Websites

Java Forum: <https://javaranch.com/>

Head First Java的Java code下載地址：wickedlysmart.com

Learning habit

## Principle

A person’s brain craves novelty

e.g. unusual, interesting, dangerous

## A stimulating learning process

1. Get - and keep – the reader’s attention.
2. Make it (knowledge & skills) visual （視覺刺激）
3. Use a conversational and personalized style （陪伴）
4. Get the learner to think more deeply

* The big picture & layout
* Think（Don’t just read. Stop and think.）
* Practice（Your brain is turned to learn and remember more when you do things than when you read about things.）
* Repetition (刺激multiple senses, the content gets coded into more than one area of your brain) （執行力）

1. Touch learns’ emotions

* curiosity, surprise, fun （過程好玩）
* achievement (when a problem is solved or you have made some progress)（結果有成就感）

1. Rest

* Part of the learning (especially the transfer to long-term memory) happens after you put the book down. Your brain needs time on its own, to do more processing.（消化）
* When your brain is getting overloaded, rest. （放鬆）

Every Java application has to have at least one class, and at least one main method (not one main per class; just one main per application).

About Exercise

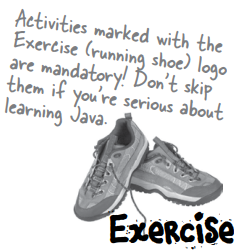
Pxxvii

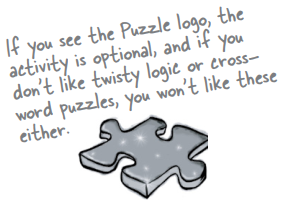
Read the “There are No Dumb Questions”

That means all of them. They are not optional side-bars – they’re part of the core content! Sometimes the questions are more useful than the answers.

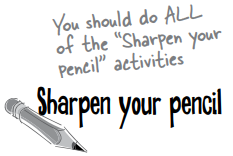
Type and run the code.

Pxxix

The end-of-chapter exercises are mandatory.

Puzzles are optional.

Answers for both are at the end of each chapter.

The ‘Sharpen Your Pencil’ exercises don’t have answers.

Not printed in the book, anyway. For some of them, there is no right answer, and for the others, part of the learning experience for the Sharpen activities is for you to decide if and when your answers are right. (Some of our suggested answers are available on wickedlysmart.com)

Terms

Java Virtual Machine (JVM)

a pair of curly braces { }

a comparison operator: < less than, > greater than, == equality

The equals operator uses two equals signs ==

The assignment operator is one equals sign =

Declare an int variable with a name and a type: int x;

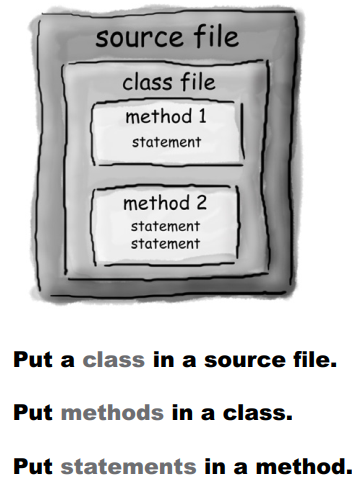
int x = 4; // assign 4 to x

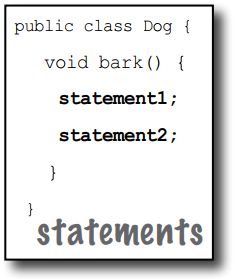
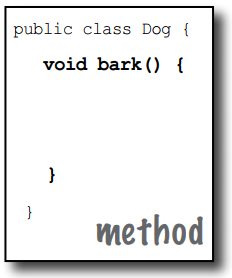
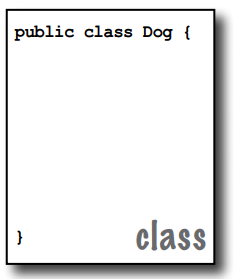
Put a boolean test inside parentheses（小括號）: while (x == 4) { }

Coding

## Chapters 1 & 2

### Java code structure





### While loops

Q: In my other language I can do a boolean test on an integer. In Java, can I say something like: int x = 1; while (x){ } Is this right?

A: No. A boolean and an integer are not compatible types in Java. Since the result of a conditional test must be a boolean, the only variable you can directly test (without using a comparison operator) is a boolean. For example, you can say: boolean isHot = true; while(isHot) { }

### System.out.print vs. System.out.println

System.out.println inserts a newline (think of println as printnewline while System.out.print keeps printing to the same line. If you want each thing you print out to be on its own line, use println. If you want everything to stick together on one line, use print.

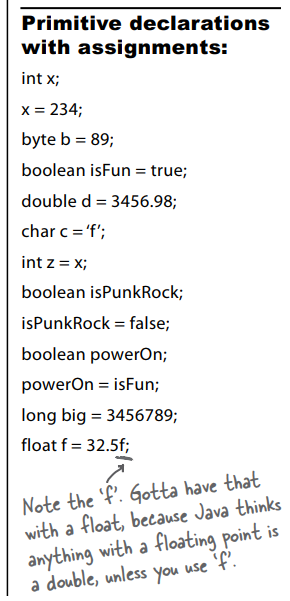
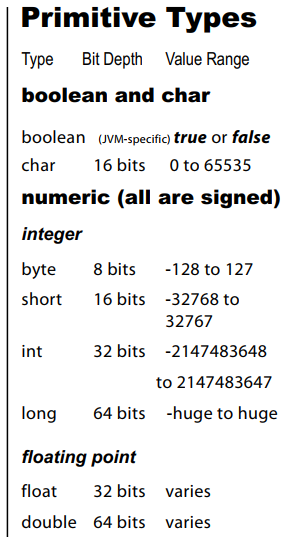
### To make a method or a variable ‘global’

marking a method as public and static makes it behave much like a ‘global’

If you mark a variable as public, static, and final – you have essentially made a globally-available constant.

## Chapter 3 Primitives and References

### primitives



### assign a value to a variable

You can assign a value to a variable in one of several ways including:

* type a literal value after the equals sign (x=12, isGood = true, etc.)
* assign the value of one variable to another (x = y)
* use an expression combining the two (x = y + 43)

### spillage

You can’t put a large value into a small cup.

