 1:
Object-Oriented Design with the UML
- 34** (Optional) ATM Case Study, Part 2:
Implementing an Object-Oriented Design
- F** Using the Java API Documentation
- G** Creating Documentation with javadoc
- H** Unicode®
- I** Formatted Output
- J** Number Systems
- K** Bit Manipulation
- L** Labeled break and continue Statements
- M** UML 2: Additional Diagram Types
- N** Design Patterns

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Foreword

I've been enamored with Java even prior to its 1.0 release in 1995, and have subsequently been a Java developer, author, speaker, teacher and Oracle Java Technology Ambassador. In this journey, it has been my privilege to call Paul Deitel a colleague, and to often leverage and recommend his *Java How To Program* book. In its many editions, this book has proven to be a great text for college and professional courses that I and others have developed to teach the Java programming language.

One of the qualities that makes this book a great resource is its thorough and insightful coverage of Java concepts, including those introduced recently in Java SE 8. Another useful quality is its treatment of concepts and practices essential to effective software development.

As a long-time fan of this book, I'd like to point out some of the features of this tenth edition about which I'm most excited:

- An ambitious new chapter on Java lambda expressions and streams. This chapter starts out with a primer on functional programming, introducing Java lambda expressions and how to use streams to perform functional programming tasks on collections.
- Although concurrency has been addressed since the first edition of the book, it is increasingly important because of multi-core architectures. There are timing examples—using the new Date/Time API classes introduced in Java SE 8—in the concurrency chapter that show the performance improvements with multi-core over single-core.
- JavaFX is Java's GUI/graphics/multimedia technology moving forward, so it is nice to see a three-chapter treatment of JavaFX in the Deitel live-code pedagogic style. One of these chapters is in the printed book and the other two are online.

Please join me in congratulating Paul and Harvey Deitel on their latest edition of a wonderful resource for computer science students and software developers alike!

James L. Weaver
Java Technology Ambassador
Oracle Corporation

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Preface

“The chief merit of language is clearness...”

—Galen

Welcome to the Java programming language and *Java How to Program, Tenth Edition, Late Objects Version!* This book, which we call “Java Love,” presents leading-edge computing technologies for students, instructors and software developers. It’s appropriate for introductory academic and professional course sequences based on the curriculum recommendations of the ACM and the IEEE, and for AP Computer Science exam preparation. If you haven’t already done so, please read the back cover and inside back cover—these concisely capture the essence of the book. In this Preface we provide more detail.

We focus on software engineering best practices. At the heart of the book is the Deitel signature “live-code approach”—rather than using code snippets, we present concepts in the context of complete working programs that run on recent versions of Windows®, OS X® and Linux®. Each complete code example is accompanied by live sample executions.

Keeping in Touch with the Authors

As you read the book, if you have questions, send an e-mail to us at

deitel@deitel.com

and we’ll respond promptly. For updates on this book, visit

<http://www.deitel.com/books/jhttp10LOV>

subscribe to the *Deitel® Buzz Online* newsletter at

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- Google+™ (<http://google.com/+DeitelFan>)
- YouTube® (<http://youtube.com/DeitelTV>)
- LinkedIn® (<http://linkedin.com/company/deitel-&-associates>)

Source Code and VideoNotes

All the source code is available at:

<http://www.deitel.com/books/jhttp10LOV>

and at the book’s Companion Website (which also contains extensive VideoNotes):

<http://www.pearsonhighered.com/deitel>

Motivation for *Java How to Program, 10/e, Late Objects Version*

There are several approaches to teaching first courses in Java programming. The two most popular are the *late objects approach* and the *early objects approach*. To meet these diverse needs, we have published two versions of this book:

- *Java How to Program, 10/e, Late Objects Version*, and
- *Java How to Program, 10/e, Early Objects*

The key difference between these two editions is the order in which topics are presented in Chapters 1–7. The books have identical content from Chapters 8 to 31.

Chapters 1–6 in *Java How to Program, 10/e, Late Objects Version*, form the core of a pure-procedural programming CS1 course that covers operators, data types, input/output, control statements, methods and arrays. Instructors who want to cover some key material on strings early can present Sections 14.1–14.3 immediately after Chapter 6. Instructors who want to cover some key material on files early can present Sections 15.1–15.4 immediately after Chapter 6. Instructors who want to introduce *some* object-oriented programming in a first course can include some or all of Chapters 7–11 (see below).

