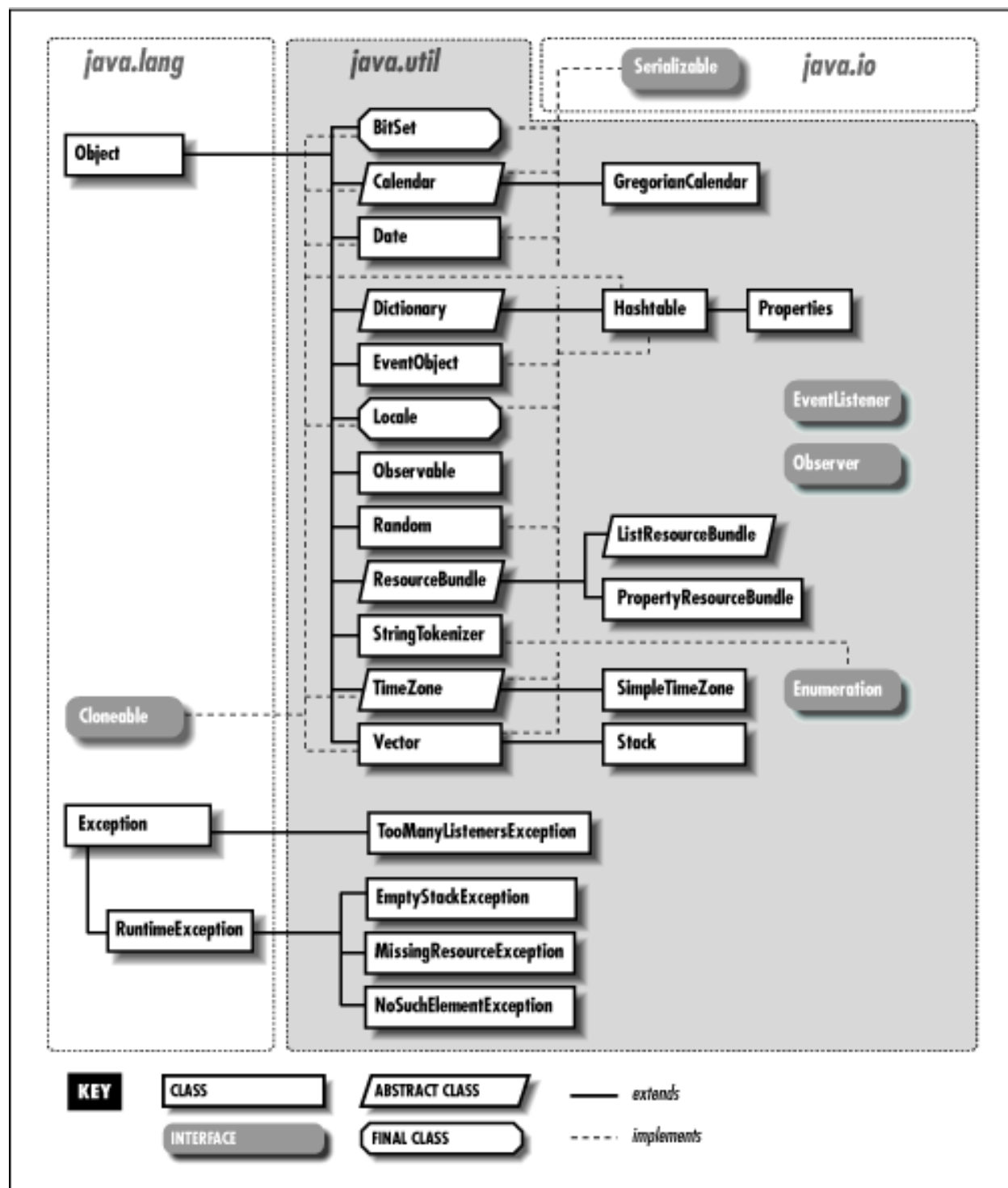
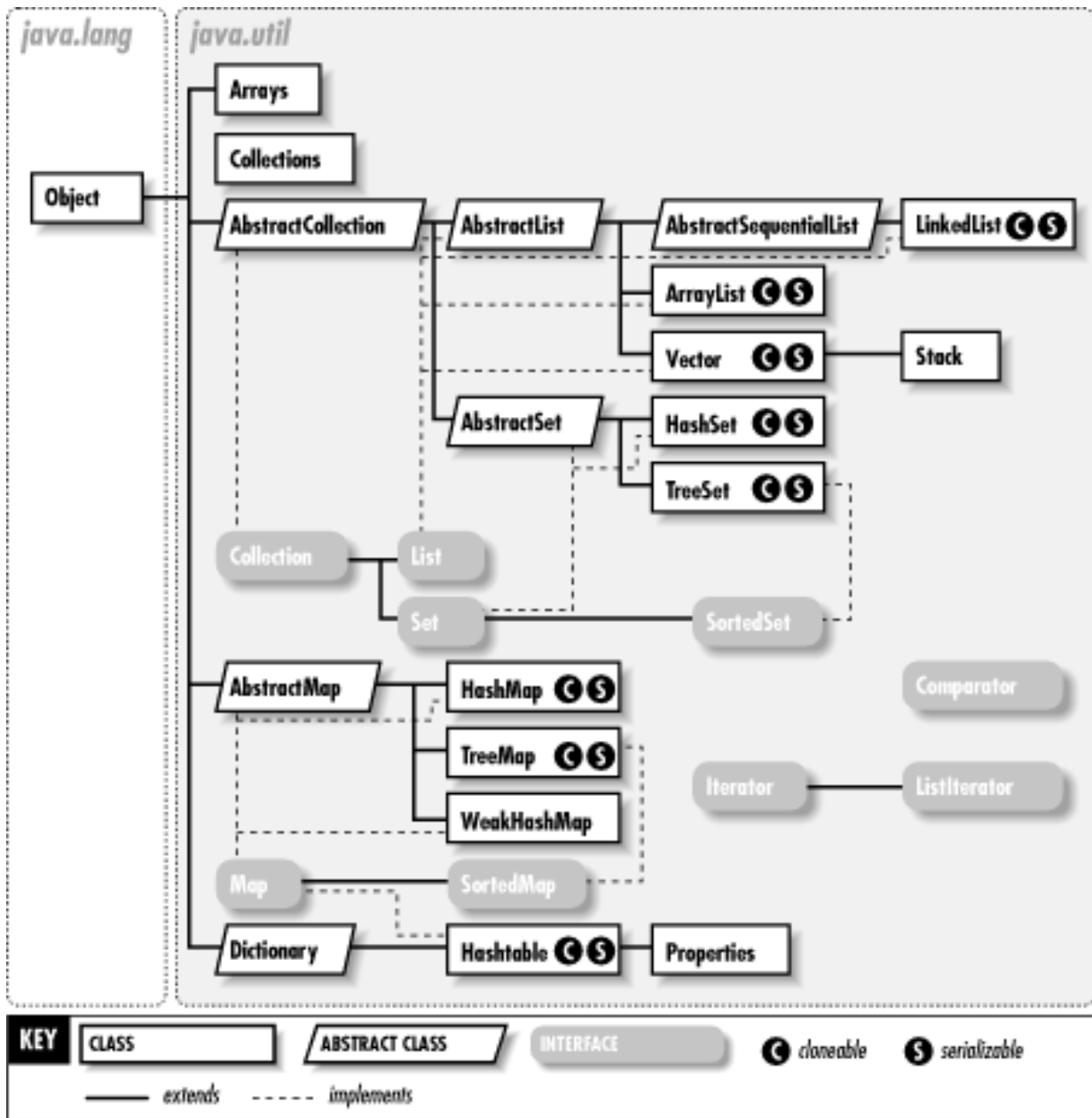
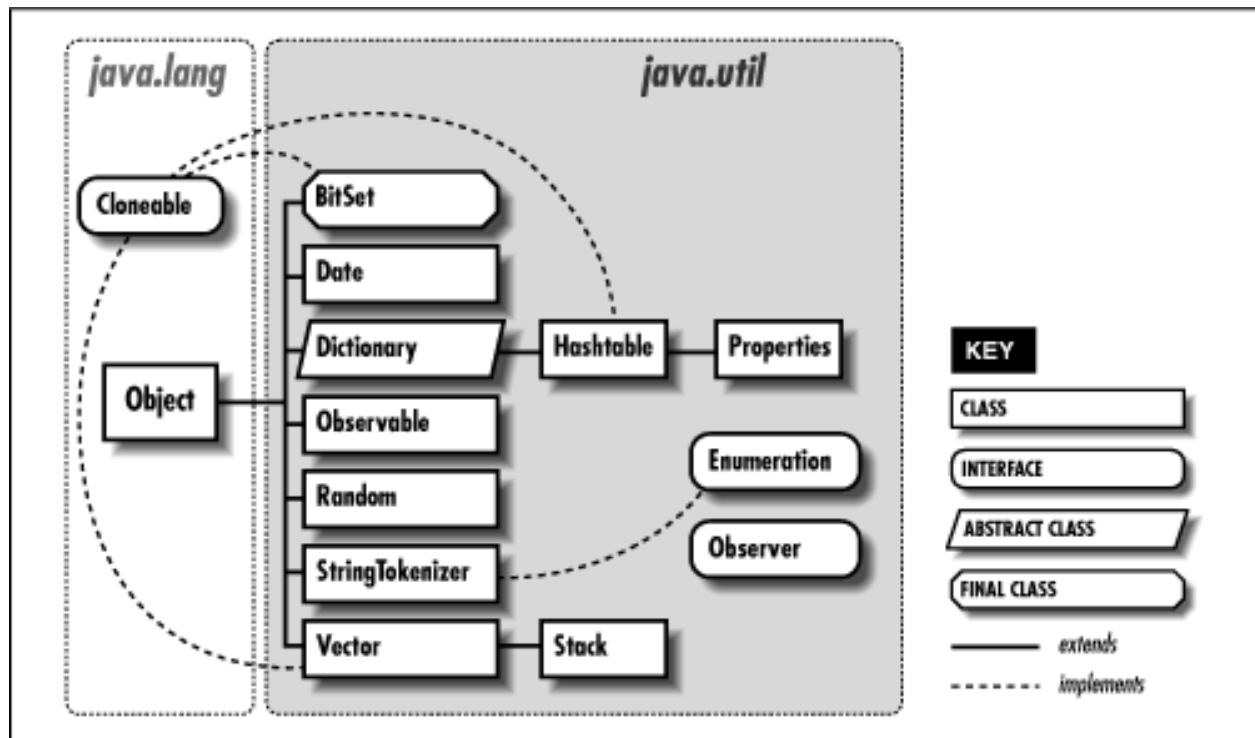
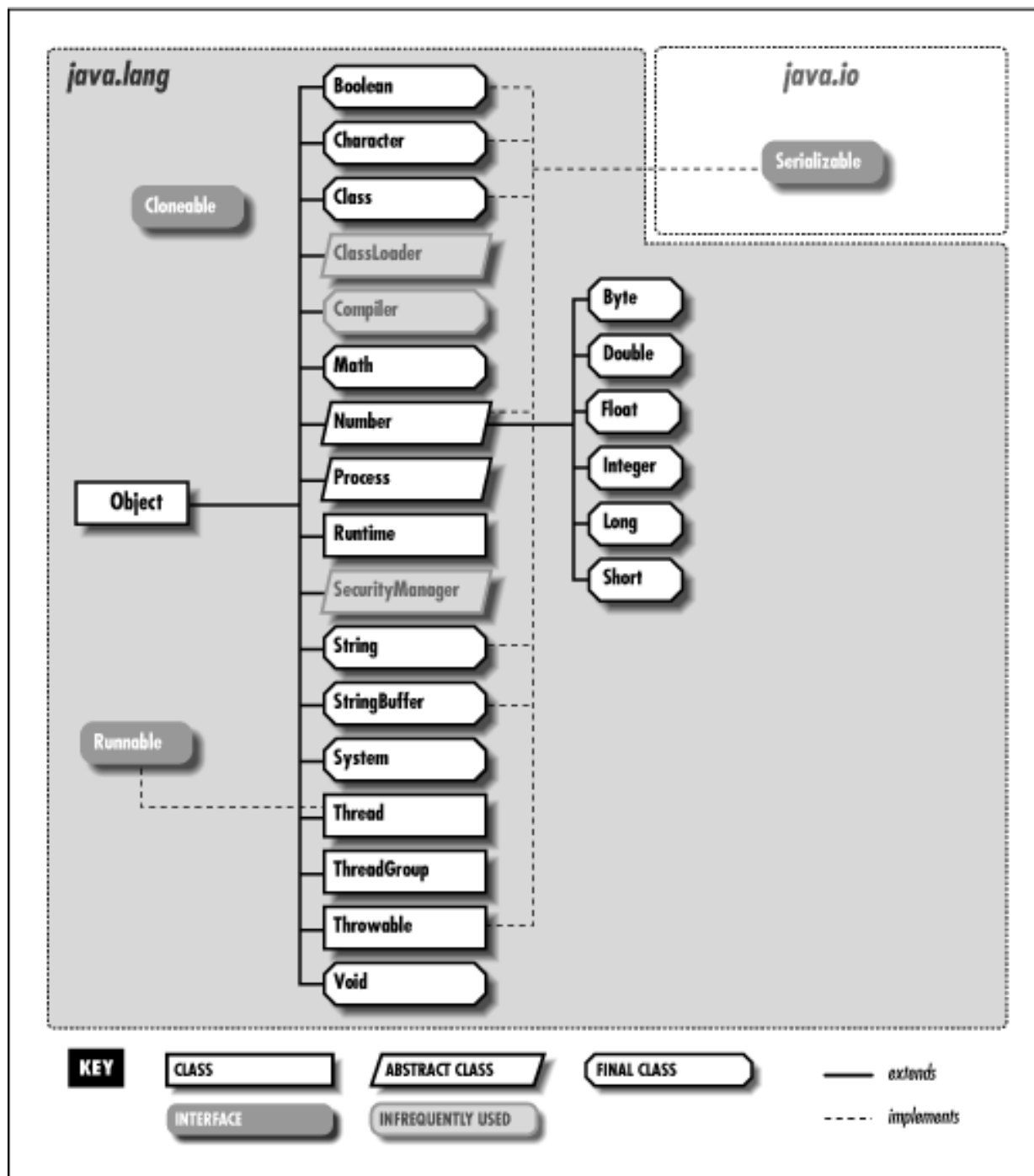


Package	Description
<code>java.awt.event</code>	The Java Abstract Window Toolkit Event Package contains classes and interfaces that enable event handling for GUI components in both the <code>java.awt</code> and <code>javax.swing</code> packages. (See Chapter 12, GUI Components: Part 1, and Chapter 22, GUI Components: Part 2.)