For example, you can’t pour an int-full of stuff into a byte-sized container, as follows:

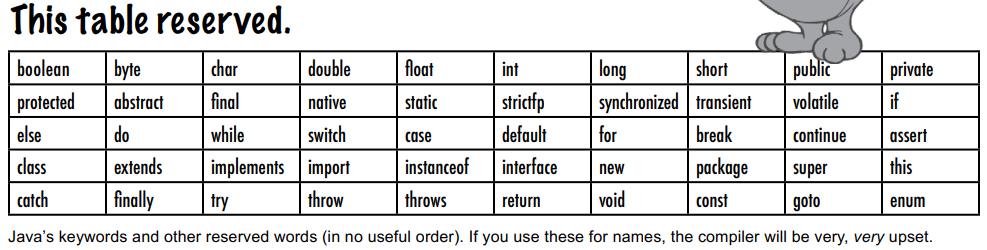
int x = 24;

byte b = x;

//won’t work!!

### names for variables

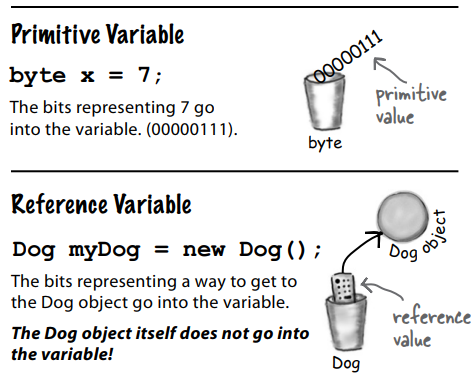
* It must start with a letter, underscore (\_), or dollar sign ($). You can’t start a name with a number.
* After the first character, you can use numbers as well. Just don’t start it with a number.
* It can be anything you like, subject to those two rules, just so long as it isn’t one of Java’s reserved words.



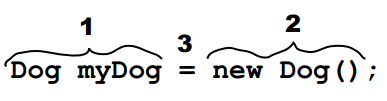
### object reference variables

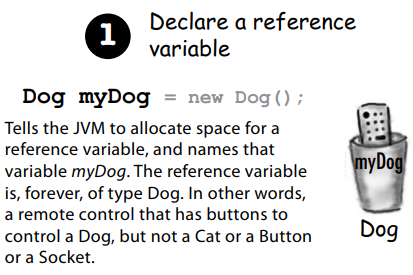
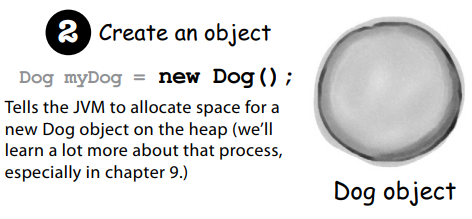
Although a primitive variable is full of bits representing the actual value of the variable, an object reference variable is full of bits representing a way to get to the object. It doesn’t hold the object itself, but it holds something like a pointer. Or an address.

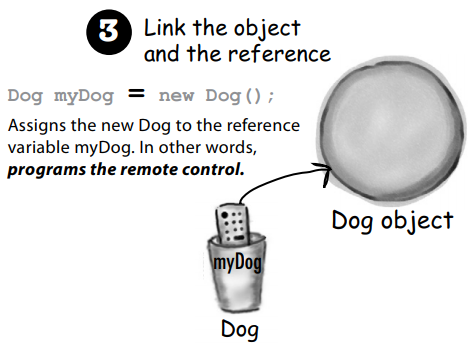
Objects live in one place and one place only—the garbage collectible heap!



### The 3 steps of object declaration, creation and assignment





### ‘re-reference’

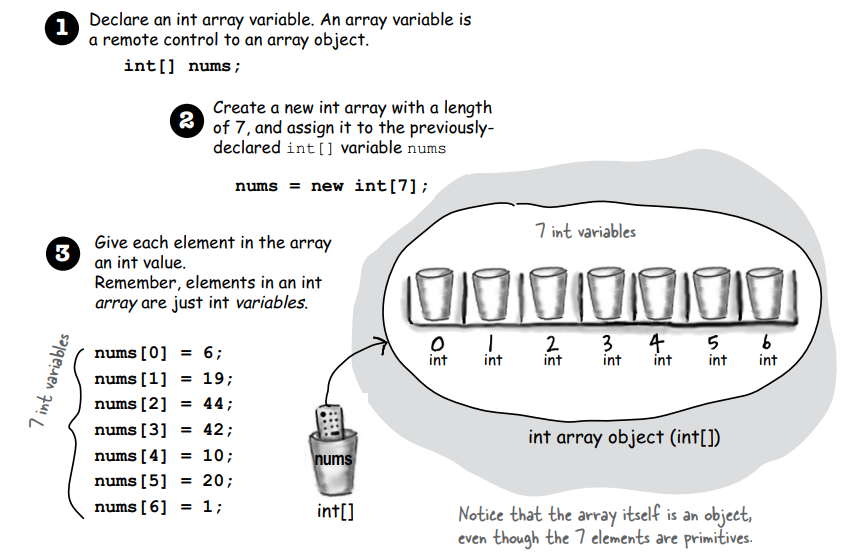
An object reference variable can be referring to one object (e.g. Dog), and then can refer to some other object (e.g. another Dog). But it cannot refer to a Cat.

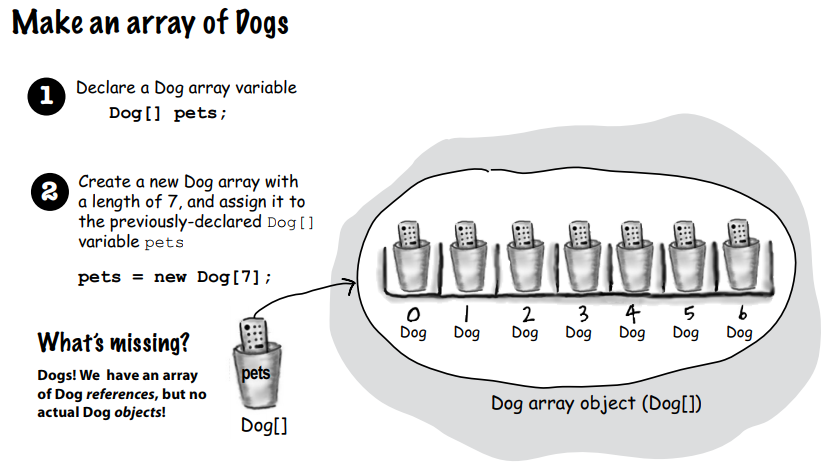
If an object reference variable is marked final, then once it is assigned a Dog, no other object can be assigned to it.

