## **INDEX**

Special Characters [](square brackets), 79 <> (angle brackets), 159, 389 * (asterisk), 27, 79, 93 + (plus sign), 103 / (slash), 27, 93 = (equal sign), 124–125 . (dot), 125	addition operator (+), 103 adjacency list(s), 593, 595–599 adjacency list representation of graphs, 593, 595–599 space needs, 597 time complexities of insertions and deletions, 598 adjacency matrix representation of graphs, 593–595	rebalancing, 465 recursive, 267–277 run times on computer types, 262–263, 264 stable sorting, 277 streams, 705 algorithm and data structure selection phase of software life cycle, 14–17 aliases, 119
A. M. Turing Award, 521 abstract classes, 144–146 abstract keyword, 145 abstract methods, 144 Abstract Windowing Toolkit (AWT), 22, 807 accept() method, 896–897 acceptance testing, 26, 229 access control, 922 accessors, 47 object-oriented software development case study, 185–186 activity diagrams, UML, 67 acyclic graphs, directed, 562 adapter classes, 845–846 adaptive programming, 59 add() method, 296–297, 298–299, 633, 779–780, 783 complexity, 516, 519 add(element) method, time complexity, 328 add(element, position) method, time complexity, 328 addAll() method, 618, 630 addFirst() method, 297	space needs, 597 time complexities of insertions and deletions, 598 adjacent nodes, 552 agile programming, 59 Agora, 45 AI (artificial intelligence), 396–397 Airport Wireless Networking, 852 ALGOL 60 compiler, 357 algorithm(s), 243–278, 666–670 asymptotic analysis, 246, 249–266 asymptotic equality, 266 asymptotically superior, 247–248 big-O notation, 247 big-omega notation, 266 complexity, classes, 248–249 cubic complexity, 263 derivation of word, 270 Dijkstra's, 584–593 efficiency, 246–249 exponential, 265–266 Java Collection Framework, 666–670 Kruskal's, 577–583 lower order, 247	Al-Khwarizmi, Muhammad ibn Musa, 270 Allen, Paul, 727 Altair 8080, 727 ancestors, nodes, 393 angle brackets (<>) generics, 159 nonterminal symbols, 389 Apache Web server, 193 Apple Computer Inc., 806, 852 Apple I computers, 852 Apple II computers, 852 Apple Macintosh, 808 applets, 18 Application layer of OSI model, 890 approximations, good, importance, 491–492 Araine 5, 17 arguments, 102 ARPANET, 878, 879, 880 array(s), 15–16 array resizing, 307 array-based implementation binary trees, 432–446 heaps, using one-dimensional arrays, 477–485 lists, 305–314
addFirst(element) method, time complexity, 328	oldest child/next sibling, 415 polynomial, 265	maps, 526–529 queues, 363–367 stacks, 352–353

ArrayList class, 657-660	of object-oriented program-	searching operations,
Arrays class, 670	ming, 63–65	448–460
The Art of Computer Programming	base case, 268, 271–272	tree sort, 462–464
(Knuth), 490	base type, sets, 516	binary trees, 397–464
artificial intelligence (AI), 396–397	BASIC, 727	array-based implementation,
ASCII strings, extracting from	Beck, Kent, 59	432–446
datagrams, 909–910	behaviors	complete. See heap(s)
assignment operation, 118–119	linear data structures, 378	heaps. See heap(s)
assignment operator, 118	methods. See methods;	methods, 405–406
associations, UML class diagrams,	specific methods	operations, 399–414
69–72, 74	object-oriented software	ordered nature, 398
asterisk (*)	development case study,	reference-based implemen-
iteration marker, 79	18 <del>4</del> –189	tation, 416–431
Javadoc comments, 27, 93	objects, 46	representation of general
asymptotic analysis of algorithms,	benchmarking, 246	trees, 414–416
246, 249–266	Berkeley Sockets, 891	search. See binary search
average-case vs. worst-case	best-case behavior of algorithms,	trees (BSTs)
analysis, 249–251	149–151	binarySearch() method,
critical section, 251–252	beta testing, 26	666–667, 668
examples, 252–266	BFSTraverse() method,	bioinformatics, 722–723
asymptotic equality of	571–572	bit vector, 516
algorithms, 266	big-O notation, 247	BITNET, 879
asymptotically superior algorithms,	big-omega notation, 266	black box testing, 26
247–248	big-theta notation, 266	blocking, indefinite, 748, 793
@author tag, 27	binary search algorithm, 254–256	blogs, 918
Javadoc comments, 93	analysis of recursive imple-	BlueGene/L system, 264, 737
automatic variables, 73	mentation, 272–274	Bombe, 520–521
average-case behavior of	binary search tree(s)	Boo, 45
algorithms, 149–151	AVL trees, 464, 465–466	Booch, Grady, 46
AVL trees, 464, 465–466	B-trees, 464, 465	BookShelf class, 638-640
AWT (Abstract Windowing Toolkit),	degenerate, 451	border layout, 824–825
22, 807	full, 452	bounded type parameters,
,	linked list implementation,	160–161
	453–459	breadth-first spanning trees, 576
В	minimum height, 459–460	breadth-first traversal of graphs,
back-of-the-envelope calculations,	red-black trees, 460, 464,	568, 569, 571–573
491–492	465–474	Brooks, Fred, 30–31
balanced binary search trees,	binary search tree property, 446	brute force solutions, 265–266
464–474	binary search trees (BSTs),	BSTs. See binary search trees
banking system example	446–474	(BSTs)
of class diagram, 76	balanced, 464–474	B-trees, 464, 465
	definition, 446–448	bubble sort algorithm, 256–259