Modular Organization¹

Java How to Program, 10/e, Late Objects Version, is appropriate for programming courses at various levels, most notably CS 1 and CS 2 courses and introductory course sequences in related disciplines. The book's modular organization helps instructors plan their syllabi:

Introduction

- Chapter 1, Introduction to Computers, the Internet and Java
- Chapter 2, Introduction to Java Applications; Input/Output and Operators

Additional Programming Fundamentals

- Chapter 3, Control Statements: Part 1; Assignment, ++ and -- Operators
- Chapter 4, Control Statements: Part 2; Logical Operators
- Chapter 5, Methods
- Chapter 6, Arrays and ArrayLists
- Chapter 14, Strings, Characters and Regular Expressions
- Chapter 15, Files, Streams and Object Serialization

Object-Oriented Programming and Object-Oriented Design

- Chapter 7, Introduction to Classes and Objects
- Chapter 8, Classes and Objects: A Deeper Look
- Chapter 9, Object-Oriented Programming: Inheritance
- Chapter 10, Object-Oriented Programming: Polymorphism and Interfaces
- Chapter 11, Exception Handling: A Deeper Look
- (Online optional module) Chapter 33, ATM Case Study, Part 1: Object-Oriented Design with the UML

1. The online chapters will be available on the book's Companion Website for Fall 2014 classes.

- (Online optional module) Chapter 34, ATM Case Study Part 2: Implementing an Object-Oriented Design

Swing Graphical User Interfaces and Java 2D Graphics

- Chapter 12, GUI Components: Part 1
- Chapter 13, Graphics and Java 2D
- Chapter 22, GUI Components: Part 2

Data Structures, Collections, Lambdas and Streams

- Chapter 16, Generic Collections
- Chapter 17, Java SE 8 Lambdas and Streams
- Chapter 18, Recursion
- Chapter 19, Searching, Sorting and Big O
- Chapter 20, Generic Classes and Methods
- Chapter 21, Custom Generic Data Structures

Concurrency; Networking

- Chapter 23, Concurrency
- (Online) Chapter 28, Networking

JavaFX Graphical User Interfaces, Graphics and Multimedia

- Chapter 25, JavaFX GUI: Part 1
- (Online) Chapter 26, JavaFX GUI: Part 2
- (Online) Chapter 27, JavaFX Graphics and Multimedia

Database-Driven Desktop and Web Development

- Chapter 24, Accessing Databases with JDBC
- (Online) Chapter 29, Java Persistence API (JPA)
- (Online) Chapter 30, JavaServer™ Faces Web Apps: Part 1
- (Online) Chapter 31, JavaServer™ Faces Web Apps: Part 2
- (Online) Chapter 32, REST-Based Web Services

New and Updated Features

Here are the updates we've made for *Java How to Program, 10/e, Late Objects Version*:

Java Standard Edition: Java SE 7 and the New Java SE 8

- *Easy to use with Java SE 7 or Java SE 8.* To meet the needs of our audiences, we designed the book for college and professional courses based on Java SE 7, Java SE 8 or a mixture of both. The Java SE 8 features are covered in optional, easy-to-include-or-omit sections. The new Java SE 8 capabilities can dramatically improve the programming process. Figure 1 lists some new Java SE 8 features that we cover.

Java SE 8 features
Lambda expressions
Type-inference improvements
@FunctionalInterface annotation
Parallel array sorting
Bulk data operations for Java Collections— <code>filter</code> , <code>map</code> and <code>reduce</code>
Library enhancements to support lambdas (e.g., <code>java.util.stream</code> , <code>java.util.function</code>)
Date & Time API (<code>java.time</code>)
Java concurrency API improvements
<code>static</code> and <code>default</code> methods in interfaces
Functional interfaces—interfaces that define only one abstract method and can include <code>static</code> and <code>default</code> methods
JavaFX enhancements

Fig. 1 | Some new Java SE 8 features.

- Java SE 8 lambdas, streams, and interfaces with default and static methods.* The most significant new features in JavaSE 8 are lambdas and complementary technologies, which we cover in detail in the optional Chapter 17 and optional sections marked “Java SE 8” in later chapters. In Chapter 17, you’ll see that functional programming with lambdas and streams can help you write programs faster, more concisely, more simply, with fewer bugs and that are easier to parallelize (to get performance improvements on multi-core systems) than programs written with previous techniques. You’ll see that functional programming complements object-oriented programming. After you read Chapter 17, you’ll be able to cleverly reimplement many of the Java SE 7 examples throughout the book (Fig. 2).

Pre-Java-SE-8 topics	Corresponding Java SE 8 discussions and examples
Chapter 6, Arrays and ArrayLists	Sections 17.3—17.4 introduce basic lambda and streams capabilities that process one-dimensional arrays.
Chapter 10, Object-Oriented Programming; Polymorphism and Interfaces	Section 10.10 introduces the new Java SE 8 interface features (<code>default</code> methods, <code>static</code> methods and the concept of functional interfaces) that support functional programming with lambdas and streams.
Chapters 12 and 22, GUI Components: Part 1 and 2, respectively	Section 17.9 shows how to use a lambda to implement a Swing event-listener functional interface.
Chapter 14, Strings, Characters and Regular Expressions	Section 17.5 shows how to use lambdas and streams to process collections of <code>String</code> objects.

Fig. 2 | Java SE 8 lambdas and streams discussions and examples. (Part 1 of 2.)