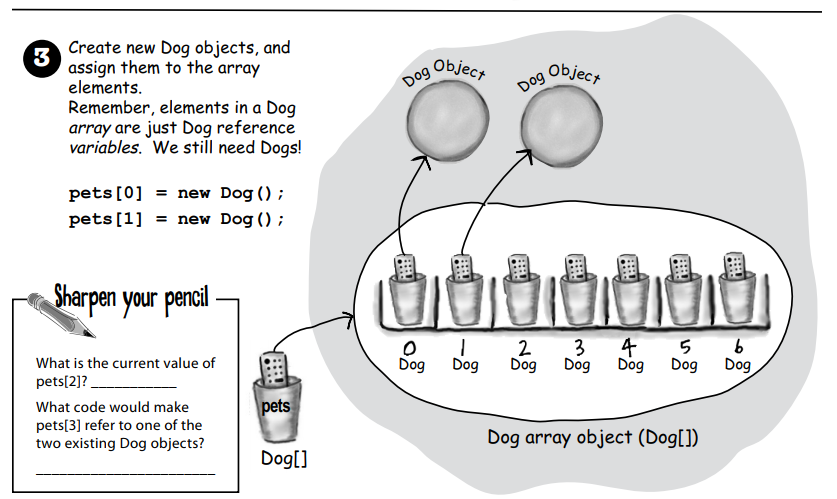
An object reference variable can refer to nothing, meaning the object reference variable is null. Null is a value. The reference is still like a remote control, but it’s like you brought home a new remote control and you don’t have a TV. The remote control is not programmed to control anything.

### arrays

Arrays are always objects, whether they are declared to hold primitives or object references.







## Chapter 4 Methods use instance variables

### parameter VS argument

A method uses parameters.

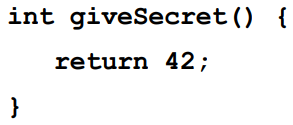
A caller passes arguments.

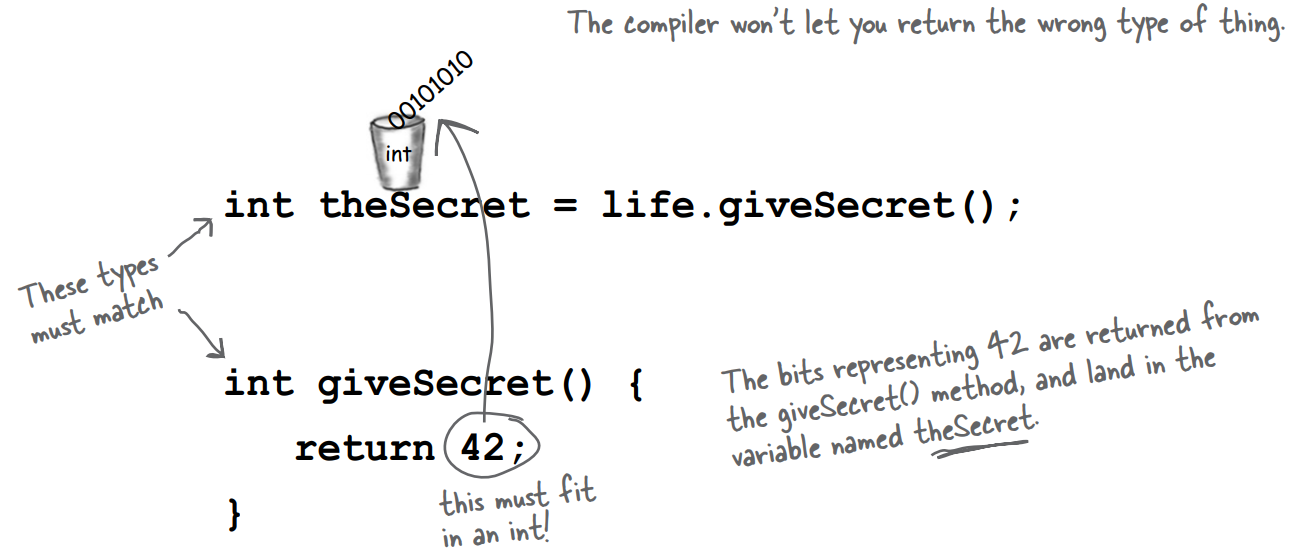
### void method

If a method is made with a void return type, it does not give anything back.

### method returning a specific type

If you declare a method to return a value, you must return a value of the declared type! (Or a value that is compatible with the declared type.)

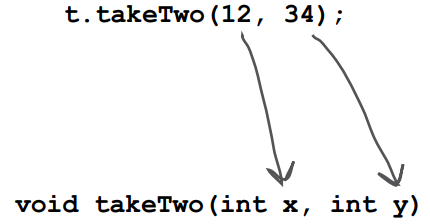




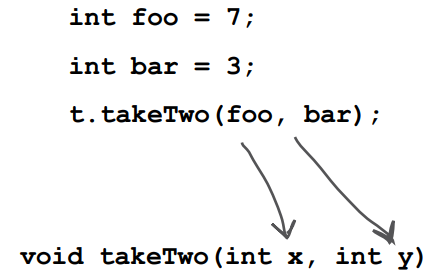
### arguments

If a method has parameters, you must pass arguments of the right type and order.