buckets, 653	implementation of interfaces,	clone() method, 152
buffer(s), 712–715	147–149	closing a stream, 705
implementing, 781–786	inheritance. See inheritance	COBOL programming language, 671
synchronized, 783	Java library, 19	code base, 923
Buffer class, 779–783	nested (inner), 91	coding, 17
BufferedReader class,	package scope, 92	coding and debugging phase of
712–714	packages, 91	software life cycle, 17–23, 58
bug, origin of term, 650	subclasses. See subclasses	collaboration diagrams, UML, 67
bulk operations, 618	superclasses (parent classes),	collection(s)
busy wait loops, 751	50, 134	Java Collection
bytecode, 166	as unit of sharing, 19	Framework, 615
bytecode verification, 922	Class class, 775-777	maintaining, 616–621
	class definitions, 91–132	Collection interface, 616-624
	behavior, 99 <b>–11</b> 3	iterators, 621–624
C	identity, 114–128	maintaining collections,
C language, 91	Square class example,	616–621
C++ language, 18, 43, 91, 223	128–132	collection views, 637, 638
call stacks, 693	state, 93–99	Collections class, 666
Callback interface, 407–408	class diagrams, UML, 67	collisions, 531
callbacks, 407–408	association relationships,	chaining, 5 <del>44</del> –551
Cantor, Georg, 509	69–72, 74	open addressing, 535–543
cardinality of sets, 513	dependency relationships,	combination form of inheritance,
Cashier class, 786-787,	72–73	53, 55
789–793	examples, 7 <b>4</b> –77	comments
catch blocks, 694, 696–697	generalization relationships,	Javadoc, 27–29, 93
catch or declare policy, 688	73–74	multiline, 93
Cerf, Vinton G., 879–880	multiplicity, 71–72	Comparable interface, 641
chaining, 544–551	navigability information,	comparators, 646–647
checked exceptions, 686, 688, 689	71–72	compare To ( ) method, $641-644$
chess software, 396–397	class files, 166	compiled languages, 165–166
children, nodes, 393	class identification, object-oriented	compilers, 165–166
Church, Alonzo, 346	software development case	compiling programs, 165–168
Circle class, 133	study, 183–18 <del>4</del>	complexity classes, algorithms,
circular lists, 342–345	class methods, 107–113	248–249
class(es), 14, 40–41, 49–50. <i>See</i>	class variables, 95–96	component(s), 9
also specific classes	clear box testing, alpha testing, 26	specifications, 9
abstract, 144–146	clients, 815, 895	component diagrams, UML, 67
extending, 135–143	climatic change, 244–245	composite data types, 288–292
identifying in design phase,	Clinton, Bill, 880	computationally intractable
60–65	Clock class, implementation,	problems, 265
implementation, 197–205	215–218	computer networks, 882

concurrency. See thread(s)	Cray X-MP, 264	DatagramSocket class,
concurrent access, 760	Crick, James, 722	909–916
concurrent execution of threads,	critical sections	day/time clients, 899–900
761–762	algorithms, 251–252	day/time servers, 900–905
concurrent processing, 21	synchronization program,	Deep Blue, 396
concurrent programming, 735–736	762–764	deep compares, 407
condition markets, UML sequence	CSNET, 879	Deep Thought, 396
diagrams, 79	CSP programming model, 795	default constructor, 107
connected components, 561	cubic complexity, 263	Defense Advanced Research
connected graphs, 561	Cunningham, Ward, 59	Projects Agency (DARPA),
connected subgraphs, 561	current node, 404	878, 880
connectionless transport	current position indicator, 294, 404	degenerate binary search trees, 451
protocol, 888	cursors, 294, 404	degree of a node, 392
connection-oriented transport	Customer class, 787-789	dense graphs, 594
protocol, 888	cycles, graphs, 560–561	dependency, UML class diagrams,
constant time algorithm, 256		72–73
constructors, 47, 106–107	_	deployment diagrams, UML, 67
default, 107	D	depth-first spanning trees, 576
object-oriented software	daemon threads, 742	depth-first traversal of graphs,
development case	Dahl, Ole-Johan, 43, 224	568, 569, 573–574
study, 185	DARPA (Defense Advanced	deque, behavior, 378
contains() method, $513$	Research Projects Agency),	dequeue, 370
Collections	878, 880	dequeue() method,
interface, 617	data entry screen graphical user	488–489, 774
complexity, 516, 519	interface example, 857–864	descendants, nodes, 393
containsAll() method, 618	data field, lists, 293	design
${\tt containsKey()}$ method, $637$	Data Link layer of OSI model, 885	object-oriented, 11–12,
content equivalent variables, 48–49	data structures, 288–292	57–80
content pane, 812	hierarchical, 289–290	top-down, 10–11
context switches, 736	linear, 293–378. See also	design phase of software life cycle,
Control Data 6600, 264	list(s); queues; stack(s)	9–14, 58
cooperative multitasking, 749–759	data types, 288	identifying classes, 60–65
copy constructors, 120–121	composite, 288–292	destination, shortest path
copying files using streams,	primitive, 288	problem, 583
715–716	simple, 288	destructors, 47, 107
Corporation for National Research	DatagramPacket class, 905	dialog boxes, pop-up, 814
Initiatives, 880	datagrams, 886	difference() method, 518
cost, of software errors, 17	extracting ASCII strings,	complexity, 516, 519
cost list, 584	909–910	difference operator, 512
course registration system graphi-	extra eting integers 007 009	Darlaston 10 damen 207
	extracting integers, 907–908	Dijkstra, Edsger, 357
cal user interface example, 853–857	representing, 905–909	Dijkstra's algorithm, 584–593 directed acyclic graphs, 562