Pre-Java-SE-8 topics	Corresponding Java SE 8 discussions and examples
Chapter 15, Files, Streams and Object Serialization Chapter 23, Concurrency	Section 17.7 shows how to use lambdas and streams to process lines of text from a file. Shows that functional programs are easier to parallelize so that they can take advantage of multi-core architectures to enhance performance. Demonstrates parallel stream processing. Shows that Arrays method <code>parallelSort</code> improves performance on multi-core architectures when sorting large arrays.
Chapter 25, JavaFX GUI: Part 1	Section 25.5.5 shows how to use a lambda to implement a JavaFX event-listener functional interface.

Fig. 2 | Java SE 8 lambdas and streams discussions and examples. (Part 2 of 2.)

- *Java SE 7's try-with-resources statement and the AutoClosable Interface.* `AutoClosable` objects reduce the likelihood of resource leaks when you use them with the `try-with-resources` statement, which automatically closes the `AutoClosable` objects. In this edition, we use `try-with-resources` and `AutoClosable` objects as appropriate starting in Chapter 15, Files, Streams and Object Serialization.
- *Java security.* We audited our book against the CERT Oracle Secure Coding Standard for Java as appropriate for an introductory textbook.

<http://bit.ly/CERTOracleSecureJava>

See the Secure Java Programming section of this Preface for more information about CERT.

- *Java NIO API.* We updated the file-processing examples in Chapter 15 to use features from the Java NIO (new IO) API.
- *Java Documentation.* Throughout the book, we provide links to Java documentation where you can learn more about various topics that we present. For Java SE 7 documentation, the links begin with

<http://docs.oracle.com/javase/7/>

and for Java SE 8 documentation, the links begin with

<http://download.java.net/jdk8/>

These links could change when Oracle releases Java SE 8—*possibly* to links beginning with

<http://docs.oracle.com/javase/8/>

For any links that change after publication, we'll post updates at

<http://www.deitel.com/books/jhttp10L0V>

Swing and JavaFX GUI, Graphics and Multimedia

- *Swing GUI and Java 2D graphics.* Java's Swing GUI is discussed in the optional GUI and graphics sections in Chapters 2–6 and 8–10, and in Chapters 12 and

22. Swing is now in maintenance mode—Oracle has stopped development and will provide only bug fixes going forward, however it will remain part of Java and is still widely used. Chapter 13 discusses Java 2D graphics.

- *JavaFX GUI, graphics and multimedia.* Java’s GUI, graphics and multimedia API going forward is JavaFX. In Chapter 25, we use JavaFX 2.2 (released in 2012) with Java SE 7. Our online Chapters 26 and 27—located on the book’s companion website (see the inside front cover of this book)—present additional JavaFX GUI features and introduce JavaFX graphics and multimedia in the context of Java FX 8 and Java SE 8. In Chapters 25–27 we use Scene Builder—a drag-and-drop tool for creating JavaFX GUIs quickly and conveniently. It’s a standalone tool that you can use separately or with any of the Java IDEs.
- *Scalable GUI and graphics presentation.* Instructors teaching introductory courses have a broad choice of the amount of GUI, graphics and multimedia to cover—from none at all, to optional introductory sections in the early chapters, to a deep treatment of Swing GUI and Java 2D graphics in Chapters 12, 13 and 22, and a deep treatment of JavaFX GUI, graphics and multimedia in Chapter 25 and online Chapters 26–27.

Concurrency

- *Concurrency for optimal multi-core performance.* In this edition, we were privileged to have as a reviewer Brian Goetz, co-author of *Java Concurrency in Practice* (Addison-Wesley). We updated Chapter 23, with Java SE 8 technology and idiom. We added a `parallelSort` vs. `sort` example that uses the Java SE 8 `Date/Time` API to time each operation and demonstrate `parallelSort`’s better performance on a multi-core system. We include a Java SE 8 `parallel` vs. `sequential` stream processing example, again using the `Date/Time` API to show performance improvements. Finally, we added a Java SE 8 `CompletableFuture` example that demonstrates sequential and parallel execution of long-running calculations.
- *SwingWorker class.* We use class `SwingWorker` to create multithreaded user interfaces. In online Chapter 26, we show how JavaFX handles concurrency.
- *Concurrency is challenging.* Programming concurrent applications is difficult and error-prone. There’s a great variety of concurrency features. We point out the ones that most people should use and mention those that should be left to the experts.

Getting Monetary Amounts Right

- *Monetary amounts.* In the early chapters, for convenience, we use type `double` to represent monetary amounts. Due to the potential for incorrect monetary calculations with type `double`, class `BigDecimal` (which is a bit more complex) should be used to represent monetary amounts. We demonstrate `BigDecimal` in Chapters 8 and 25.

Object Technology

- *Object-oriented programming and design.* We use a *late objects* approach, covering programming fundamentals such as data types, variables, operators, control

statements, methods and arrays in the early chapters. Then students develop their first customized classes and objects in Chapter 7. [For courses that require an early-objects approach, consider *Java How to Program, 10/e, Early Objects*.]