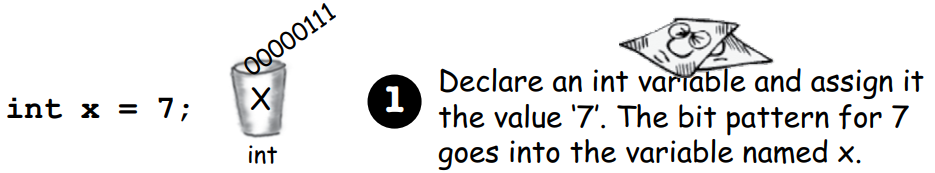




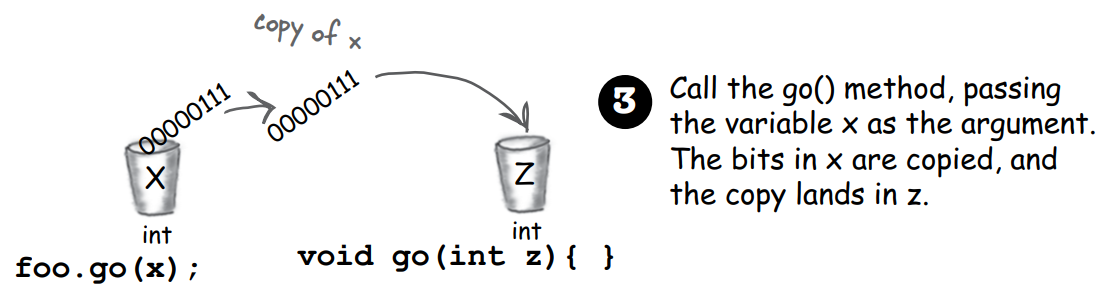


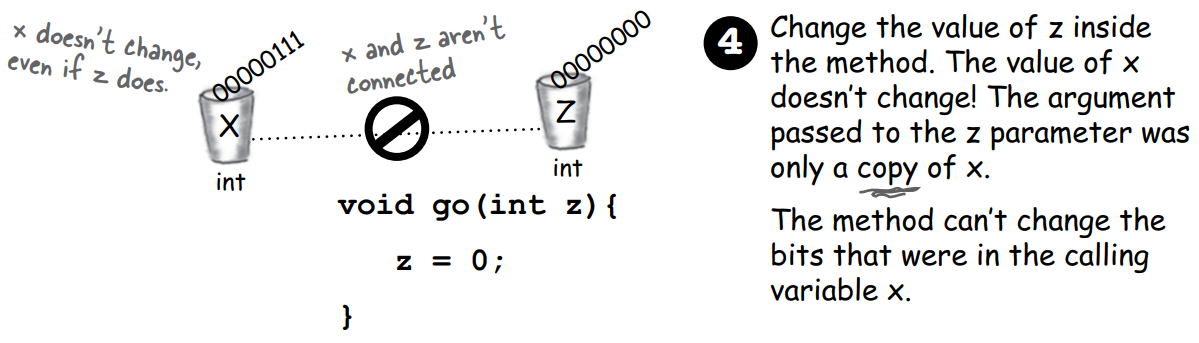
### Java is pass-by-value

Java is pass-by-value. This means pass-by-copy.









It is the same if the argument you want to pass is an object (actually, it should be a reference to an object) instead of a primitive. Java passes everything by value. If you pass a reference to an object into a method, you are passing a copy of the remote control.

### a method declaring multiple return values

A method can declare only one return value. If you want to return, say, three int values, then the declared return type can be an int array. Stuff those ints into the array, and pass it on back.

### Do I have to return the exact type I declared?

You can return anything that can be implicitly promoted to that type. So, you can pass a byte where an int is expected.

When the declared type is smaller than what you’re trying to return you must use an explicit cast.

Same thing with parameters.

### Do I have to do something with the return value of a method?

You can ignore the return value of a method.

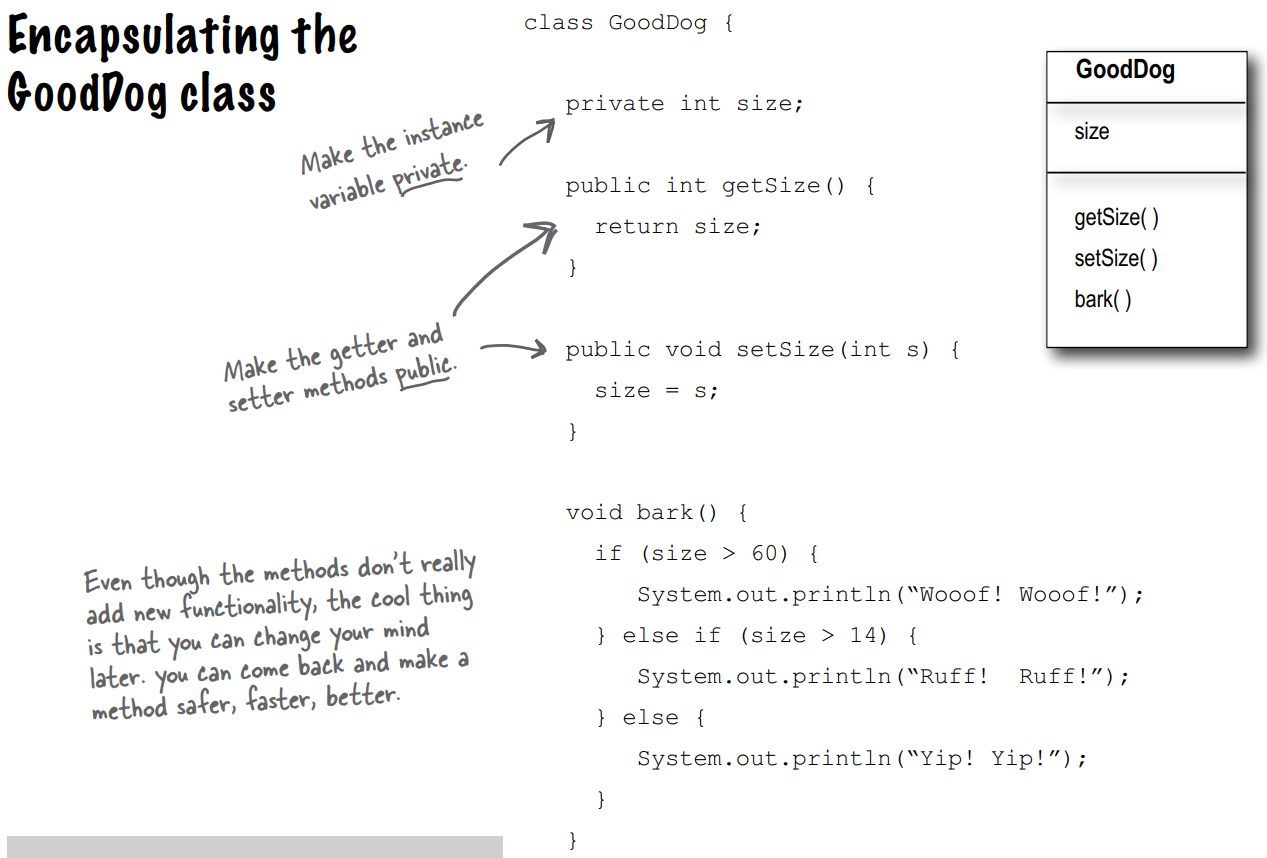
### getters and setters

Getters and Setters (Accessors and Mutators) let you, well, get and set things. Instance variable values, usually.