directed graphs, 552–553	equality, 48	state variables, 684–685
acyclic, 562	equality operator $(==)$ , 124–125	<pre>System.exit(),</pre>
discrete event simulators, 181	equals() method, 153-154,	682–683
divide-and-conquer operations, 9	405, 407, 412–413, 617,	try blocks, 694–695, 697
DNA, studying, 722–723	644–646, 655	exception objects, 686
DNS (Domain Name System),	errors	exhaustive testing, 24–25
886, 887	cost of, 17	exit() method, $742$
documentation	exception handling, 20	expandHeap() method,
technical, 27–29	off-by-one, 321	480-482
user, 27	reasons for, 6–8	exponential algorithms, 265–266
documentation and support phase	event(s), 807, 835	extending classes, 135–143
of software life cycle, 26–29	mouse, 847–851	accessibility rules, 137
Dog class, 644–647	event handlers, 836	extension form of inheritance, 53,
Domain Name System (DNS),	event-driven programming,	54–55
886, 887	807, 836	external iterators, 622–624
dot (.), invoking methods, 125	event-listener interfaces, 836–839	extracting ASCII strings from
doubly linked lists, 330–342	exabytes, 461	datagrams, 909–910
Dylan, 45	exception(s), 682–704	extracting integers from data-
Dynabook, 82	checked, 686, 688, 689	grams, 907–908
	design guidelines and	extreme programming (XP), 59
	examples, 700–701	
Г	<u>*</u>	
E	generating (throwing),	г
edge(s)	generating (throwing), 690–694	F
edge(s) graphs, 552	generating (throwing), 690–694 handling. <i>See</i> exception	fast-fail iterators, 624
edge(s) graphs, 552 trees, 391	generating (throwing), 690–694 handling. <i>See</i> exception handling	fast-fail iterators, 624 Federalist Papers (Hamilton and
edge(s) graphs, 552 trees, 391 Edge class, 553–560	generating (throwing), 690–694 handling. See exception handling ignoring, 702	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918
edge(s) graphs, 552 trees, 391 Edge class, 553–560 efficiency of algorithms, 246–249	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690	fast-fail iterators, 624  Federalist Papers (Hamilton and Madison), 918  File Transfer Protocol (FTP), 879
edge(s) graphs, 552 trees, 391 Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes"	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163 final variables, 97–98
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163 final variables, 97–98 finalize() method, 152
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24 empty lists, 321	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686 exception handlers, 686	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163 final variables, 97–98 finalize() method, 152 finally blocks, 695–697
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24 empty lists, 321 empty() method, 348	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686 exception handlers, 686 exception handling, 20, 694–698	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163 final variables, 97–98 finalize() method, 152 finally blocks, 695–697 find() method, 405, 413–414
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24 empty lists, 321 empty() method, 348 empty sets, 513	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686 exception handlers, 686 exception handling, 20, 694–698 catch blocks, 694, 696–697	fast-fail iterators, 624  Federalist Papers (Hamilton and Madison), 918  File Transfer Protocol (FTP), 879  FilePermission class, 925  fill() method, 161–163  final variables, 97–98  finalize() method, 152  finally blocks, 695–697  find() method, 405, 413–414  first element of linear data
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24 empty lists, 321 empty() method, 348 empty sets, 513 encapsulation, 40	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686 exception handlers, 686 exception handling, 20, 694–698 catch blocks, 694, 696–697 declaring exceptions in	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163 final variables, 97–98 finalize() method, 152 finally blocks, 695–697 find() method, 405, 413–414 first element of linear data structure, 288
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24 empty lists, 321 empty() method, 348 empty sets, 513 encapsulation, 40 enqueue() method, 774	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686 exception handlers, 686 exception handling, 20, 694–698 catch blocks, 694, 696–697 declaring exceptions in method headers, 698	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163 final variables, 97–98 finalize() method, 152 finally blocks, 695–697 find() method, 405, 413–414 first element of linear data structure, 288 first() method, 295
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24 empty lists, 321 empty() method, 348 empty sets, 513 encapsulation, 40 enqueue() method, 774 entrySet() method, 638	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686 exception handlers, 686 exception handling, 20, 694–698 catch blocks, 694, 696–697 declaring exceptions in method headers, 698 design guidelines and	fast-fail iterators, 624  Federalist Papers (Hamilton and Madison), 918  File Transfer Protocol (FTP), 879  FilePermission class, 925  fill() method, 161–163  final variables, 97–98  finalize() method, 152  finally blocks, 695–697  find() method, 405, 413–414  first element of linear data  structure, 288  first() method, 295  time complexity, 328
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24 empty lists, 321 empty() method, 348 empty sets, 513 encapsulation, 40 enqueue() method, 774 entrySet() method, 638 Environment.java class,	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686 exception handlers, 686 exception handling, 20, 694–698 catch blocks, 694, 696–697 declaring exceptions in method headers, 698 design guidelines and examples, 701–704	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163 final variables, 97–98 finalize() method, 152 finally blocks, 695–697 find() method, 405, 413–414 first element of linear data structure, 288 first() method, 295 time complexity, 328 flow layout, 821–822
edge(s) graphs, 552 trees, 391  Edge class, 553-560 efficiency of algorithms, 246-249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24 empty lists, 321 empty() method, 348 empty sets, 513 encapsulation, 40 enqueue() method, 774 entrySet() method, 638 Environment.java class, implementation, 197-199	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686 exception handlers, 686 exception handling, 20, 694–698 catch blocks, 694, 696–697 declaring exceptions in method headers, 698 design guidelines and examples, 701–704 finally blocks, 695–697	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163 final variables, 97–98 finalize() method, 152 finally blocks, 695–697 find() method, 405, 413–414 first element of linear data structure, 288 first() method, 295 time complexity, 328 flow layout, 821–822 flow path, 24
edge(s) graphs, 552 trees, 391  Edge class, 553–560 efficiency of algorithms, 246–249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24 empty lists, 321 empty() method, 348 empty sets, 513 encapsulation, 40 enqueue() method, 774 entrySet() method, 638 Environment.java class, implementation, 197–199 equal sign (=), equality operator,	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686 exception handlers, 686 exception handling, 20, 694–698 catch blocks, 694, 696–697 declaring exceptions in method headers, 698 design guidelines and examples, 701–704 finally blocks, 695–697 returning null reference,	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163 final variables, 97–98 finalize() method, 152 finally blocks, 695–697 find() method, 405, 413–414 first element of linear data structure, 288 first() method, 295 time complexity, 328 flow layout, 821–822 flow path, 24 for-each loops, 623
edge(s) graphs, 552 trees, 391  Edge class, 553-560 efficiency of algorithms, 246-249 embedded systems, 18 "The Emperor's Old Clothes" (Hoare), 765 empirical testing, 24 empty lists, 321 empty() method, 348 empty sets, 513 encapsulation, 40 enqueue() method, 774 entrySet() method, 638 Environment.java class, implementation, 197-199	generating (throwing), 690–694 handling. See exception handling ignoring, 702 representing, 686–690 rethrowing, 702–703 unchecked, 686–687, 689 Exception class, 688–690 exception classes (types), 686 exception handlers, 686 exception handling, 20, 694–698 catch blocks, 694, 696–697 declaring exceptions in method headers, 698 design guidelines and examples, 701–704 finally blocks, 695–697	fast-fail iterators, 624 Federalist Papers (Hamilton and Madison), 918 File Transfer Protocol (FTP), 879 FilePermission class, 925 fill() method, 161–163 final variables, 97–98 finalize() method, 152 finally blocks, 695–697 find() method, 405, 413–414 first element of linear data structure, 288 first() method, 295 time complexity, 328 flow layout, 821–822 flow path, 24

