

Table of contents of the book "Java"

Introduction

How to Use This Book

Conventions Used in This Book

What You Don't Have to Read

Foolish Assumptions

How This Book Is Organized

Part I: Getting Started

Part II: Writing Your Own Java Programs

Part III: Working with the Big Picture: Object-Oriented Programming

Part IV: Savvy Java Techniques

Part V: The Part of Tens

Icons Used in This Book

Where to Go from Here

Part I: Getting Started

Chapter 1: All about Java

What You Can Do with Java

Why You Should Use Java

Getting Perspective: Where Java Fits In

Object-Oriented Programming (OOP)

Object-oriented languages

Objects and their classes

What's so good about an object-oriented language?

Refining your understanding of classes and objects

What's Next?

Chapter 2: All about Software

Quick-Start Instructions

What You Install on Your Computer

What is a compiler?

What is a Java virtual machine?

Developing Software

What is an Integrated Development Environment?

Chapter 3: Using the Basic Building Blocks

Speaking the Java Language

The grammar and the common names

The words in a Java program

Checking Out Java Code for the First Time

Understanding a Simple Java Program

The Java class

The Java method

The main method in a program

How you finally tell the computer to do something

Curly braces

And Now, a Few Comments

Adding comments to your code