

BRIEF CONTENTS

1	Introduction to Computers, Programs, and Java	1	29	Weighted Graphs and Applications	1061			
2	Elementary Programming	33	30	Multithreading and Parallel Programming	1097			
3	Selections	75	31	Networking	1139			
4	Mathematical Functions, Characters, and Strings	119	32	Java Database Programming	1173			
5	Loops	157	33	JavaServer Faces	1213			
6	Methods	203	Chapters 34–42 are bonus Web chapters					
7	Single-Dimensional Arrays	245						
8	Multidimensional Arrays	287						
9	Objects and Classes	321						
10	Object-Oriented Thinking	365						
11	Inheritance and Polymorphism	409						
12	Exception Handling and Text I/O	449						
13	Abstract Classes and Interfaces	495						
14	JavaFX Basics	535						
15	Event-Driven Programming and Animations	585						
16	JavaFX UI Controls and Multimedia	629	34	Advanced JavaFX	34-1			
17	Binary I/O	677	35	Advanced Database Programming	35-1			
18	Recursion	705	36	Internationalization	36-1			
19	Generics	737	37	Servlets	37-1			
20	Lists, Stacks, Queues, and Priority Queues	761	38	JavaServer Pages	38-1			
21	Sets and Maps	797	39	Web Services	39-1			
22	Developing Efficient Algorithms	821	40	2-4 Trees and B-Trees	40-1			
23	Sorting	861	41	Red-Black Trees	41-1			
24	Implementing Lists, Stacks, Queues, and Priority Queues	895	42	Testing Using JUnit	42-1			
25	Binary Search Trees	929	APPENDIXES					
26	AVL Trees	965						
27	Hashing	985						
28	Graphs and Applications	1015						
			A	Java Keywords	1263			
			B	The ASCII Character Set	1266			
			C	Operator Precedence Chart	1268			
			D	Java Modifiers	1270			
			E	Special Floating-Point Values	1272			
			F	Number Systems	1273			
			G	Bitwise Operatoirns	1277			
			H	Regular Expressions	1278			
			I	Enumerated Types	1283			
			INDEX					
					1289			

CONTENTS

Chapter 1	Introduction to Computers, Programs, and Java	1
1.1	Introduction	2
1.2	What Is a Computer?	2
1.3	Programming Languages	7
1.4	Operating Systems	9
1.5	Java, the World Wide Web, and Beyond	10
1.6	The Java Language Specification, API, JDK, and IDE	11
1.7	A Simple Java Program	12
1.8	Creating, Compiling, and Executing a Java Program	15
1.9	Programming Style and Documentation	18
1.10	Programming Errors	20
1.11	Developing Java Programs Using NetBeans	23
1.12	Developing Java Programs Using Eclipse	25
Chapter 2	Elementary Programming	33
2.1	Introduction	34
2.2	Writing a Simple Program	34
2.3	Reading Input from the Console	37
2.4	Identifiers	39
2.5	Variables	40
2.6	Assignment Statements and Assignment Expressions	41
2.7	Named Constants	43
2.8	Naming Conventions	44
2.9	Numeric Data Types and Operations	44
2.10	Numeric Literals	48
2.11	Evaluating Expressions and Operator Precedence	50
2.12	Case Study: Displaying the Current Time	52
2.13	Augmented Assignment Operators	54
2.14	Increment and Decrement Operators	55
2.15	Numeric Type Conversions	56
2.16	Software Development Process	59
2.17	Case Study: Counting Monetary Units	63
2.18	Common Errors and Pitfalls	65
Chapter 3	Selections	75
3.1	Introduction	76
3.2	boolean Data Type	76
3.3	if Statements	78
3.4	Two-Way if-else Statements	80
3.5	Nested if and Multi-Way if-else Statements	81
3.6	Common Errors and Pitfalls	83
3.7	Generating Random Numbers	87
3.8	Case Study: Computing Body Mass Index	89
3.9	Case Study: Computing Taxes	90
3.10	Logical Operators	93
3.11	Case Study: Determining Leap Year	97
3.12	Case Study: Lottery	98
3.13	switch Statements	100
3.14	Conditional Expressions	103