formal specification languages, 8	get(position) method, time	containers, 811–816
forward Javadoc comments,	complexity, 328	event listeners, 836–847
Javadoc comments, 93	<pre>getInputStream()</pre>	events, 835
forward slash (/), Javadoc	method, 897	examples, 853–868
comments, 27	getLength() method, 912	handling layouts yourself,
four-function calculator graphical	getOutputStream()	817–819
user interface example, 864–868	method, 898	layout managers, 816–827
frameworks, 613	getSmallest() method,	mouse events, 847–851
front() method, 488–489	483–485, 487	Swing, 807, 809–811
FTP (File Transfer Protocol), 879	gigabytes, 461	graphics design, 820
full binary search trees, 452	gigaflop computer, 264	greedy techniques, 577
full() method, 348	"Go to Statement Considered	grid layout, 822–824
function(s), 100	Harmful" (Dijkstra), 357	GUIs. See graphical user
functional programming languages,	good approximations, importance,	interfaces (GUIs)
346–347	491–492	monaces (GCIS)
Furnace class, implementation,	Google, 461, 880	
199–203	Gosling, James, 17, 44, 90–91	Н
133 200	grammar, 390	Hamilton, Alexander, 918
	graph(s), 290–291, 551–599	Hamiltonian cycles, 561
G	acyclic, directed, 562	has-a relationship, 51
Gage, John, 881	adjacent and incident	hash functions, 529
"A Galactic Network"	nodes, 552	hash tables, 529
(Licklider), 878	connected, 561	hash values, 529
game trees, 396–397	cycles, 560–561	hashCode() method, 152
garbage, 107	definition, 551–552	hashCode() method, 655
garbage collection, 107	dense, 594	hashing, 256, 529–551, 654–655
Garrison, William Lloyd, 918	directed, 552, 561–562	collisions
Gates, Bill, 726–727	Edge class, 554–560	open addressing, 535–543
GenBank, 722–723	edges, 552, 553	hashing functions, 530–531
general trees, 391–393	heads, 552	perfect, 531
binary tree representation,	implementation, 593-599	HashMap implementation of
414–416	nodes, 552	maps, 665
generalization. See also inheritance	operations, 563–591	HashSet class, 652-656
UML class diagrams, 73–74	paths, 560–561	hasLeftChild() method,
general-purpose	space needs for representa-	405, 409
implementations, 651	tion techniques, 597	hasNext() method, $724-725$
generics, 154–164	sparse, 594	hasParent() method, $405$ , $409$
inheritance, 163–164	tails, 552	hasRightChild() method,
genetic data banks, 722–723	Vertex class, $554-560$	405, 409
get() method, 297, 299, 405,	graphical user interfaces (GUIs),	HDTV, 461
411–412	21–22, 805–868	heads, graphs, 552

components, 827-834

time complexity, 328

heap(s), 474–489	maps, 665	input/output specifications, 5–6
application, 485–489	TreeSet, $656$	InputStream, 709-710
definition, 474–477	implementation of interfaces,	<pre>InsertHeapNode() method,</pre>
implementation using one-	147–149	479–482, 487
dimensional arrays,	implementation phase of software	<pre>insertLeft() method,</pre>
477–485	life cycle, 17–23, 58	406, 411
level order, 477	implementations, general-	<pre>insertRight() method,</pre>
order property, 474	purpose, 651	406, 411
structure property, 475	importance of good approxima-	instance methods, 105
heap sorts, 485–488	tions, 491–492	invoking, 105–106
building phase, 485–486	incident nodes, 552	instance variables, 93–94
removing phase, 485,	indefinite blocking, 748, 793	private, 93–94, 315
486–487	indexes, 294	public, 93–94
heapforms, 477	InetAddress class, 892-893	synchronization, 770–772
HeatingSimulation.java	information field, lists, 293	instanceof operator, 844
class, implementation, 218–223	inheritance, 50-56, 132, 133-154	instantiating objects, 115
heavyweight components, 809	changing hierarchy, 141	instantiation, objects, 49–50
height() method, 405, 413	forms, 52–55. See also com-	integer(s), 50
heuristics, 266	bination form of inheri-	extracting from datagrams,
hierarchical data structures,	tance; extension form of	907–908
289–290, 387–492. See also	inheritance; limitation	integer priority, threads, 748
heap(s); tree(s)	form of inheritance; spe-	interfaces, 146–149. See also
importance of good approxi-	cialization form of inheri-	graphical user interfaces (GUIs)
mations, 491–492	tance; specification form	implementation, 147–149,
Hoare, Charles Antony Richard,	of inheritance	203-204
224, 765, 795	generic types, 163–164	List data structure,
home heating system example of	multiple, 55, 135	299–304
class diagram, 77	object-oriented software	lists, 337
Hopper, Grace Murray, 650, 671	development case study,	object-oriented software
HttpURLConnection class, 917	189–192	development case study,
hypothesis testing, 533–534	single, 55	189–192
	specialization form, 145	specifying for components, 9
	threads, 740	stacks, 348–350
I	inheritances, 807	internal iterators, 621–622
IBM, 30–31, 264	initial capacity of has table, 653	internal nodes
identity, 47, 114–128	initialization expressions, 96–97	of hierarchical data
ignoring exceptions, 702	initializing variables, 118	structure, 289
imaging, processing demands, 461	inner classes, 91	trees, 391, 392
implementation classes, 650–655	inOrder() method, 406,	Internet, growth, 887
ArrayList, $657-660$	407, 414	Internet Protocol (IP), 886
$\mathtt{HashSet}, 652656$	inorder traversal, 401, 402–403	interpreted languages, 165, 166
LinkedList, $660-664$	input/output (I/O), 45	interpreters, 165, 166

interpreting programs, 165–168 intersection() method, 518 complexity, 516, 519 intersections, 512 IntPriorityQueue class, 634–635	Java Collection Framework, 32, 599, 611–670 algorithms, 666–670 Collection interface, 616–624 collections, 615	JPanel class, 813-814  JScrollPane class, 815-816  JTextArea component, 829, 837  JTextField component, 829, 830, 837  JVM (Java Virtual Machine),
inventory program example, 60–63	implementation classes, 650–655	166–168
invoking methods, 46, 115–116, 125–126	List interface, 627–636  Map interface, 636–640	K
I/O (input/output), 45	Set interface, 624–627	Kahn, Robert E., 879–880
IP (Internet Protocol), 886	sorted interfaces, 641–649	Kasparov, Gary, 396
iPod, 852	Java Development Kit (JDK),	Kay, Alan, 43, 82, 808
is-a relationship, 51	167–168	key(s), maps, 523
isAlive() method, 739, 750	Java Foundation Classes	key field, 292, 521
isEmpty() method, 513	(JFCs), 809	key-access tables, 636–640. See
complexity, 516, 519	Java Virtual Machine (JVM),	also map(s)
isOffList() method, 405	166–168	keySet() method, 638
isOnList() method, 297	termination, 742	Kleinrock, Leonard, 878, 879
isValid() method, 409-410	Javadoc comments, 27–29, 93	Knuth, Donald, 490
iteration, 289	java.io package, 706–709	Kruskal's algorithm, 577–583
iteration markers, UML sequence	java.net, 23	
diagrams, 79	JButton component, 828,	1
iterator(s), 404	830, 837	L
external, 622–624	JCheckBox component, 829,	Lakeside Programmers Group, 727
fast-fail, 624 internal, 621–622	830, 837	lambda calculus, 346
*	JComboBox component, 828,	Lampson, Butler, 808
Iterator interface, 621–624	830, 837	last element, of linear data
iTunes, 852	JDialog class, 814	structure, 288
	JDK (Java Development Kit),	last() method, 295
1	167–168 Jeffries, Ron, 59	time complexity, 328
JARs (Java Archive Files), 917	JFCs (Java Foundation	layout managers, 820–827 layout problem, 817
Jarunt (Java Archive Files), 917  Jarunt Connection class, 917	Classes), 809	leaves
Java	JFrame class, 812-813	hierarchical data
development, 17–18	JFrame component, 837	structure, 289
features, 20	JLabel component, 829, 837	trees, 391
library of classes, 19	JList component, 829	levels, nodes, 393
rise in favor, 44	JMenuBar component, 829	Levy, David, 396
as true object-oriented	JMenuItem component, 837	The Liberator (Garrison), 918
language, 18	Jobs, Steve, 808, 852	library system example of class
Java Archive Files (JARs), 917	join() method, 757-758	diagram, 75–76
(3	/ / / / / / / / / / / / / / / / / / / /	0 / -