- ***Real-world case studies.*** The object-oriented programing presentation features Account, Time, Employee, GradeBook and Card shuffling-and-dealing case studies.
- ***Inheritance, Interfaces, Polymorphism and Composition.*** We use a series of real-world case studies to illustrate these OO concepts and explain situations in which each is preferred in building industrial-strength applications.
- ***Exception handling.*** We integrate basic exception handling early in the book then present a deeper treatment in Chapter 11. Exception handling is important for building “mission-critical” and “business-critical” applications. Programmers need to be concerned with, “What happens when the component I call on to do a job experiences difficulty? How will that component signal that it had a problem?” To use a Java component, you need to know not only how that component behaves when “things go well,” but also what exceptions that component “throws” when “things go poorly.”
- ***Class Arrays and ArrayList.*** Chapter 6 covers class Arrays—which contains methods for performing common array manipulations—and class ArrayList—which implements a dynamically resizable array-like data structure. The chapter’s rich selection of exercises includes a substantial project on building your own computer through the technique of software simulation. The Chapter 21 exercises include a follow-on project on building your own compiler that can compile high-level language programs into machine language code that will execute on your computer simulator.
- ***Optional Online Case Study: Developing an Object-Oriented Design and Java Implementation of an ATM.*** Online Chapters 33–34 include an *optional* case study on object-oriented design using the UML (Unified Modeling Language™)—the industry-standard graphical language for modeling object-oriented systems. 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. Students often report having a “light-bulb moment”—the case study helps them “tie it all together” and really understand object orientation.

Data Structures and Generic Collections

- ***Data structures presentation.*** We begin with generic class ArrayList in Chapter 6. Our later data structures discussions (Chapters 16–21) provide a deeper treatment of generic collections—showing how to use the built-in collections of the Java API. We discuss recursion, which is important for implementing tree-like, data-structure classes. We discuss popular searching and sorting algorithms for manipulating the contents of collections, and provide a friendly introduction to Big O—a means of describing how hard an algorithm might have to work to solve a problem. We then

show how to implement generic methods and classes, and *custom* generic data structures (this is intended for computer-science majors—most programmers should use the pre-built generic collections). Lambdas and streams (introduced in Chapter 17) are especially useful for working with generic collections.

Database

- *JDBC*. Chapter 24 covers JDBC and uses the Java DB database management system. The chapter introduces Structured Query Language (SQL) and features an OO case study on developing a database-driven address book that demonstrates PreparedStatements.
- *Java Persistence API*. The new online Chapter 29 covers the Java Persistence API (JPA)—a standard for object relational mapping (ORM) that uses JDBC “under the hood.” ORM tools can look at a database’s schema and generate a set of classes that enabled you to interact with a database without having to use JDBC and SQL directly. This speeds database-application development, reduces errors and produces more portable code.

Web Application Development

- *Java Server Faces (JSF)*. Online Chapters 30–31 have been updated to introduce the latest JavaServer Faces (JSF) technology for building web-based applications. Chapter 30 includes examples on building web application GUIs, validating forms and session tracking. Chapter 31 discusses data-driven, 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 32 now concentrates on creating and consuming REST-based web services. The vast majority of today’s web services now use REST.

Secure Java Programming

It’s difficult to build industrial-strength systems that stand up to attacks from viruses, worms, and other forms of “malware.” Today, via the Internet, such attacks can be instantaneous and global in scope. Building security into software from the beginning of the development cycle can greatly reduce vulnerabilities. We incorporate various secure Java coding practices (as appropriate for an introductory textbook) into our discussions and code examples.

The CERT[®] Coordination Center (www.cert.org) was created to analyze and respond promptly to attacks. CERT—the Computer Emergency Response Team—is a government-funded organization within the Carnegie Mellon University Software Engineering Institute[™]. CERT publishes and promotes secure coding standards for various popular programming languages to help software developers implement industrial-strength systems that avoid the programming practices which leave systems open to attack.

We’d like to thank Robert C. Seacord, Secure Coding Manager at CERT and an adjunct professor in the Carnegie Mellon University School of Computer Science. Mr. Seacord was a technical reviewer for our book, *C How to Program, 7/e*, where he scrutinized our C programs from a security standpoint, recommending that we adhere to the *CERT C Secure Coding Standard*. This experience influenced our coding practices in *C++ How to Program, 9/e* and *Java How to Program, 10/e, Late Objects Version* as well.

Optional GUI and Graphics Case Study

Students enjoy building GUI and graphics applications. For courses that introduce GUI and graphics early, we've integrated an optional 10-segment introduction to creating graphics and Swing-based graphical user interfaces (GUIs). The goal of this case study is to create a simple polymorphic drawing application in which the user can select a shape to draw, select the characteristics of the shape (such as its color) and use the mouse to draw the shape. The case study builds gradually toward that goal, with the reader implementing polymorphic drawing in Chapter 10, adding an event-driven GUI in Chapter 12 and enhancing the drawing capabilities in Chapter 13 with Java 2D.