<code>java.awt.geom</code>	The Java 2D Shapes Package contains classes and interfaces for working with Java's advanced two-dimensional graphics capabilities. (See Chapter 13, .)
<code>java.io</code>	The Java Input/Output Package contains classes and interfaces that enable programs to input and output data. (See Chapter 15, Files, Streams and Object Serialization.)
<code>java.lang</code>	The Java Language Package contains classes and interfaces (discussed throughout the book) that are required by many Java programs. This package is imported by the compiler into all programs.
<code>java.net</code>	The Java Networking Package contains classes and interfaces that enable programs to communicate via computer networks like the Internet. (See online Chapter 28, Networking.)
<code>java.security</code>	The Java Security Package contains classes and interfaces for enhancing application security.
<code>java.sql</code>	The JDBC Package contains classes and interfaces for working with databases. (See Chapter 24, Accessing Databases with JDBC.)
<code>java.util</code>	The Java Utilities Package contains utility classes and interfaces that enable storing and processing of large amounts of data. Many of these classes and interfaces have been updated to support Java SE 8's new lambda capabilities. (See Chapter 16, Generic Collections.)
<code>java.util.concurrent</code>	The Java Concurrency Package contains utility classes and interfaces for implementing programs that can perform multiple tasks in parallel. (See Chapter 23, Concurrency.)
<code>javax.swing</code>	The Java Swing GUI Components Package contains classes and interfaces for Java's Swing GUI components that provide support for portable GUIs. This package still uses some elements of the older <code>java.awt</code> package. (See