Licklider, J. C. R., 878	List interface, 627-636	Matsumoto, Yukihiro, 45
lightweight components, 809	listener registration method,	max() method, 667
lightweight processes. See thread(s)	839-840	McCarthy, John, 346
limitation form of inheritance,	ListIterator class, 663-664	megaflop computer, 264
53, 55	ListIterator interface,	memory, garbage collection, 107
linear algorithm, 253–254	630–633	memory leaks, 107
linear data structures, 288–289,	load factor, 653	Mendel, Gregor, 722
293–378. See also list(s);	open addressing, 541	menu(s), 833
queues; stack(s)	local variables, 94	menu bar, 812, 833
behavior, 378	locks, 765–778	menu items, 833
linked list(s), 16	implementing buffers,	merge sort algorithm, analysis,
linked list-based implementation	781–783	274–277
binary search trees,	mutually exclusive (mutex),	Merholz, Peter, 918
453–459	765–766	messages, 46
maps, 527–529	static, 772	METAFONT, 490
queues, 367–369	lower order algorithms, 247	methods, 12, 14, 46, 99–113. See
stacks, 354–356, 691–692	LucasFilm, 852	also specific methods
LinkedList class, 660-664	,	abstract, 144
LinkedNode class, 315-316		arguments, 102
Linux, 193	M	class, 107–113
LISP, 346–347	Mac OS X, 852	constructors, 106–107
list(s), 293–347	Macintosh computer, 852	destructors, 107
adjacency, 593, 595–599	Macintosh operating system, 806	formal parameters, 102
behavior, 378	Madison, James, 918	functions, 100
circular, singly linked,	main() method, 111-112	instance. See instance
342–345	maintenance phase of software life	methods
data field, 293	cycle, 29	invoking, 46, 115–116,
empty, 321	map(s), 292, 521–551	125–126
first node, 321	definition, 521–522	mutators, 101–102, 103
implementation, 305–345,	hashing, 529–551	overloaded, 103
657–664	implementation, 526–529	procedures, 101
information field, 293	Java Collection	signature, 102, 112
interfaces, 337	Framework, 665	stable, 667
last node, 321	keys, 523	static, 113, 668–669
linked. See linked list(s)	operations, 522–526	subclass overriding of super-
neighbor, 595–596	sorted, 647–649	class methods, 140–143
next field, 293	Map interface, 636–640	synchronized, 774–778
nodes, 293, 595	Mark I computer, 671	time complexity, 328–330
operations, 294–305	Mark II computer, 650, 671	types, 47
removing duplicates, 633	Mark III computer, 671	wrapper, 668
singly linked, 330	marking nodes in graphs, 569	Microsoft, 727, 808
onigi, mikou, ooo	marking notice in graphs, 907	min() method, 667
		min ( ) memou, oo :

minimum height binary search	NASA, 614	graphs, 552
trees, 459–460	National Center for Atmospheric	internal, 391, 392
minimum spanning trees (MSTs),	Research (NCAR), 244–245	levels, 393
576–583	National Science Foundation	lists, 293
modal containers, 814	(NSF), 880	neighbor, 595
modern software development,	natural comparison method, 642	parents, children, and
definition, 2	natural language, 7–8	siblings, 393
mouse events, 847–851	natural ordering of objects,	paths, 393
MouseListener class, 849-851	641–647	node lists, 595
Mozilla, size, 4	sorted interfaces, 641–647	noncooperative threads, 749
MSTs (minimum spanning trees),	navigability information, UML	nondeterministic programs, 744
576–583	class diagrams, 71–72	nonpreemptive schedulers, 747
multigraphs, 553	NCAR (National Center for	nonterminal symbols, 389–390
multiline comments, 93	Atmospheric Research),	notify() method, 783-786
multiple inheritance, 55, 135	244–245	notifyAll() method, 791
multiplicative congruency	neighbor lists, 595–596	NSF (National Science
method, 534	neighbor nodes, 595	Foundation), 880
multiplicity, UML class diagrams,	neighbors of nodes in graphs,	NSFNet, 880–881
71–72	569–571	null hypothesis, 533
multitasking, 734. See also	nested classes, 91	null pointer, 13
thread(s)	Network Link layer of OSI model,	null references, exception handling,
cooperative, 749–759	885–886	683–684
multitasking operating	networking, 22–23, 877–927	Nygaard, Kristen, 43, 224
systems, 735	historical background,	
multithreaded servers, 902–905	878–882	•
multithreading, 21	Java, 891–892	0
mutators, 47, 101–102, 103	security, 921–925	Oak, 44, 90–91
object-oriented software	socket classes, 891, 892–916	object(s), 40, 45–49
development case study,	TCP/IP, 882–890	behavior, 46
185–186	URL classes, 891–892,	definition, 46
mutually exclusive (mutex) locks,	917–921	identity, 47
765–766	NeXT Computer, 852	instantiating, 115
The Mythical Man-Month	next field, lists, 293	instantiation, 49–50
(Brooks), 31	next() method, 296, 631, 632,	methods. See
MyWindowListener class,	663–664, 668, 724–725	methods; specific methods
844–845	time complexity, 328	state, 46
	No Silver Bullet (Brooks), 31	Object class, 151-154
		object diagrams LML 67
NI .	node(s)	object diagrams, UML, 67
N	ancestors, 393	object-oriented design, 11–12,
naïve set theory, 509	ancestors, 393 current, 404	object-oriented design, 11–12, 57–80
	ancestors, 393	object-oriented design, 11–12,