- Section 2.9—Using Dialog Boxes
- Section 3.14—Creating Simple Drawings
- Section 4.10—Drawing Rectangles and Ovals
- Section 5.13—Colors and Filled Shapes
- Section 6.14—Drawing Arcs
- Section 8.16—Using Objects with Graphics
- Section 9.7—Displaying Text and Images Using Labels
- Section 10.11—Drawing with Polymorphism
- Exercise 12.17—Expanding the Interface
- Exercise 13.31—Adding Java2D

Teaching Approach

Java How to Program, 10/e, Late Objects Version contains hundreds of complete working examples. We stress program clarity and concentrate on building well-engineered software.

VideoNotes. The Companion Website includes extensive VideoNotes in which co-author Paul Deitel explains in detail most of the programs in the book's core chapters. Students like viewing the VideoNotes for reinforcement of core concepts and for additional insights.

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

```

comments appear in light gray like this
keywords appear bold black like this
constants and literal values appear in bold dark gray like this
all other code appears in black like this

```

Code Highlighting. We place gray rectangles around key code segments.

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. We emphasize on-screen components in the **bold Helvetica** font (e.g., the **File** menu) and emphasize Java program text in the Lucida font (for example, `int x = 5;`).

Web Access. All of the source-code examples can be downloaded from:

<http://www.deitel.com/books/jhttp10LOV>
<http://www.pearsonhighered.com/deitel>

Objectives. The opening quotes are followed by a list of chapter objectives.

Illustrations/Figures. Abundant tables, line drawings, UML diagrams, programs and program outputs are included.

Programming Tips. We include programming tips to help you focus on important aspects of program development. These tips and practices represent the best we've gleaned from a combined seven decades of programming and teaching experience.



Good Programming Practice

The Good Programming Practices call attention to techniques that will help you produce programs that are clearer, more understandable and more maintainable.



Common Programming Error

Pointing out these Common Programming Errors reduces the likelihood that you'll make them.



Error-Prevention Tip

These tips contain suggestions for exposing bugs and removing them from your programs; many describe aspects of Java that prevent bugs from getting into programs in the first place.



Performance Tip

These tips highlight opportunities for making your programs run faster or minimizing the amount of memory that they occupy.



Portability Tip

The Portability Tips help you write code that will run on a variety of platforms.



Software Engineering Observation

The Software Engineering Observations highlight architectural and design issues that affect the construction of software systems, especially large-scale systems.



Look-and-Feel Observation

The Look-and-Feel Observations highlight graphical-user-interface conventions. These observations help you design attractive, user-friendly graphical user interfaces that conform to industry norms.

Summary Bullets. We present a section-by-section bullet-list summary of the chapter. For ease of reference, we include the page number of each key term's defining occurrence in the text.

Self-Review Exercises and Answers. Extensive self-review exercises and answers are included for self study. All of the exercises in the optional ATM case study are fully solved.

Exercises. The chapter exercises include:

- simple recall of important terminology and concepts
- What’s wrong with this code?
- What does this code do?
- writing individual statements and small portions of methods and classes
- writing complete methods, classes and programs
- major projects
- in many chapters, Making a Difference exercises that encourage you to use computers and the Internet to research and solve significant social problems.

Exercises that are purely SE 8 are marked as such. Check out our Programming Projects Resource Center for lots of additional exercise and project possibilities (www.deitel.com/ProgrammingProjects/).

Index. We’ve included an extensive index. Defining occurrences of key terms are highlighted with a **bold** page number. The print book index mentions only those terms used in the print book. The online chapters index includes all the print book terms and the online chapter terms.

Software Used in Java How to Program, 10/e, Late Objects Version

All the software you’ll need for this book is available free for download from the Internet. See the Before You Begin section that follows this Preface for links to each download.

We wrote most of the examples in *Java How to Program, 10/e, Late Objects Version*, using the free Java Standard Edition Development Kit (JDK) 7. For the optional Java SE 8 modules, we used the OpenJDK’s early access version of JDK 8. In Chapter 25 and several online chapters, we also used the Netbeans IDE. See the Before You Begin section that follows this Preface for more information.

Instructor Supplements

The following supplements are available to qualified instructors only through Pearson Education’s Instructor Resource Center (www.pearsonhighered.com/irc):

- *PowerPoint® slides* containing all the code and figures in the text, plus bulleted items that summarize key points.
- *Test Item File* of multiple-choice questions (approximately two per book section).
- *Solutions Manual* with solutions to the vast majority of the end-of-chapter exercises. **Check the IRC to determine the exercises for which we provide solutions.**

Please do not write to us requesting access to the Pearson Instructor’s Resource Center which contains the book’s instructor supplements, including the exercise solutions. Access is limited strictly to college instructors teaching from the book. Instructors may obtain access only through their Pearson representatives. Solutions are *not* provided for “project” exercises.

If you're not a registered faculty member, contact your Pearson representative or visit www.pearsonhighered.com/educator/replocator/.

Acknowledgments

We'd like to thank Abbey Deitel and Barbara Deitel for long hours devoted to this project. We're fortunate to have worked on this project with the dedicated team of publishing professionals at Pearson. We appreciate the guidance, wisdom and energy of Tracy Johnson, Executive Editor, Computer Science. Tracy and her team handle all of our academic textbooks. Carole Snyder recruited the book's academic reviewers and managed the review process. Bob Engelhardt managed the book's publication. We selected the cover art and Laura Gardner designed the cover.