Chapter 12, GUI Components: Part 1, and Chapter 22, GUI Components: Part 2.)

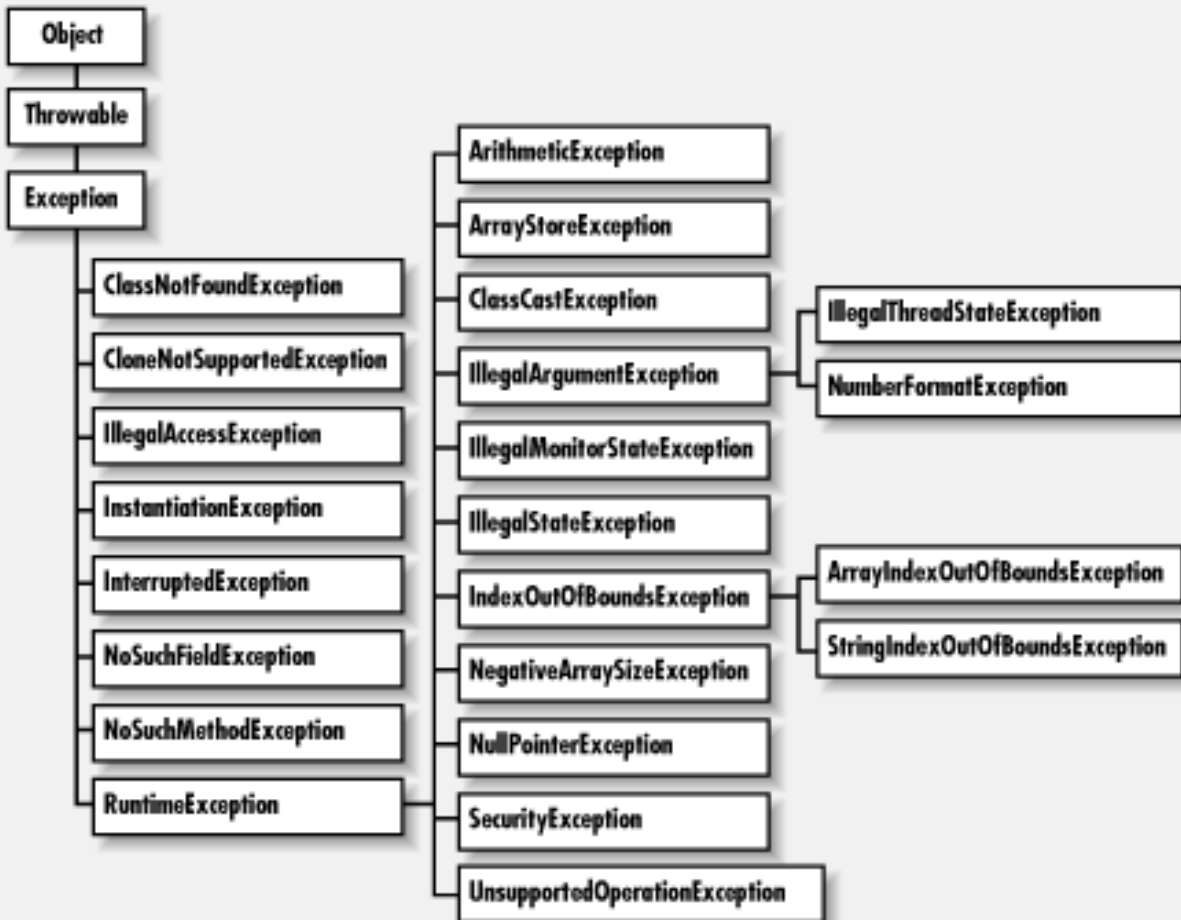








java.lang



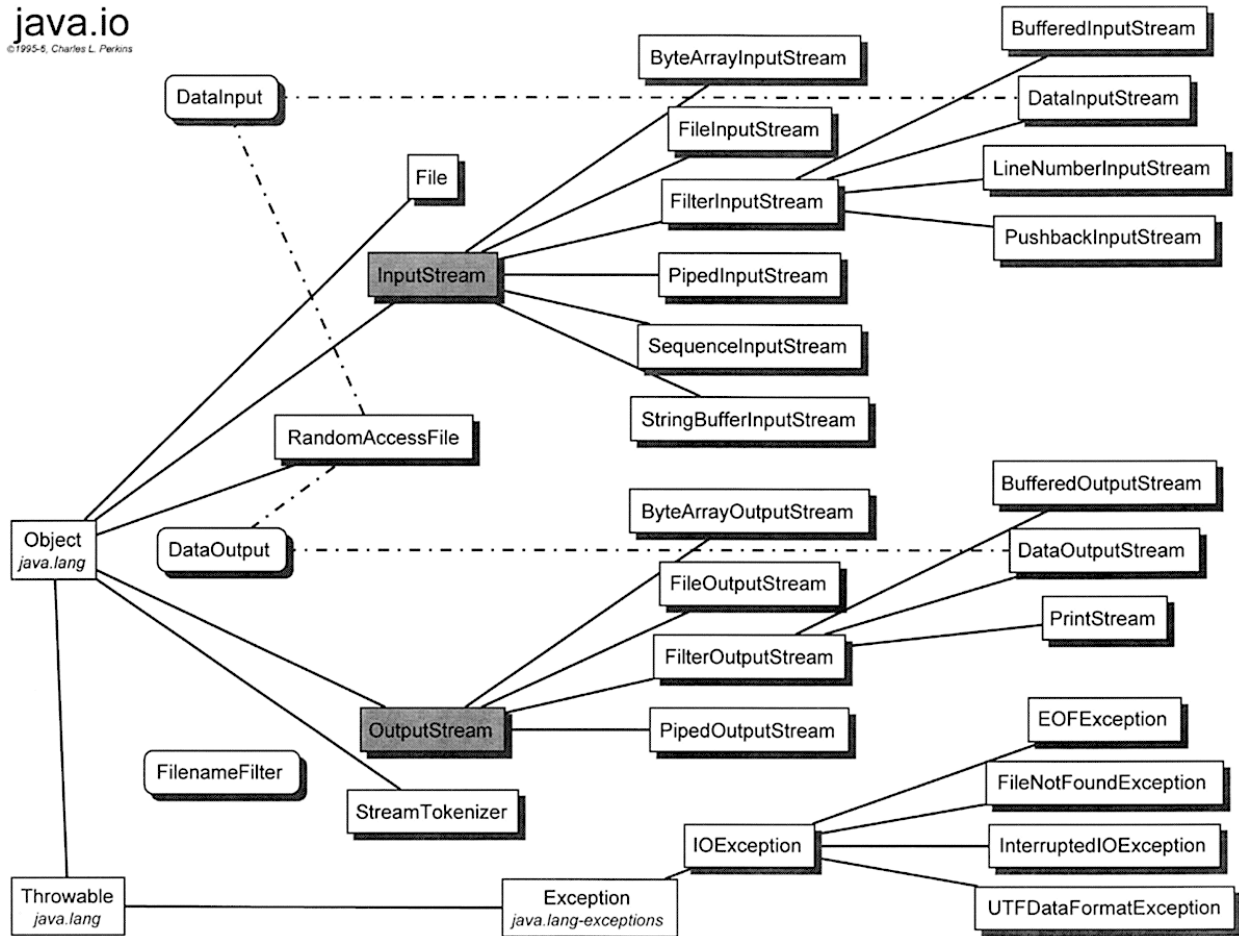
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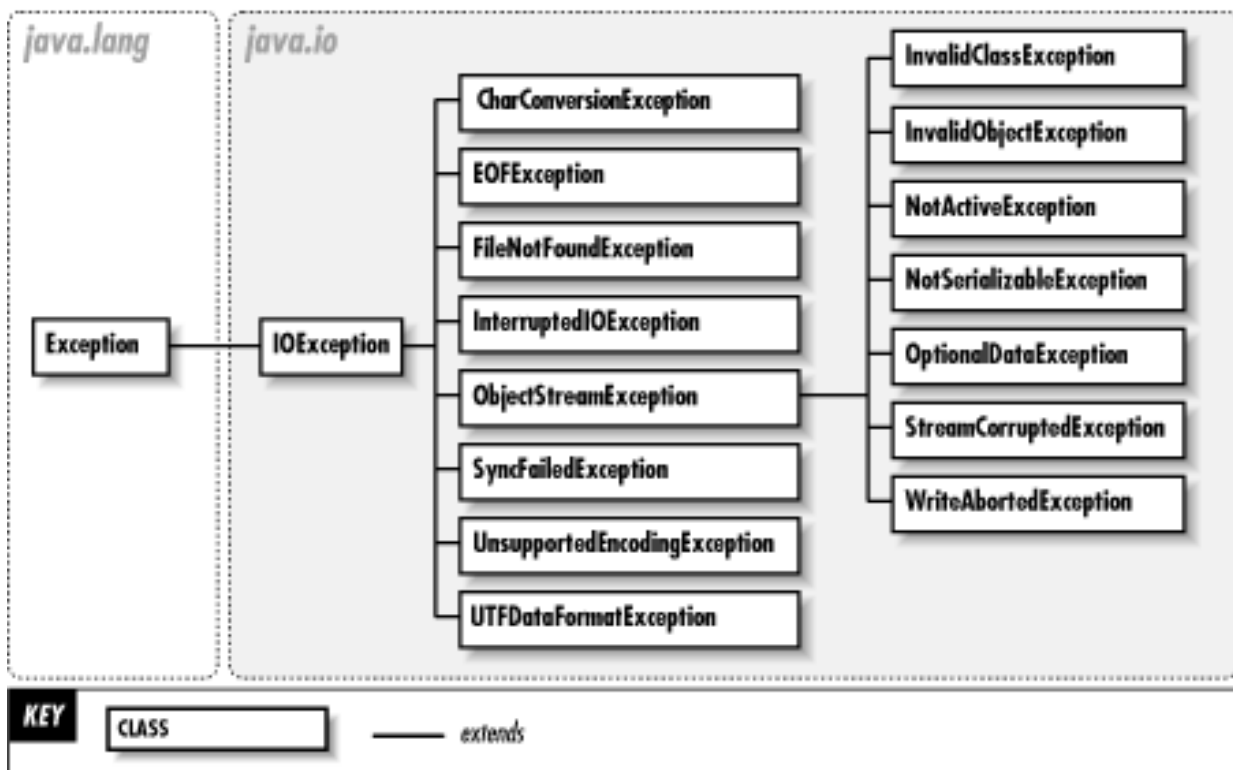
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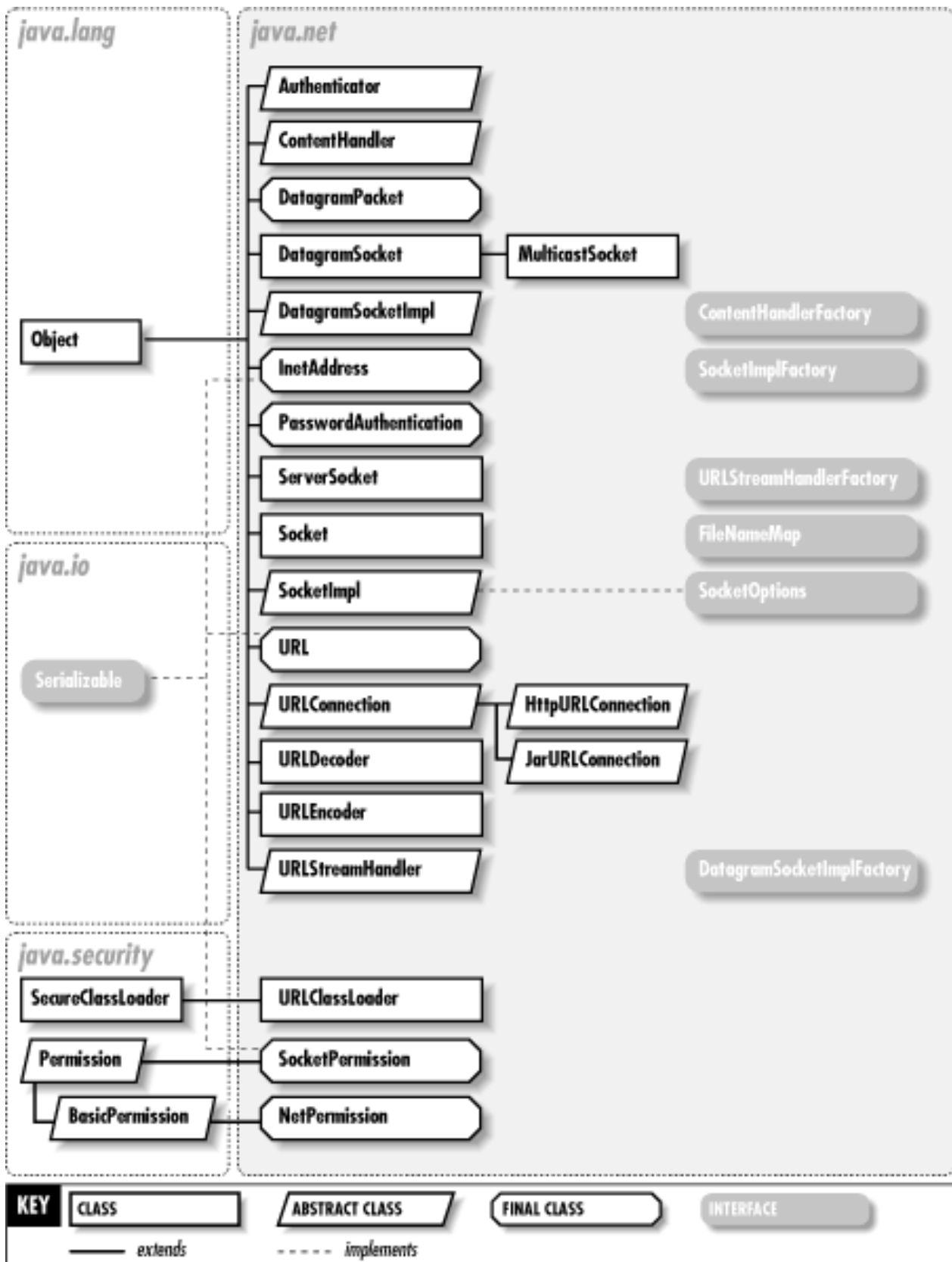
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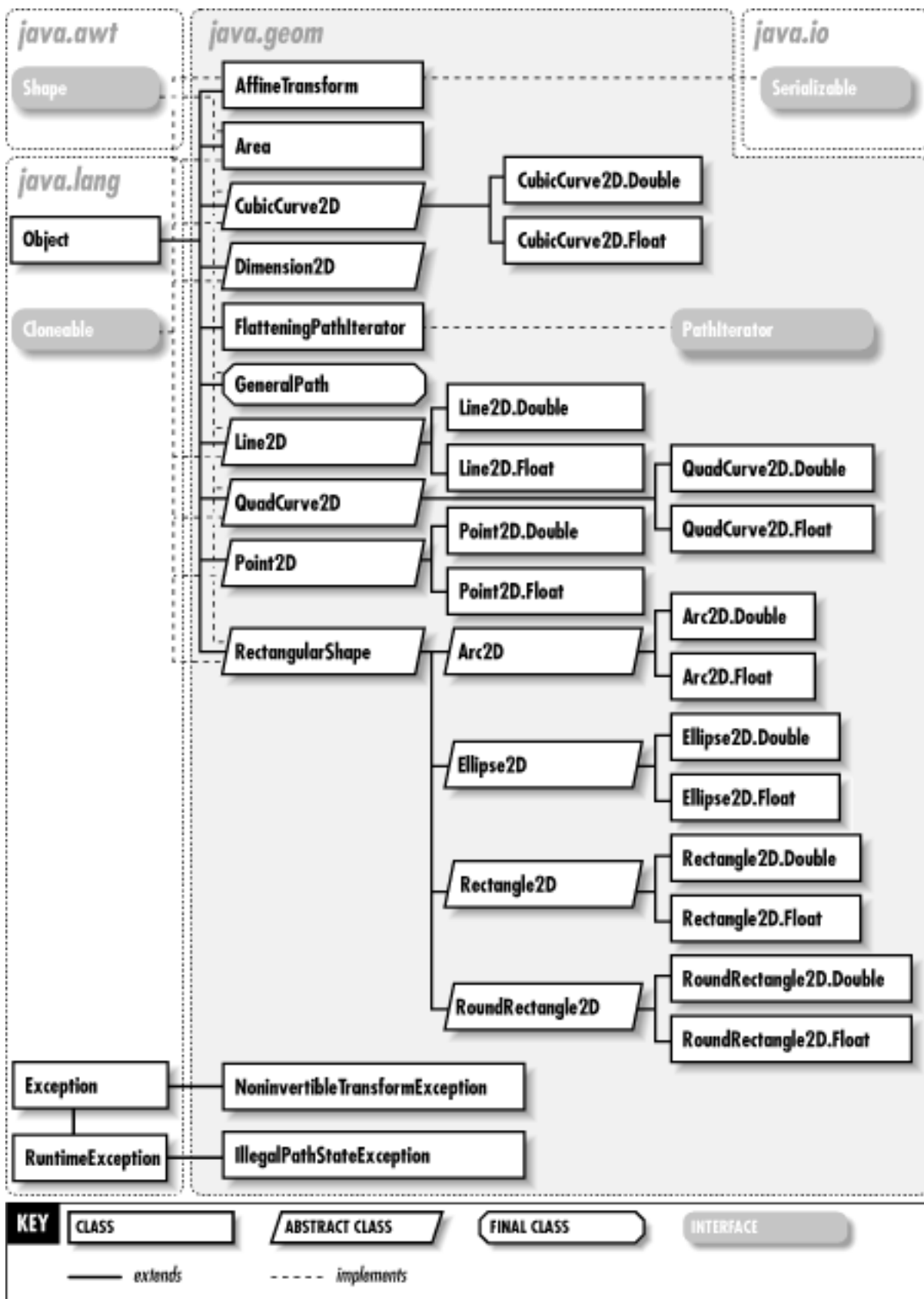