### hide the data

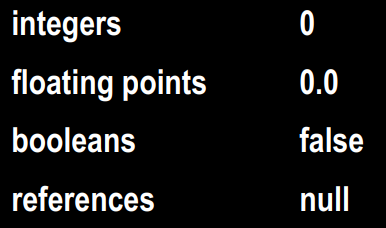
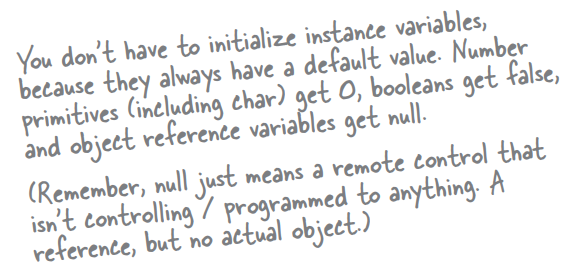
Mark instance variables private.

Mark getters and setters public.

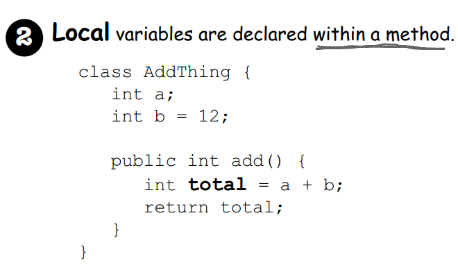
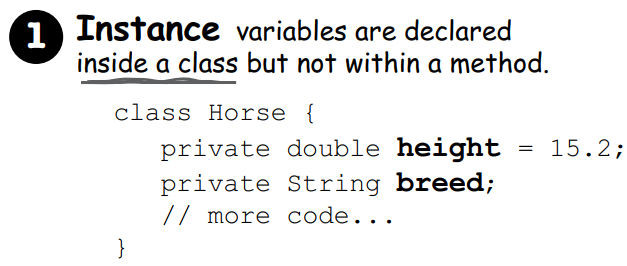


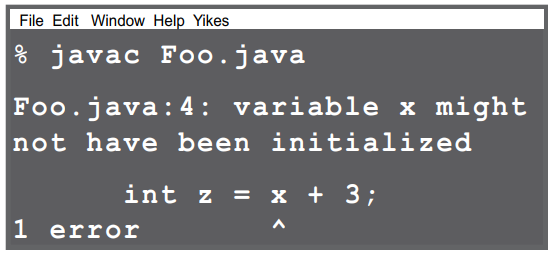
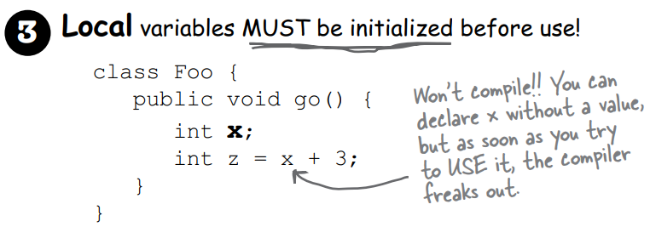
### Instance variables get a default value.

Instance variables always get a default value. If you don’t explicitly assign a value to an instance variable, or you don’t call a setter method, the instance variable still has a value!



### Local variables do not get a default value.





### method parameters – initialized?

Method parameters are virtually the same as local variables—they’re declared inside the method (well, technically they’re declared in the argument list of the method rather than within the body of the method, but they’re still local variables as opposed to instance variables).

But method parameters will never be uninitialized, so you’ll never get a compiler error telling you that a parameter variable might not have been initialized. But that’s because the compiler will give you an error if you try to invoke a method without sending arguments that the method needs.

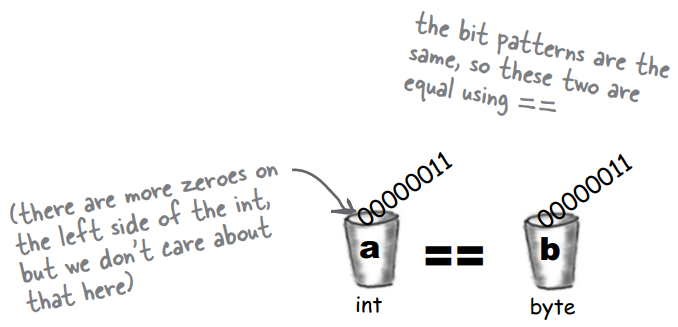
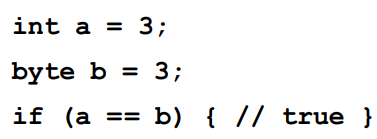
So parameters are ALWAYS initialized, because the compiler guarantees that methods are always called with arguments that match the parameters declared for the method, and the arguments are assigned (automatically) to the parameters.

### comparing variables (primitives and references)

Use == to compare two primitives, or to see if two references refer to the same object.

Use the equals() method to see if two different objects are equal.

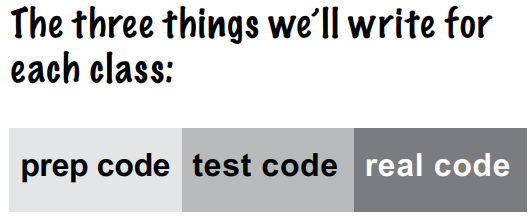
The == operator is used only to compare the bits in two variables. What those bits represent doesn’t matter. The bits are either the same, or they’re not.