Reviewers

We wish to acknowledge the efforts of our recent editions reviewers—a distinguished group of academics, Oracle Java team members, Oracle Java Champions and other industry professionals. They scrutinized the text and the programs and provided countless suggestions for improving the presentation.

Tenth Edition reviewers: Lance Andersen (Oracle Corporation), Dr. Danny Coward (Oracle Corporation), Brian Goetz (Oracle Corporation), Evan Golub (University of Maryland), Dr. Huiwei Guan (Professor, Department of Computer & Information Science, North Shore Community College), Manfred Riem (Java Champion), Simon Ritter (Oracle Corporation), Robert C. Seacord (CERT, Software Engineering Institute, Carnegie Mellon University), Khallai Taylor (Assistant Professor, Triton College and Adjunct Professor, LoneStar College—Kingwood), Jorge Vargas (Yumbling and a Java Champion), Johan Vos (LodgON, co-author of *Pro JavaFX 2* and Oracle Java Champion) and James L. Weaver (Oracle Corporation and co-author of *Pro JavaFX 2*).

Previous editions reviewers: Soundararajan Angusamy (Sun Microsystems), Joseph Bowbeer (Consultant), William E. Duncan (Louisiana State University), Diana Franklin (University of California, Santa Barbara), Edward F. Gehringer (North Carolina State University), Ric Heishman (George Mason University), Dr. Heinz Kabutz (JavaSpecialists.eu), Patty Kraft (San Diego State University), Lawrence Premkumar (Sun Microsystems), Tim Margush (University of Akron), Sue McFarland Metzger (Villanova University), Shyamal Mitra (The University of Texas at Austin), Peter Pilgrim (Consultant), Manjeet Rege, Ph.D. (Rochester Institute of Technology), Susan Rodger (Duke University), Amr Sabry (Indiana University), José Antonio González Seco (Parliament of Andalusia), Sang Shin (Sun Microsystems), S. Sivakumar (Astra Infotech Private Limited), Raghavan “Rags” Srinivas (Intuit), Monica Sweat (Georgia Tech), Vinod Varma (Astra Infotech Private Limited) and Alexander Zuev (Sun Microsystems).

A Special Thank You to Brian Goetz

We were privileged to have Brian Goetz, Oracle's Java Language Architect and Specification Lead for Java SE 8's Project Lambda, and co-author of *Java Concurrency in Practice*, do a detailed full-book review. He thoroughly scrutinized every chapter, providing extremely helpful insights and constructive comments. Any remaining faults in the book are our own.

Well, there you have it! As you read the book, we'd appreciate your comments, criticisms, corrections and suggestions for improvement. Please address all correspondence to:

deitel@deitel.com

We'll respond promptly. We hope you enjoy working with *Java How to Program, 10/e, Late Objects Version* as much as we enjoyed writing it!

Paul and Harvey Deitel

About the Authors



Paul Deitel, CEO and Chief Technical Officer of Deitel & Associates, Inc., is a graduate of MIT, where he studied Information Technology. He holds the Java Certified Programmer and Java Certified Developer designations, and is an Oracle Java Champion. Through Deitel & Associates, Inc., he has delivered hundreds of programming courses worldwide to clients, including Cisco, IBM, Siemens, Sun Microsystems, Dell, Fidelity, NASA at the Kennedy Space Center, the National Severe Storm Laboratory, White Sands Missile Range, Rogue Wave Software, Boeing, SunGard Higher Education, Nortel Networks, Puma, iRobot, Invensys and many more. He and his co-author, Dr. Harvey M. Deitel, are the world's best-selling programming-language textbook/professional book/video authors.

Dr. Harvey Deitel, Chairman and Chief Strategy Officer of Deitel & Associates, Inc., has over 50 years of experience in the computer field. Dr. Deitel earned B.S. and M.S. degrees in Electrical Engineering from MIT and a Ph.D. in Mathematics from Boston University. He has extensive college teaching experience, including earning tenure and serving as the Chairman of the Computer Science Department at Boston College before founding Deitel & Associates, Inc., in 1991 with his son, Paul. The Deitels' publications have earned international recognition, with translations published in Japanese, German, Russian, Spanish, French, Polish, Italian, Simplified Chinese, Traditional Chinese, Korean, Portuguese, Greek, Urdu and Turkish. Dr. Deitel has delivered hundreds of programming courses to corporate, academic, government and military clients.

Dr. Harvey Deitel, Chairman and Chief Strategy Officer of Deitel & Associates, Inc., has over 50 years of experience in the computer field. Dr. Deitel earned B.S. and M.S. degrees in Electrical Engineering from MIT and a Ph.D. in Mathematics from Boston University. He has extensive college teaching experience, including earning tenure and serving as the Chairman of the Computer Science Department at Boston College before founding Deitel & Associates, Inc., in 1991 with his son, Paul. The Deitels' publications have earned international recognition, with translations published in Japanese, German, Russian, Spanish, French, Polish, Italian, Simplified Chinese, Traditional Chinese, Korean, Portuguese, Greek, Urdu and Turkish. Dr. Deitel has delivered hundreds of programming courses to corporate, academic, government and military clients.