java.io

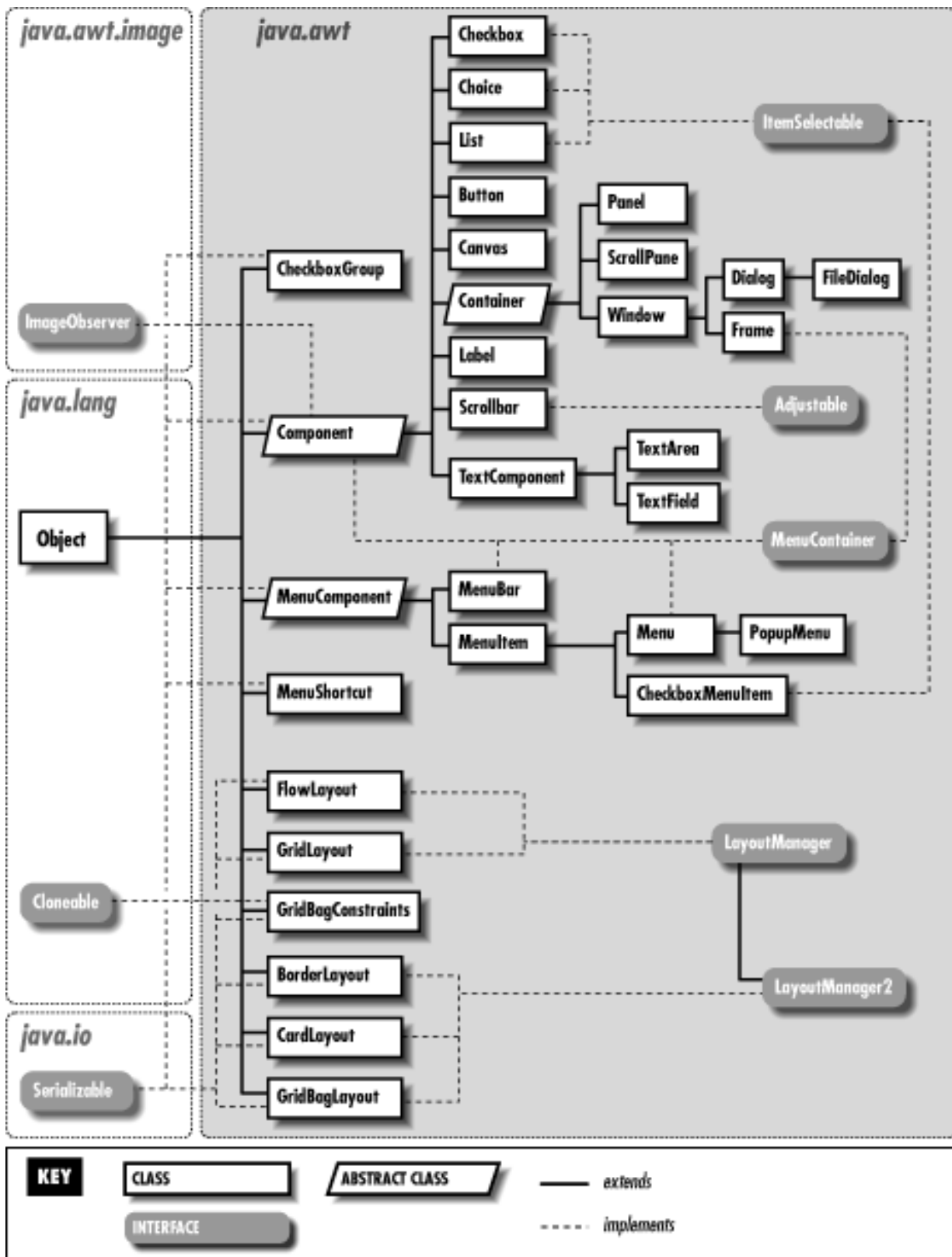
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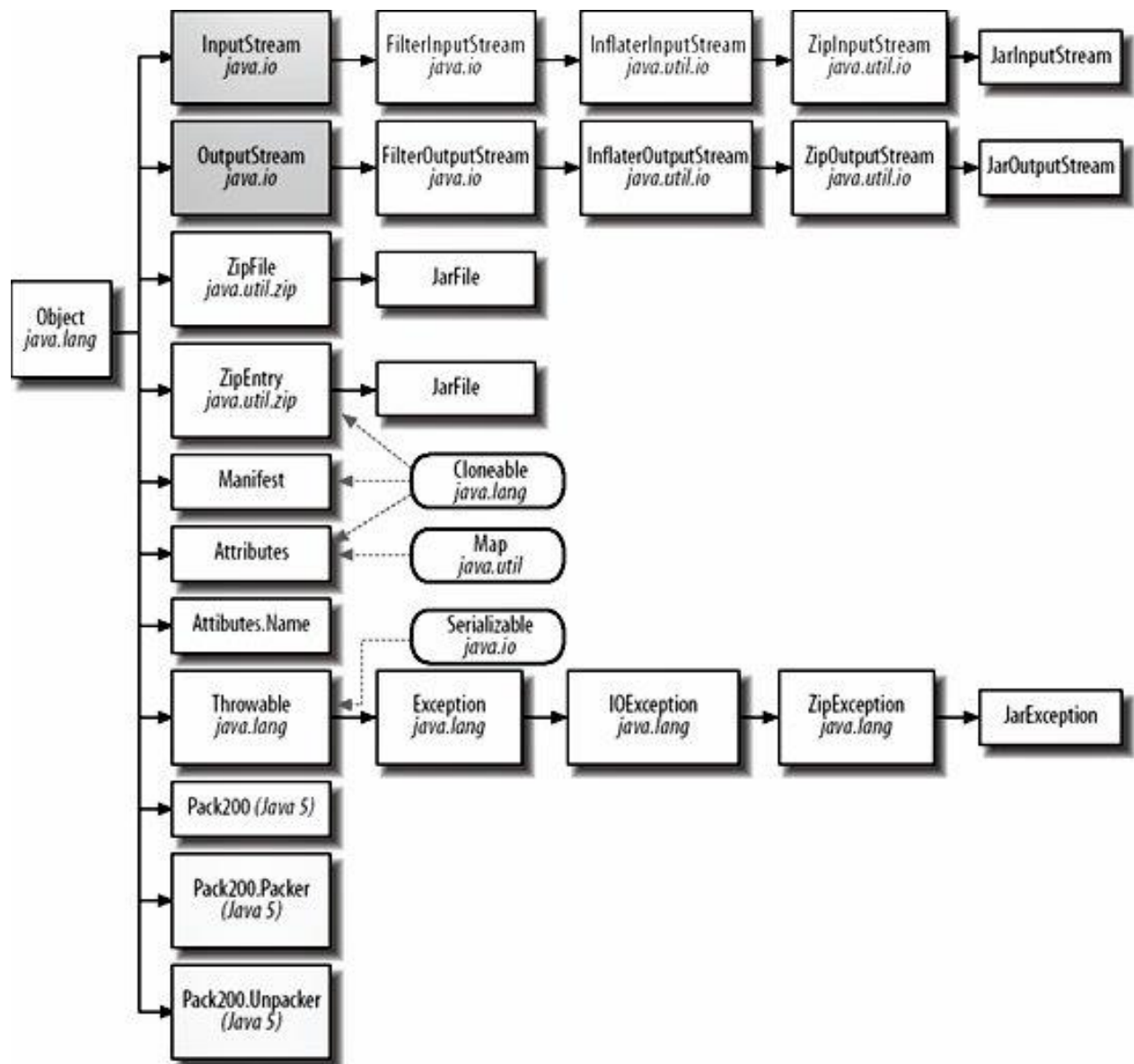




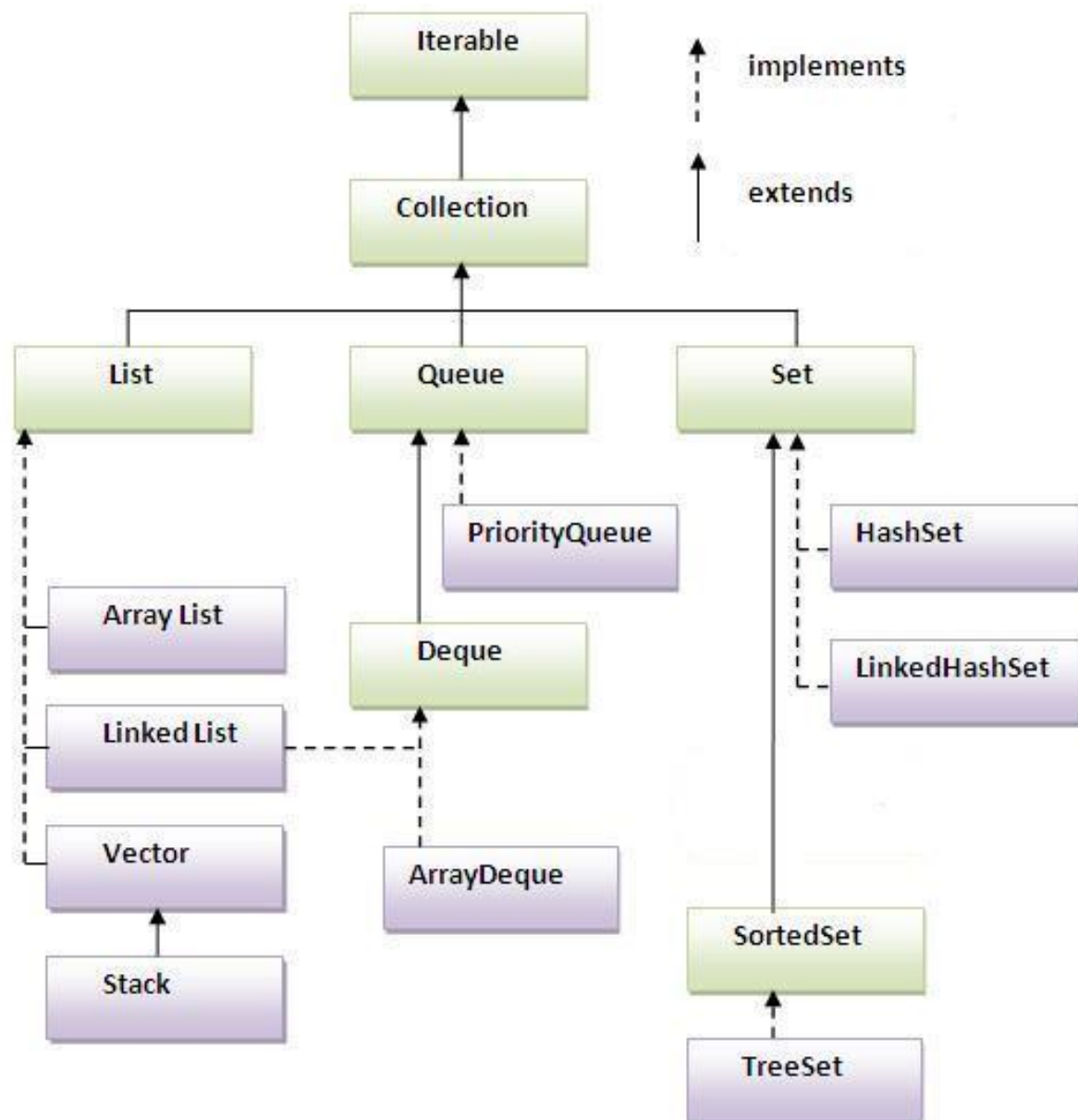


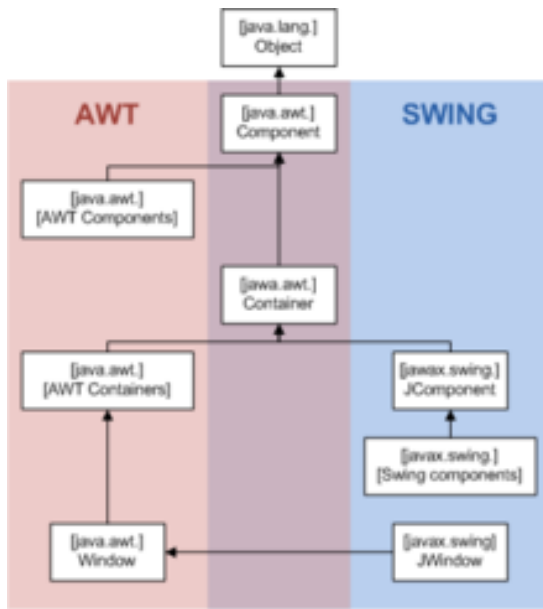




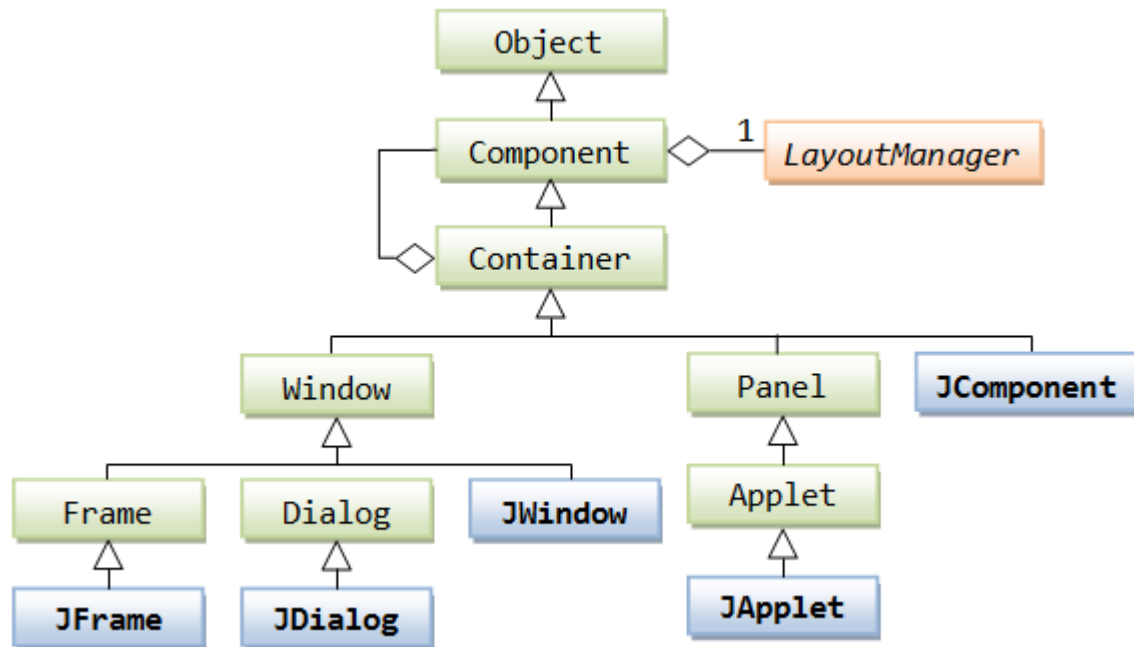


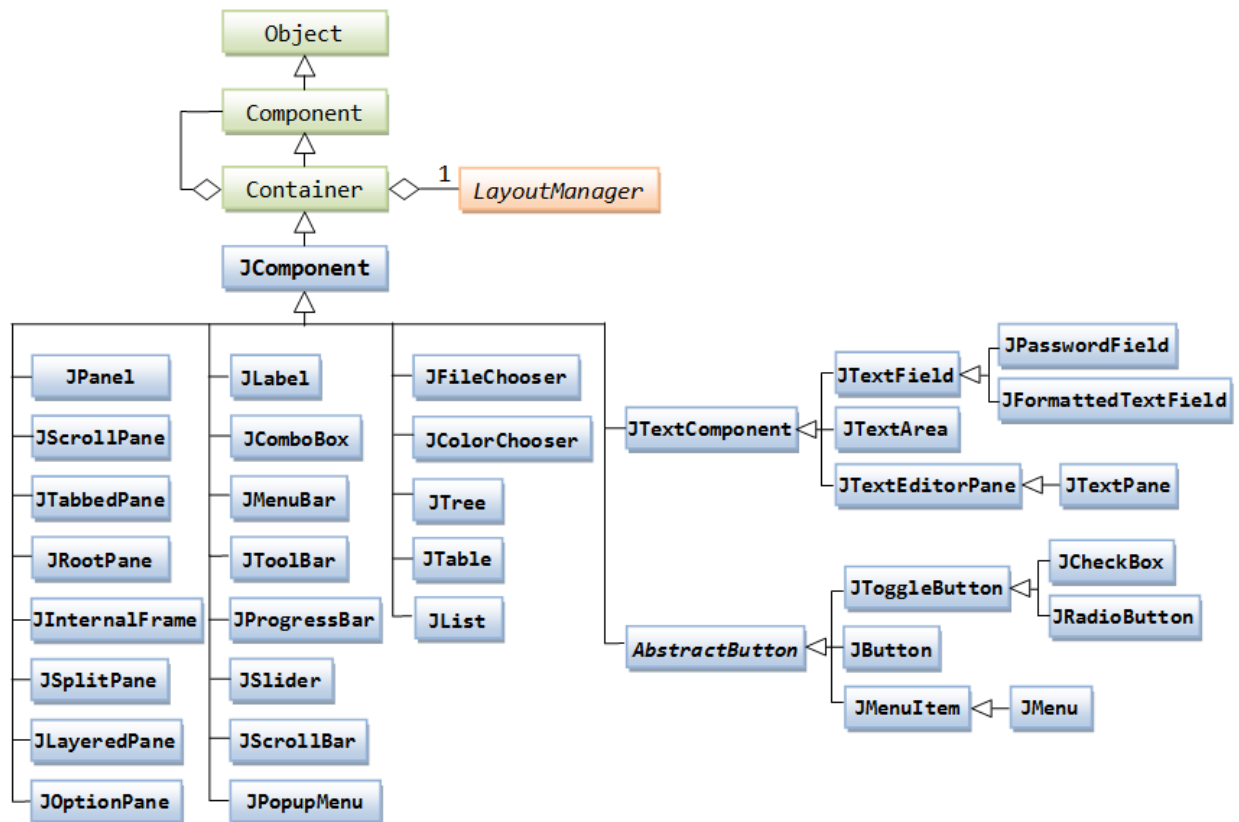
Data Structure Related Classes and Interfaces:





Java Swing Container Classes:





JavaFX 2.0 Layout Classes