ment case study, 175–230         parent, nodes, 393         preorder traversal, 399–401           implementation, 197–223         parent classes, 50         Presentation layer of OSI           problem requirements,         parse trees, 388–391         model, 890           176–178         paths         previous () method, 296,           problem specification document, 178–183         graphs, 560–561         320–321, 631, 632, 663–664           ment, 178–183         nodes, 393         time complexity, 328           software design         simple, 393         primitive data type, 288	object-oriented language, UML.  See Unified Modeling Language (UML)	packet switching, 878 pair programming, 113–114 parallel processing, 21	postorder traversal, 401, 402–403 powerful computer systems, 737 preconditions, specifying for
classes, 49–50 inheritance, 50–56 objects, 45–49 object-oriented software development case study, 175–230 implementation, 197–223 problem requirements, parse trees, 388–391 problem specification document, 178–183 software design  parameter passing, 121–123 parameter passing, 121–123 preemptive schedulers, 747 preemptive schedulers, 747 preemptive schedulers, 747 preorder () method, 406, 407, 414 preorder traversal, 399–401 Presentation layer of OSI model, 890 previous () method, 296, 320–321, 631, 632, 663–664 time complexity, 328 primitive data type, 288	object-oriented programming,	- 0.	
inheritance, 50–56 by value, 121 preemptive schedulers, 747 objects, 45–49 parameter-passing mechanisms, object-oriented software development case study, 175–230 parent, nodes, 393 preorder traversal, 399–401 implementation, 197–223 parent classes, 50 problem requirements, parse trees, 388–391 model, 890 previous () method, 296, problem specification document, 178–183 poldes, 393 time complexity, 328 software design simple, 393 primitive data type, 288		Javadoc comments, 93	
objects, 45–49 parameter-passing mechanisms, object-oriented software development case study, 175–230 parent, nodes, 393 preorder traversal, 399–401 parent classes, 50 problem requirements, parse trees, 388–391 model, 890 problem specification document, 178–183 parent	classes, 49–50	parameter passing, 121–123	elements, 288
object-oriented software development case study, 175–230         46–47         407, 414           ment case study, 175–230         parent, nodes, 393         preorder traversal, 399–401           implementation, 197–223         parent classes, 50         Presentation layer of OSI           problem requirements,         parse trees, 388–391         model, 890           176–178         paths         previous() method, 296,           problem specification document, 178–183         graphs, 560–561         320–321, 631, 632, 663–664           ment, 178–183         nodes, 393         time complexity, 328           software design         simple, 393         primitive data type, 288	inheritance, 50–56	by value, 121	preemptive schedulers, 747
ment case study, 175–230         parent, nodes, 393         preorder traversal, 399–401           implementation, 197–223         parent classes, 50         Presentation layer of OSI           problem requirements,         parse trees, 388–391         model, 890           176–178         paths         previous() method, 296,           problem specification document, 178–183         graphs, 560–561         320–321, 631, 632, 663–664           ment, 178–183         nodes, 393         time complexity, 328           software design         simple, 393         primitive data type, 288	objects, 45–49	parameter-passing mechanisms,	preOrder() method, 406,
implementation, 197–223         parent classes, 50         Presentation layer of OSI           problem requirements,         parse trees, 388–391         model, 890           176–178         paths         previous () method, 296,           problem specification document, 178–183         graphs, 560–561         320–321, 631, 632, 663–664           ment, 178–183         nodes, 393         time complexity, 328           software design         simple, 393         primitive data type, 288	object-oriented software develop-	46-47	407, 414
problem requirements,         parse trees, 388–391         model, 890           176–178         paths         previous() method, 296,           problem specification document, 178–183         graphs, 560–561         320–321, 631, 632, 663–664           ment, 178–183         nodes, 393         time complexity, 328           software design         simple, 393         primitive data type, 288	ment case study, 175–230	parent, nodes, 393	preorder traversal, 399–401
176–178       paths       previous() method, 296,         problem specification document, 178–183       graphs, 560–561       320–321, 631, 632, 663–664         ment, 178–183       nodes, 393       time complexity, 328         software design       simple, 393       primitive data type, 288	implementation, 197–223		Presentation layer of OSI
problem specification docu-       graphs, 560–561       320–321, 631, 632, 663–664         ment, 178–183       nodes, 393       time complexity, 328         software design       simple, 393       primitive data type, 288	problem requirements,	parse trees, 388–391	model, 890
ment, 178–183 nodes, 393 time complexity, 328 software design simple, 393 primitive data type, 288	176–178	paths	previous() method, 296,
software design simple, 393 primitive data type, 288	problem specification docu-	graphs, 560–561	320-321, 631, 632, 663-664
	ment, 178–183	nodes, 393	time complexity, 328
4-4	software design	simple, 393	primitive data type, 288
tesuing, 224–229 periect nasning functions, 531 Principle of Least Surprise	testing, 224–229	perfect hashing functions, 531	Principle of Least Surprise
object-oriented view, 41–42 permission(s), 924–925 (POLS), 45	object-oriented view, 41–42	permission(s), 924–925	(POLS), 45
off-by-one errors, 321 Permission class, 924 priorities, 370	off-by-one errors, 321	Permission class, 924	priorities, 370
oldest child/next sibling petabytes, 461 threads, 747–749	oldest child/next sibling	petabytes, 461	threads, 747–749
algorithm, 415 petaflop(s), 737 priority queues, 370, 634–635	algorithm, 415	petaflop(s), 737	priority queues, 370, 634–635
open addressing, 535–543 petaflop computer, 264 behavior, 378	open addressing, 535–543	petaflop computer, 264	behavior, 378
Open Shortest Path First Physical layer of OSI model, 884 private instance variables,	Open Shortest Path First	Physical layer of OSI model, 884	private instance variables,
(OSPF), 593 Pixar, 852 93–94, 315	(OSPF), 593	Pixar, 852	93–94, 315
open source movement, 193 pixel numbering, 817–819 problem specification documents,	open source movement, 193	pixel numbering, 817–819	problem specification documents,
Open Systems Interconnection plus sign (+), addition 6, 7, 57	Open Systems Interconnection	plus sign (+), addition	6, 7, 57
(OSI) reference model, 884–890 operator, 103 object-oriented software	(OSI) reference model, 884–890	operator, 103	object-oriented software
opening a stream, 705 policy configuration files, 923 development case study,	opening a stream, 705	policy configuration files, 923	development case study,
order property, heaps, 474 POLS (Principle of Least 178–183	order property, heaps, 474	POLS (Principle of Least	178–183
OS/360 operating system, 30–31 Surprise), 45 problem specification phase of soft-	OS/360 operating system, 30–31	Surprise), 45	problem specification phase of soft-
OSI (Open Systems polymorphism, 149–151 ware life cycle, 5–9, 57–58	OSI (Open Systems	polymorphism, 149–151	ware life cycle, 5–9, 57–58
Interconnection) reference polynomial algorithms, 265 procedure-oriented view, 42	Interconnection) reference	polynomial algorithms, 265	procedure-oriented view, 42
model, 884–890 popping stacks, 347 procedures, 41, 101	model, 884–890	popping stacks, 347	procedures, 41, 101
OSPF (Open Shortest Path pop-up dialog boxes, 814 processes, 735	OSPF (Open Shortest Path	pop-up dialog boxes, 814	processes, 735
First), 593 ports, 888–889 lightweight. See thread(s)	First), 593	ports, 888–889	lightweight. See thread(s)
overloaded methods, 103 well-known, 889 processing streams, 708, 709	overloaded methods, 103	well-known, 889	processing streams, 708, 709
position numbers, 294 program(s), size, 2–3		position numbers, 294	program(s), size, 2–3
postconditions, specifying for program maintenance, 29	_	postconditions, specifying for	program maintenance, 29
P components, 9 program verification, 23–24	Р	components, 9	program verification, 23–24
package(s), 91 Postel, John, 879 properties, objects, 46	package(s), 91	Postel, John, 879	properties, objects, 46
package scope, 92 postOrder() method, 406, protocol(s), 882-884	package scope, 92	postOrder() method, 406,	protocol(s), 882–884
407, 414		407, 414	