About Deitel® & Associates, Inc.

Deitel & Associates, Inc., founded by Paul Deitel and Harvey Deitel, is an internationally recognized authoring and corporate training organization, specializing in computer programming languages, object technology, mobile app development and Internet and web software technology. The company's training clients include many of the world's largest companies, government agencies, branches of the military and academic institutions. The company offers instructor-led training courses delivered at client sites worldwide on major programming languages and platforms, including Java™, Android app development, Objective-C and iOS app development, C++, C, Visual C#®, Visual Basic®, Visual C++®, Python®, object technology, Internet and web programming and a growing list of additional programming and software development courses.

Through its 39-year publishing partnership with Pearson/Prentice Hall, Deitel & Associates, Inc., publishes leading-edge programming textbooks and professional books in print and a wide range of e-book formats, and *LiveLessons* video courses. Deitel & Associates, Inc. and the authors can be reached at:

deitel@deitel.com

To learn more about Deitel's *Dive-Into*[®] *Series* Corporate Training curriculum, visit:

<http://www.deitel.com/training>

To request a proposal for worldwide on-site, instructor-led training at your organization, e-mail deitel@deitel.com.

Individuals wishing to purchase Deitel books and *LiveLessons* video training can do so through www.deitel.com. Bulk orders by corporations, the government, the military and academic institutions should be placed directly with Pearson. For more information, visit

<http://www.informit.com/store/sales.aspx>



Before You Begin

This section contains information you should review before using this book. Any updates to the information presented here will be posted at:

<http://www.deitel.com/books/jhttp10LOV>

In addition, we provide Dive-Into® videos (which will be available in time for Fall 2014 classes) that demonstrate the instructions in this Before You Begin section.

Font and Naming Conventions

We use fonts to distinguish between on-screen components (such as menu names and menu items) and Java code or commands. Our convention is to emphasize on-screen components in a sans-serif bold Helvetica font (for example, **File** menu) and to emphasize Java code and commands in a sans-serif Lucida font (for example, `System.out.println()`).

Software Used in the Book

All the software you'll need for this book is available free for download from the web. With the exception of the examples that are specific to Java SE 8, all of the examples were tested with the Java SE 7 and Java SE 8 Java Standard Edition Development Kits (JDKs).

Java Standard Edition Development Kit 7 (JDK 7)

JDK 7 for Windows, OS X and Linux platforms is available from:

<http://www.oracle.com/technetwork/java/javase/downloads/index.html>

Java Standard Edition Development Kit (JDK) 8

At the time of this publication, the near-final version of JDK 8 for Windows, OS X and Linux platforms was available from:

<https://jdk8.java.net/download.html>

Once JDK 8 is released as final, it will be available from:

<http://www.oracle.com/technetwork/java/javase/downloads/index.html>

JDK Installation Instructions

After downloading the JDK installer, be sure to carefully follow the JDK installation instructions for your platform at:

<http://docs.oracle.com/javase/7/docs/webnotes/install/index.html>

Though these instructions are for JDK 7, they also apply to JDK 8—you'll need to update the JDK version number in any version-specific instructions.

Setting the PATH Environment Variable

The PATH environment variable on your computer designates which directories the computer searches when looking for applications, such as the applications that enable you to compile and run your Java applications (called `javac` and `java`, respectively). *Carefully follow the installation instructions for Java on your platform to ensure that you set the PATH environment variable correctly.* The steps for setting environment variables differ by operating system and sometimes by operating system version (e.g., Windows 7 vs. Windows 8). Instructions for various platforms are listed at:

```
http://www.java.com/en/download/help/path.xml
```

If you do not set the PATH variable correctly on Windows and some Linux installations, when you use the JDK's tools, you'll receive a message like:

```
'java' is not recognized as an internal or external command,
operable program or batch file.
```

In this case, go back to the installation instructions for setting the PATH and recheck your steps. If you've downloaded a newer version of the JDK, you may need to change the name of the JDK's installation directory in the PATH variable.

JDK Installation Directory and the bin Subdirectory

The JDK's installation directory varies by platform. The directories listed below are for Oracle's JDK 7 update 51:

- 32-bit JDK on Windows:
C:\Program Files (x86)\Java\jdk1.7.0_51
- 64-bit JDK on Windows:
C:\Program Files\Java\jdk1.7.0_51
- Mac OS X:
/Library/Java/JavaVirtualMachines/jdk1.7.0_51.jdk/Contents/Home
- Ubuntu Linux:
/usr/lib/jvm/java-7-oracle

Depending on your platform, the JDK installation folder's name might differ if you're using a different update of JDK 7 or using JDK 8. For Linux, the install location depends on the installer you use and possibly the version of Linux that you use. We used Ubuntu Linux. The PATH environment variable must point to the JDK installation directory's **bin** subdirectory.