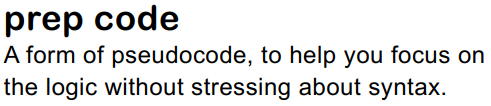


## Chapter 5 Writing a Programme

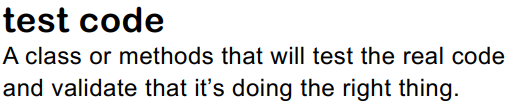
### developing a class

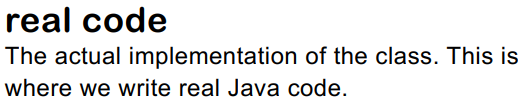
1. Figure out what the class is supposed to do.
2. List the instance variables and methods.
3. Write prepcode for the methods.
4. Write test code for the methods.
5. Implement the class.
6. Test the methods.
7. Debug and reimplement as needed.
8. Express gratitude that we don’t have to test our so-called learning experience app on actual live users.





Most prepcode includes three parts: instance variable declarations, method declarations, method logic.





### Extreme Programming (XP)

Considered by many to be “the way programmers really want to work”, XP emerged in the late 90’s and has been adopted by many companies. The thrust of XP is that the customer gets what he wants, when he wants it, even when the spec changes late in the game.

* Keep it simple.
* Don’t put in anything that’s not in the spec (no matter how tempted you are to put in functionality “for the future”).
* Develop in iteration cycles.
* Make small, but frequent, releases.
* Set realistic schedules, based around small releases.
* No killer schedules; work regular hours.
* Write the test code first.
* Don’t release anything until it passes all the tests.
* Refactor (improve the code) whenever and wherever you notice the opportunity.
* Program in pairs, and move people around so that everybody knows pretty much everything about the code.

### Integer.parseInt()

Integer.parseInt() works only on Strings that represent the ascii values for digits (0,1,2,3,4,5,6,7,8,9). If you try to parse something like “two” or “blurp”, the code will blow up at runtime. (By blow up, we actually mean throw an exception, but we don’t talk about exceptions until the Exceptions chapter. So for now, blow up is close enough.)

### two different styles of for loops

From the first version of Java there has been a single kind of for loop that looks like this:

for (int i = 0; i < 10; i++) {

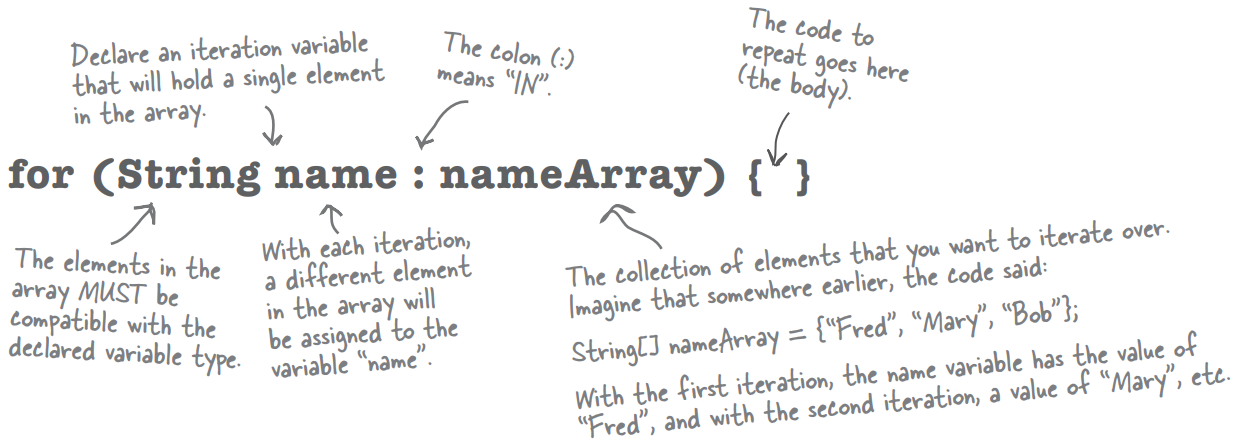
// do something 10 times

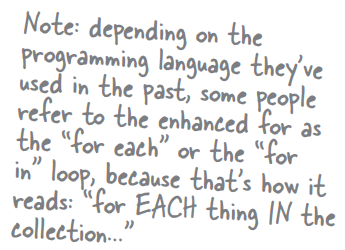
}

You can use this format for any kind of loop you need.

But... beginning with Java 5.0 (Tiger), you can also use the enhanced for loop when your loop needs to iterate over the elements in an array (or another kind of collection).

You can always use the plain old for loop to iterate over an array, but the enhanced for loop makes it easier.





### for loops VS while loops

Choose for loops over while loops when you know how many times you want to repeat the loop code.

### ++x VS x++

Putting the operator before the variable (for example, ++x), means, “first, increment x by 1, and then use this new value of x.” This only matters when the ++x is part of some larger expression rather than just in a single statement.

int x = 0; int z = ++x;

produces: x is 1, z is 1

But putting the ++ after the x give you a different result:

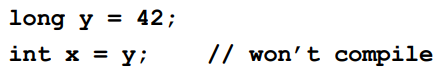
int x = 0; int z = x++;

produces: x is 1, but z is 0!

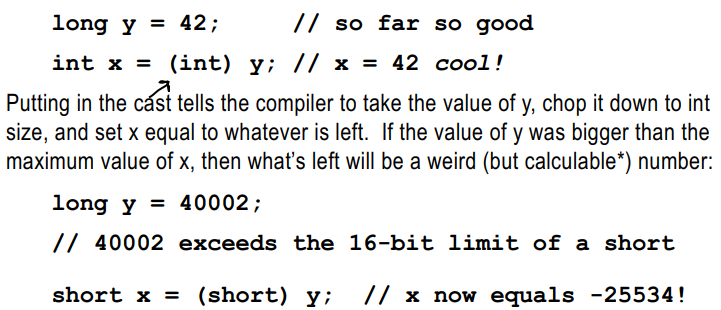
z gets the value of x and then x is incremented.

### casting primitives

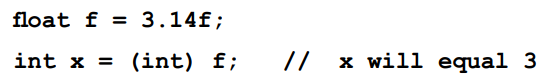
You can’t shove a big thing directly into a small thing.