"A Protocol for Packet Network	real-time programs, 464	rings, 343
Interconnection" (Cerf and	rebalancing algorithm, 465	Roberts, Larry, 879
Kahn), 879	receive() method, 912	Room class, implementation,
protocol identifier, 919	recurrence relation, 271–272	204–210
prune() method, 406-407, 412	recursive algorithms, 267–277	roots
public instance variables, 93–94	analysis, 270–277	hierarchical data
pushing values into stacks,	recursive case, 268, 271–272	structure, 289
347–348	recursive method calls, 267	trees, 391
putAll() method, 638	red-black trees, 460, 464,	Ruby, 44–45
Python, 45, 223	465–474	run() method, 739-741, 742
1 y mon, 10, <b>22</b> 0	reference variables, 47–49,	run state, 745
	117–118	Runnable interface, 740–741
Q	reference-based implementation,	run-time binding, 149–151
quadratic algorithm, 259	binary trees, 416–431	run-time stacks, 351
quantum computing, 143–144	reference-based implementation of	run-time stacks, 991
qubits, 143–144	lists, 314–330	
queues, 358–378	registration, 839	S
behavior, 378	remove() method, 296, 298,	sandbox, 922–923
implementation, 363–369	322, 779–780, 783	Sanger, Fred, 722
operations, 358–362	complexity, 516, 519	Scanner class, 723–725
priority, 370, 634–635	Iterator interface,	scatter functions, 532
	623–624	*
ready, 735, 746		schedulers, 735
thread-safe, 774	time complexity, 328	nonpreemptive, 747
wait, 746	remove(position) method,	preemptive, 747
waiting, 735	time complexity, 328	search trees, binary. See binary
Quicksort, 795	removeAll() method, 618	search trees (BSTs)
	removeDuplicates() method,	security, 23, 921–925
R	626–627	SecurityManager class, 923
• •	repeated substitutions technique,	selection sort algorithm, 259–260
radiation overdoses, 764–765	272, 276	Self, 45
rapid prototyping, 6–7	Request for Comments, 884	send() method, 911-912
read() method, 709-710	requirements phase of software life	sequence diagrams, UML, 67
Reader, 709, 710	cycle, 57	sequential search algorithm,
reading character data from the	resource identifier, 919	252–253
keyboard using streams,	reading from, 920–921	serial execution of threads,
719–720	representing, 919–920	760–761
reading data from files, streams	retainAll() method, 618	servers, 895
using, 709–715	rethrowing exceptions, 702–703	multithreaded, 902–905
read-only collections, 668–670	return statement, 351	ServerSocket class, 896–897
read-only wrappers, 668	@return tag, 27	Session layer of OSI model, 890
ready queue, 735, 746	Javadoc comments, 93	set(s), 291–292, 508–519
ready state, 745	reusability, 614–615	base type, 516

condinality 519	singly lipled lists, 220	asftware poskeres size 4
cardinality, 513 empty, 513	singly linked lists, 330 sinks, streams, 705	software packages, size, 4 software productivity, 19
implementation, 514–519,	size	software requirements documents,
652–656	programs, 2–3	7, 57
intersections, 512	software packages, 4	software reuse, 19
method complexity,	size() method, 298, 405, 413	sort() method, 667, 668
515–516, 519	complexity, 516, 519	sorted interfaces, 641–649
naïve set theory, 509	time complexity, 328	natural ordering of objects,
operations, 509–513	slash (/), Javadoc comments, 27, 93	641–647
sorted, 647–649	sleep() method, 751-755	sorted sets and sorted maps,
unions, 512	Smalltalk, 43, 46, 82	647–649
Set interface, 624–627	SMTP (Simple Mail Transfer	sorted maps, 647–649
set() method, 297, 299,	Protocol), 883	sorted sets, 647–649
406, 412	socket(s), 891	SortedMap interface, 649
set(element,position)	Socket class, 897	SortedSet interface, 647-649
method, time complexity, 328	socket class(es), 891	sources
set(element) method, time	reliable communication,	shortest path problem, 583
complexity, 328	895–905	streams, 705
set theory, 521	representing addresses in	source/sink streams, 707–708
setDaemon() method, 742	Java, 892–895	spanning trees, 574–583
setDefaultCloseOperation	representing diagrams,	breadth-first, 576
() method, 8 <del>4</del> 7	905–909	depth-first, 576
shallow copies, 123	unreliable communication,	minimum, 576–583
shallow copy, 118–119	909–916	sparse graphs, 594
Shape class, 133	software design documents, 9–10	special cases, 321–322
Shell, Donald, 795	software engineering, 30	specialization form of inheritance,
Shell sorts, 795	father of, 30 <b>–</b> 31	53, 54, 145
Shor, Peter, 144	software errors. See errors	object-oriented software
shortest path problem, 583–591	software life cycle, 4–29	development case study,
siblings, nodes, 393	algorithm and data structure	189–190
signature, methods, 102, 112	selection phase, 14–17	specification form of inheritance,
signer of a class, 924	coding and debugging	53–54
simple data type, 288	phase, 17–23, 58	object-oriented software
Simple Mail Transfer Protocol	documentation and support	development case
(SMTP), 883	phase, 26–29	study, 192
simple path, 393	maintenance phase, 29	square brackets ([]), iteration
graphs, 560	problem specification phase,	market, 79
Simula, 43, 224	5–9, 57	Square class, 128–132
simulation clocks, 184	program design phase,	Square subclass, 135–136
single inheritance, 55	9–14, 58, 60–65	Squeak, 45
singly linked circular lists, 342–345	testing and verification	stable methods, 667
<i>,</i> , , , , , , , , , , , , , , , , , ,	phase, 23–26	,
	r7	