When setting the PATH, be sure to use the proper JDK-installation-directory name for the specific version of the JDK you installed—as newer JDK releases become available, the JDK-installation-directory name changes to include an *update version number*. For example, at the time of this writing, the most recent JDK 7 release was update 51. For this version, the JDK-installation-directory name ends with "_51".

Setting the CLASSPATH Environment Variable

If you attempt to run a Java program and receive a message like

```
Exception in thread "main" java.lang.NoClassDefFoundError: YourClass
```

then your system has a CLASSPATH environment variable that must be modified. To fix the preceding error, follow the steps in setting the PATH environment variable, to locate the CLASSPATH variable, then edit the variable's value to include the local directory—typically represented as a dot (.). On Windows add

```
.;
```

at the beginning of the CLASSPATH's value (with no spaces before or after these characters). On other platforms, replace the semicolon with the appropriate path separator characters—typically a colon (:).

Setting the JAVA_HOME Environment Variable

The Java DB database software that you'll use in Chapter 24 and several online chapters requires you to set the JAVA_HOME environment variable to your JDK's installation directory. The same steps you used to set the PATH may also be used to set other environment variables, such as JAVA_HOME.

Java Integrated Development Environments (IDEs)

There are many Java integrated development environments that you can use for Java programming. For this reason, we used only the JDK command-line tools for most of the book's examples. We provide Dive-Into[®] videos (which will be available in time for Fall 2014 classes) that show how to download, install and use three popular IDEs—NetBeans, Eclipse and IntelliJ IDEA. We use NetBeans in Chapter 25 and several of the book's online chapters.

NetBeans Downloads

You can download the JDK/NetBeans bundle from:

```
http://www.oracle.com/technetwork/java/javase/downloads/index.html
```

The NetBeans version that's bundled with the JDK is for Java SE development. The online JavaServer Faces (JSF) chapters and web services chapter use the Java Enterprise Edition (Java EE) version of NetBeans, which you can download from:

```
https://netbeans.org/downloads/
```

This version supports both Java SE and Java EE development.

Eclipse Downloads

You can download the Eclipse IDE from:

```
https://www.eclipse.org/downloads/
```

For Java SE development choose the Eclipse IDE for Java Developers. For Java Enterprise Edition (Java EE) development (such as JSF and web services), choose the Eclipse IDE for Java EE Developers—this version supports both Java SE and Java EE development.

IntelliJ IDEA Community Edition Downloads

You can download the free IntelliJ IDEA Community Edition from:

```
http://www.jetbrains.com/idea/download/index.html
```

The free version supports only Java SE development.

Obtaining the Code Examples

The examples for *Java How to Program, 10/e, Late Objects Version* are available for download at

```
http://www.deitel.com/books/jhtp10LOV/
```

under the heading **Download Code Examples and Other Premium Content**. The examples are also available from

```
http://www.pearsonhighered.com/deitel
```

When you download the ZIP archive file, write down the location where you choose to save it on your computer.

Extract the contents of `examples.zip` using a ZIP extraction tool such as 7-Zip (www.7-zip.org), WinZip (www.winzip.com) or the built-in capabilities of your operating system. Instructions throughout the book assume that the examples are located at:

- `C:\examples` on Windows
- your user account home folder's `examples` subfolder on Linux
- your Documents folders `examples` subfolder on Mac OS X

Java's Nimbus Look-and-Feel

Java comes bundled with a cross-platform look-and-feel known as Nimbus. For programs with Swing graphical user interfaces (e.g., Chapters 12 and 22), we configured our test computers to use Nimbus as the default look-and-feel.

To set Nimbus as the default for all Java applications, you must create a text file named `swing.properties` in the `lib` folder of both your JDK installation folder and your JRE installation folder. Place the following line of code in the file:

```
swing.defaultlaf=com.sun.java.swing.plaf.nimbus.NimbusLookAndFeel
```

For more information on locating these folders visit <http://docs.oracle.com/javase/7/docs/webnotes/install/index.html>. [*Note:* In addition to the standalone JRE, there's a JRE nested in your JDK's installation folder. If you're using an IDE that depends on the JDK (e.g., NetBeans), you may also need to place the `swing.properties` file in the nested `jre` folder's `lib` folder.]

You're now ready to begin your Java studies with *Java How to Program, 10/e, Late Objects Version*. We hope you enjoy the book!

Introduction to Computers, the Internet and Java

I



Man is still the most extraordinary computer of all.

—John F. Kennedy

Good design is good business.

—Thomas J. Watson, Founder of IBM

Objectives

In this chapter you'll:

- Learn about exciting recent developments in the computer field.
- Learn computer hardware, software and networking basics.
- Understand the data hierarchy.
- Understand the different types of programming languages.
- Understand the importance of Java and other leading programming languages.
- Understand object-oriented programming basics.
- Learn the importance of the Internet and the web.
- Learn a typical Java program-development environment.
- Test-drive a Java application.
- Learn some key recent software technologies.
- See how to keep up-to-date with information technologies.