To force the compiler to jam the value of a bigger primitive variable into a smaller one, you can use the cast operator. It looks like this:



And let’s say you have a floating point number, and you just want to get at the whole number (int) part of it:

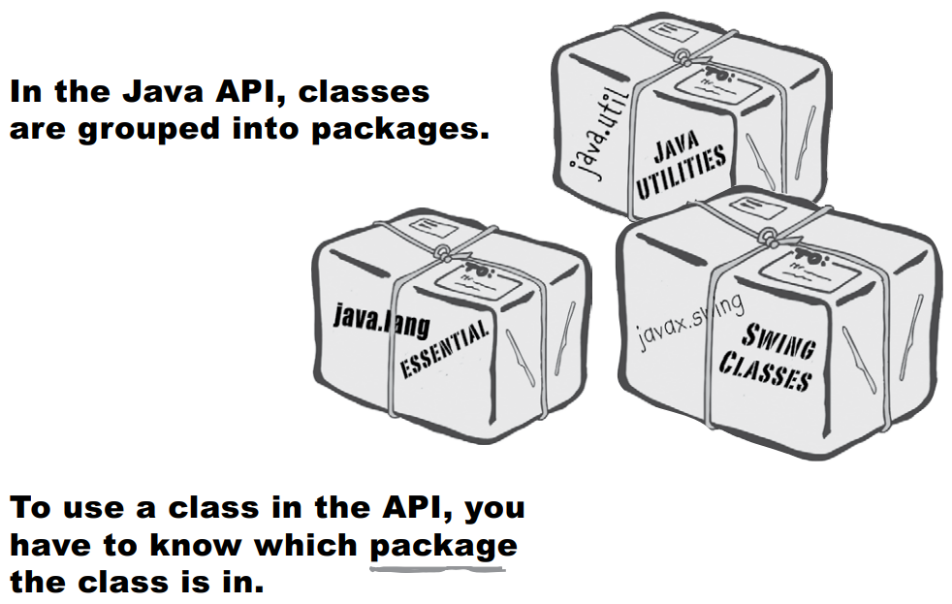


## Chapter 6 Get to Know The Java API

The Java library is known as the Java API.

The core Java library is a giant pile of classes just waiting for you to use like building blocks.

A Java API/ library includes packages. A package includes classes(Classes are grouped into packages.).



### Short Circuit Operators ( && , || )

The operators we’ve looked at so far, && and ||, are known as short circuit operators.

In the case of &&, the expression will be true only if both sides of the && are true. So if the JVM sees that the left side of a && expression is false, it stops right there! Doesn’t even bother to look at the right side.

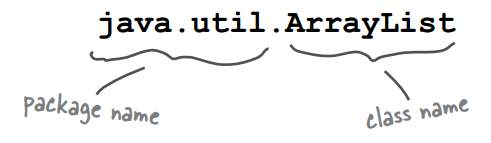
Similarly, with ||, the expression will be true if either side is true, so if the JVM sees that the left side is true, it declares the entire statement to be true and doesn’t bother to check the right side.

### Non Short Circuit Operators ( & , | )

When used in boolean expressions, the & and | operators act like their && and || counterparts, except that they **force the JVM to always check both sides of the expression**. Typically, & and | are used in another context, for manipulating bits.

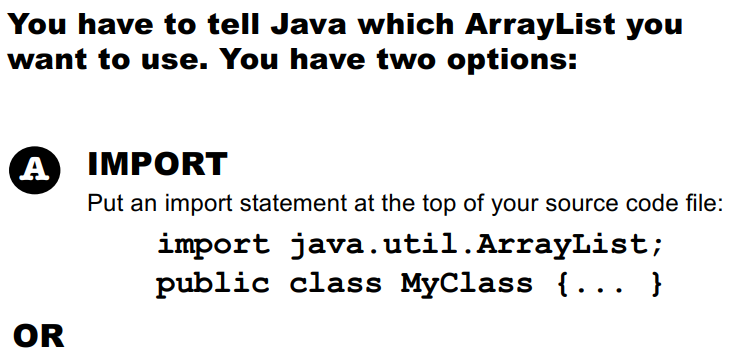
### full name of the class

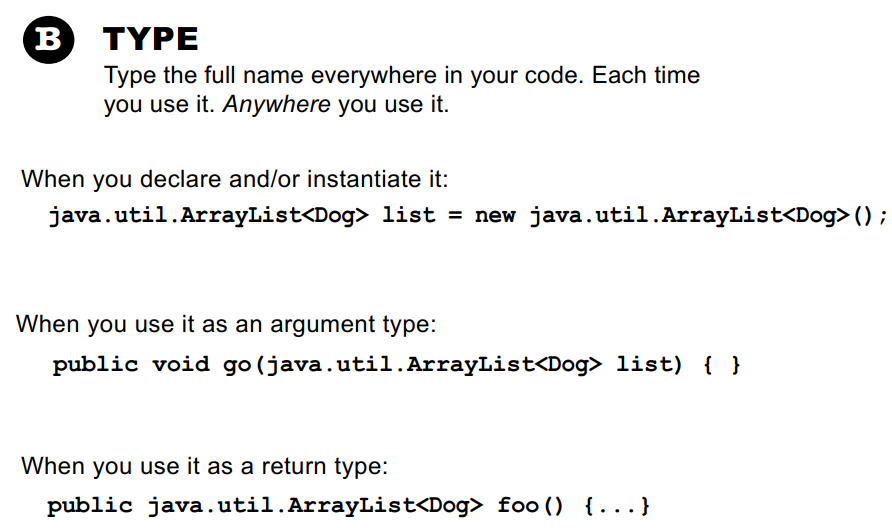
You have to indicate the full name of the library class you want to use, and that means package name + class name.



You have to know the full name\* of the class you want to use in your code. Unless the class is in the java.lang package.

The class java.lang is the one you don’t have to import.





### purposes of a package

First, they help the **overall organization** of a project or library. Rather than just having one horrendously large pile of classes, they’re all grouped into packages for specific kinds of functionality (like GUI, or data structures, or database stuff, etc.)

Second, packages give you **a name-scoping**, to help prevent collisions if you and 12 other programmers in your company all decide to make a class with the same name.

Third, packages provide a level of **security**, because you can restrict the code you write so that only other classes in the same package can access it.

### when a package starts with javax

Packages in the standard library don’t have that “x”, and only extensions have the “x”. These classes which were known as extensions were other packages not included in the standard library.

The mother of all standard extensions was the Swing library. It included several packages, all of which began with javax.swing.