INDEX

stable sorting algorithm, 277	status value, traversal of graphs,	synchronization
stack(s), 347–356	569–571	instance variables, 770–772
behavior, 378	STL (Standard Template	threads, 759–793
implementation, 352–356	Library), 613	synchronized blocks, 766–767
interfaces, 348–350	Strassen's method, 263	synchronized buffers, 783
linked list-based implemen-	streams, 20–21, 704–725	synchronized methods, 774–778
tation, 691–692	algorithms for using, 705	static, 777–778
operations, 347–351	buffered, 712–715	System.exit(), exception
popping, 347	closing, 705	handling, 682–683
pushing values into,	java.io package,	<u> </u>
347–348	706–709	
run-time, 351	opening, 705	T
top, 347	processing, 708, 709	tables, 292
Stack class, 356	Scanner class, 723–725	tags
stack traces, 693	source/sink, 707–708	Javadoc comments, 27, 93
StackException class,	standard error, 718	traversal of graphs, 569–571
689–690	standard input, 718	tails, graphs, 552
StackOverflow class, 690	standard output, 718	taxonomies, 288
StackUnderflow class, 690	using, 709–722	TCP (Transmission Control
standard error streams, 718	wrapping, 708	Protocol), 888–889
standard input streams, 718	Stroustrup, Bjarne, 43	TCP/IP, 878, 882–890
standard output streams, 718	structured programming, 357	OSI model, 884–890
Standard Template Library	stubs, 844	protocols, 882–884
(STL), 613	subclasses, 50–51, 133, 134	technical documentation, 27–29
starvation, 748, 793	general form, 135	techniques, inheritance as, 56
state(s), 93–99	overriding superclass meth-	Technorati, 918
instance variables, 93–94	ods, 140–143	terabytes, 461
local variables, 94	subgraphs, connected, 561	teraflop(s), 737
object-oriented software	subList() method, 634	teraflop computer, 264
development case study,	$\mathtt{subset}() \text{ method}, 513, 518$	terminal symbols, 389
184–185	complexity, 516, 519	testing
objects, 46	subtrees, 391	acceptance, 229
state diagrams, UML, 67	successors, of linear data structure	black box (acceptance;
state variables, exception handling,	elements, 288	beta), 26
684–685	sumInput() method, 720	clear box (alpha), 26
static class methods, 666	Sun Microsystems, 43–44	empirical, 24
static locks, 772	super keyword, 137–139	exhaustive, 24–25
static methods, 113, 668–669	superclasses, 50, 133	integration, 25–26
static synchronized methods,	subclass overriding of meth-	object-oriented software
777–778	ods, 140–143	development case study,
static variables, 95–96	Swing, 807, 809–811	224–229
	symbolic constants, 98–99	unit, 24, 224–229

testing and verification phase of	top of a stack, 347	TreeMap implementation of
software life cycle, 23–26	toParent() method, 405, 410	maps, 665
T <sub>E</sub> X, 490	top-down design, 10–11	TreeSet class, 656
Therac-25 accidents, 764–765	toRightChild() method, 405,	try blocks, 694–695, 697
Thermostat class, implementa-	410–411	tuples, 521
tion, 211–215	toRoot() method, 405	Turing, Alan M., 520–521
32 bits, 886	toString() method, 152-153	Turing machines, 520–521
this object, 447	object-oriented software	2-tuples, 521
this keyword, 125–128	development case	type-safe languages, 157
this variable, 773–774	study, 186	type sale kinguages, 19.
thread(s), 21, 733–794	transforming data using streams,	
associating names with	717–718	U
threads, 742–743	Transmission Control Protocol	UDP (User Datagram Protocol),
cooperative multitasking,	(TCP), 888–889	888–889, 909–910
750–759	Transport layer of OSI model,	UDP day/time client, 914–916
crating, 738–744	887–889	UDP day/time server, 912–914
daemon, 742	traveling salesman problem, 265	ULTRA, 264
inheritance, 740	traversal	UML. See Unified Modeling
multiple, 743	graphs, 568–574	Language (UML)
noncooperative, 749	lists, 664	unchecked exceptions,
Runnable interface,	tree(s), 290, 387–474	686–687, 689
740–741	binary. See binary trees	undirected graphs, 552–553
scheduling and thread prior-	edges, 391	Unicon, 45
ities, 745–750	general, 391–393	Unified Modeling Language
synchronization, 759–793	height, 393	(UML), 8, 65–80
Thread class, 738	internal nodes, 391, 392	class diagrams, 68–77
thread-safe queues, 774	leaves, 391	diagram types, 66–67
throwing exceptions, 690–694	nonterminal symbols,	sequence diagrams, 77–80
throws clauses, 698	389–390	views, 66
time complexity, methods,	parse, 388 <b>–</b> 391	union() method, 518
328–330	roots, 391	complexity, 516, 519
time quantum, 747	spanning, 574–583	unions, 512
time-sharing operating	subtrees, 391	unit testing, 24, 224–229
systems, 735	terminal symbols, 389	UNIVAC I, 671
time-space trade-off, 549	tree traversal, 399–404	Universal Resource Locators
Tiobe Programming Community	infix representation, 402	(URLs), 919–921
Index, 91	inorder, 401, 402–403	unmodifiable wrappers, 668
toArray() method, complexity,	postfix representation, 402	unreliable communication,
516, 519	postorder, 401, 402–403	909–916
toLeftChild() method,	prefix representation,	unweighted edges, graphs, 553
405, 410	401–402	URL(s) (Universal Resource
	preorder, 399–401	Locators), 919–921

URL classes, 891–892, 917–921	Venn diagrams, 512	Wikipedia, 193
		*
reading from URLs,	verification, 23–24	WORA (Write Once, Run
920–921	eversion tag, 27	Anywhere), 90–91
representing URLs,	Javadoc comments, 93	worst-case behavior of algorithms,
919–920	Vertex class, $553-560$	1 <del>4</del> 9–151
URLClassLoader class, 917	vertices, graphs, 552	Wozniak, Steve, 852
use-case diagrams, UML, 67	veterinary system example of class	wrapper(s)
User Datagram Protocol (UDP),	diagram, 75	read-only, 668
888–889, 909–910	viewports, 815	unmodifiable, 668
user documentation, 27	views, UML, 66	wrapper methods, 668
,	visit() method, 407	wrapping streams, 708
	von Neumann, John, 143	Write Once, Run Anywhere
V	von Neumann architecture, 41, 143	(WORA), 90–91
value(s)	70111001110111111111011101011101011101	(,, 512.2), 5 5 7 1
objects, 46		
parameters passed by, 121	W	Χ
value field, 292, 521	wait loops, busy, 751	Xerox Alto, 808, 852
variables	wait() method, 783,	Xerox PARC, 808
automatic, 73	784–786, 791	Xerox STAR, 808
class, 95–96	wait queue, 746	XP (extreme programming), 59
content equivalent, 48–49	wait state, 745	
final, 97–98	waiting queue, 735	
initializing, 118	Watson, Thomas, 722	Υ
name equivalent, 48, 49, 119	weighted edges, graphs, 553	yield() method, 756-757
reference, 47–49, 117–118	well-known ports, 889	
	1 '	

static, 95–96