When you see a package in the library that begins with javax, you know it started life as an extension, and then got a promotion (to become a part of a standard library).

(同一級別：The Java library is known as the Java API. an extension)

### declare the type of the array

You declare the type of the array using a type parameter, which is **a type name in angle brackets**.

Example: ArrayList<Button> means the ArrayList will be able to hold only objects of type Button (or subclasses of Button as you’ll learn in the next couple of chapters)

### an ArrayList wrapping and unwrapping primitives

Although an ArrayList holds objects and not primitives, the compiler will automatically “wrap” (and “unwrap” when you take it out) a primitive into an Object, and place that object in the ArrayList instead of the primitive.

## Chapter 7 Inheritance and Polymorphism

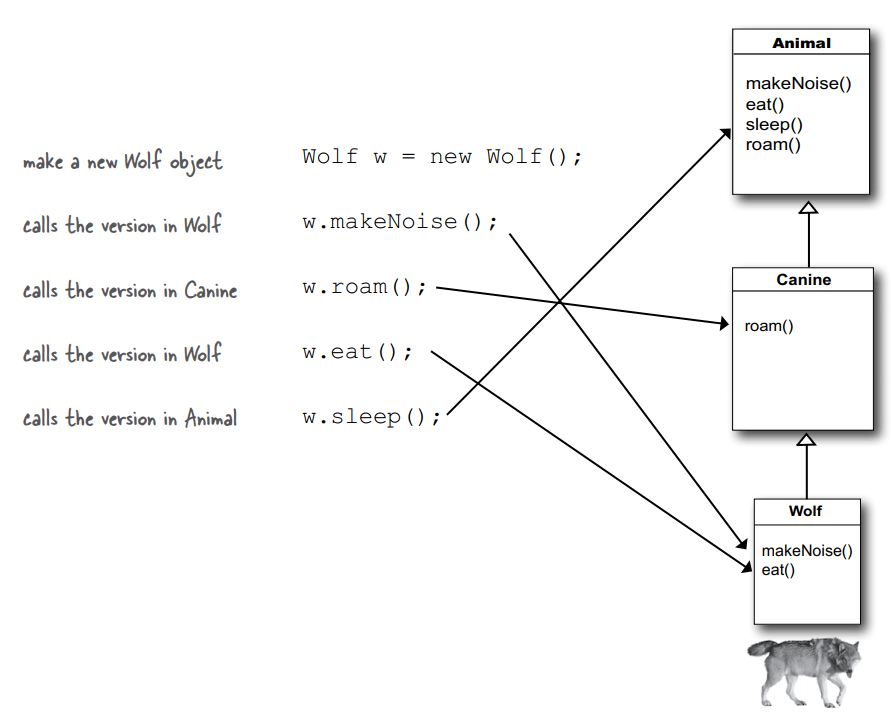
### add and override

A subclass can **add new methods and instance variables** of its own, and it can **override** the **methods** it inherits from the superclass.

Instance variables are not overridden because they don’t need to be. They don’t define any special behavior, so a subclass can give an inherited instance variable any value it chooses.

### calling the most specific version of the method

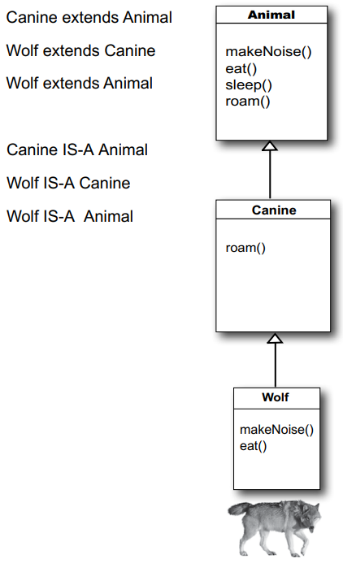
When you call a method on an object reference, you’re calling the most specific version of the method for that object type. In other words, the lowest one wins! “Lowest” meaning lowest on the inheritance tree. Canine is lower than Animal, and Wolf is lower than Canine, so invoking a method on a reference to a Wolf object means the JVM starts looking first in the Wolf class. If the JVM doesn’t find a version of the method in the Wolf class, it starts walking back up the inheritance hierarchy until it finds a match.



### using is-a

When one class **inherits from** another, we say that the subclass **extends** the superclass. When you want to know if one thing should extend another, apply the **IS-A** test. Triangle IS-A Shape, yeah, that works. Cat IS-A Feline, that works too. Surgeon IS-A Doctor, still good.

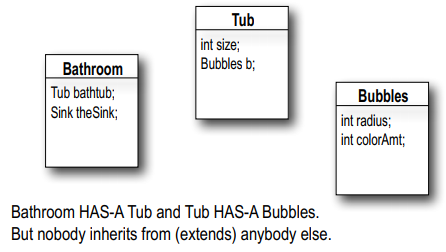
This is true anywhere in the inheritance tree. If class C extends class B, class C passes the IS-A test for both B and A.



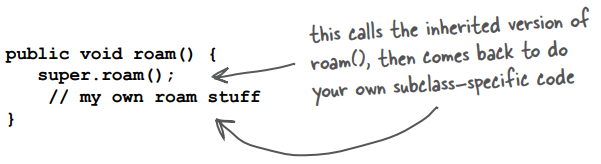
Inheritance IS-A relationship works in only one direction! Triangle IS-A Shape makes sense, so you can have Triangle extend Shape. But the reverse—Shape IS-A Triangle—does not make sense.

### using has-a

Tub IS-A Bathroom is definitely false. Bathroom IS-A Tub doesn’t work either. Tub and Bathroom are related, but not through inheritance. Tub and Bathroom are joined by a HAS-A relationship.



### use BOTH the superclass version and my overriding subclass version of a method



### the level of access

A superclass can choose whether or not it wants a subclass to inherit a particular member by the level of access the particular member is given. There are four access levels that we’ll cover in this book. Moving from most restrictive to least, the four access levels are:



Access levels control who sees what.



### when a subclass inherits a member

When a subclass inherits a member, it is **as if the subclass defined the member itself**.

In the Shape example, Square inherited the rotate() and playSound() methods and to the outside world (other code) the Square class simply has a rotate() and playSound() method.

The members of a class include the variables and methods **defined** in the class plus anything **inherited** from a superclass.