3.15	Operator Precedence and Associativity	104
3.16	Debugging	106
Chapter 4	Mathematical Functions, Characters, and Strings	119
4.1	Introduction	120
4.2	Common Mathematical Functions	120
4.3	Character Data Type and Operations	125
4.4	The String Type	130
4.5	Case Studies	139
4.6	Formatting Console Output	145
Chapter 5	Loops	157
5.1	Introduction	158
5.2	The <code>while</code> Loop	158
5.3	The <code>do-while</code> Loop	168
5.4	The <code>for</code> Loop	170
5.5	Which Loop to Use?	174
5.6	Nested Loops	176
5.7	Minimizing Numeric Errors	178
5.8	Case Studies	179
5.9	Keywords <i>break</i> and <i>continue</i>	184
5.10	Case Study: Checking Palindromes	187
5.11	Case Study: Displaying Prime Numbers	188
Chapter 6	Methods	203
6.1	Introduction	204
6.2	Defining a Method	204
6.3	Calling a Method	206
6.4	<code>void</code> Method Example	209
6.5	Passing Arguments by Values	212
6.6	Modularizing Code	215
6.7	Case Study: Converting Hexadecimals to Decimals	217
6.8	Overloading Methods	219
6.9	The Scope of Variables	222
6.10	Case Study: Generating Random Characters	223
6.11	Method Abstraction and Stepwise Refinement	225
Chapter 7	Single-Dimensional Arrays	245
7.1	Introduction	246
7.2	Array Basics	246
7.3	Case Study: Analyzing Numbers	253
7.4	Case Study: Deck of Cards	254
7.5	Copying Arrays	256
7.6	Passing Arrays to Methods	257
7.7	Returning an Array from a Method	260
7.8	Case Study: Counting the Occurrences of Each Letter	261
7.9	Variable-Length Argument Lists	264
7.10	Searching Arrays	265
7.11	Sorting Arrays	269
7.12	The <code>Arrays</code> Class	270
7.13	Command-Line Arguments	272
Chapter 8	Multidimensional Arrays	287
8.1	Introduction	288
8.2	Two-Dimensional Array Basics	288

8.3	Processing Two-Dimensional Arrays	291
8.4	Passing Two-Dimensional Arrays to Methods	293
8.5	Case Study: Grading a Multiple-Choice Test	294
8.6	Case Study: Finding the Closest Pair	296
8.7	Case Study: Sudoku	298
8.8	Multidimensional Arrays	301
Chapter 9	Objects and Classes	321
9.1	Introduction	322
9.2	Defining Classes for Objects	322
9.3	Example: Defining Classes and Creating Objects	324
9.4	Constructing Objects Using Constructors	329
9.5	Accessing Objects via Reference Variables	330
9.6	Using Classes from the Java Library	334
9.7	Static Variables, Constants, and Methods	337
9.8	Visibility Modifiers	342
9.9	Data Field Encapsulation	344
9.10	Passing Objects to Methods	347
9.11	Array of Objects	351
9.12	Immutable Objects and Classes	353
9.13	The Scope of Variables	355
9.14	The <code>this</code> Reference	356
Chapter 10	Object-Oriented Thinking	365
10.1	Introduction	366
10.2	Class Abstraction and Encapsulation	366
10.3	Thinking in Objects	370
10.4	Class Relationships	373
10.5	Case Study: Designing the Course Class	376
10.6	Case Study: Designing a Class for Stacks	378
10.7	Processing Primitive Data Type Values as Objects	380
10.8	Automatic Conversion between Primitive Types and Wrapper Class Types	383
10.9	The <code>BigInteger</code> and <code>BigDecimal</code> Classes	384
10.10	The <code>String</code> Class	386
10.11	The <code>StringBuilder</code> and <code>StringBuffer</code> Classes	392
Chapter 11	Inheritance and Polymorphism	409
11.1	Introduction	410
11.2	Superclasses and Subclasses	410
11.3	Using the <code>super</code> Keyword	416
11.4	Overriding Methods	419
11.5	Overriding vs. Overloading	420
11.6	The <code>Object</code> Class and Its <code>toString()</code> Method	422
11.7	Polymorphism	423
11.8	Dynamic Binding	424
11.9	Casting Objects and the <code>instanceof</code> Operator	427
11.10	The <code>Object</code> 's <code>equals</code> Method	431
11.11	The <code>ArrayList</code> Class	432
11.12	Useful Methods for Lists	438
11.13	Case Study: A Custom Stack Class	439
11.14	The <code>protected</code> Data and Methods	440
11.15	Preventing Extending and Overriding	442
Chapter 12	Exception Handling and Text I/O	449
12.1	Introduction	450
12.2	Exception-Handling Overview	450

12.3	Exception Types	455
12.4	More on Exception Handling	458
12.5	The finally Clause	466
12.6	When to Use Exceptions	467
12.7	Rethrowing Exceptions	468
12.8	Chained Exceptions	469
12.9	Defining Custom Exception Classes	470
12.10	The File Class	473
12.11	File Input and Output	476
12.12	Reading Data from the Web	482
12.13	Case Study: Web Crawler	484
Chapter 13	Abstract Classes and Interfaces	495
13.1	Introduction	496
13.2	Abstract Classes	496
13.3	Case Study: the Abstract Number Class	501
13.4	Case Study: Calendar and GregorianCalendar	503
13.5	Interfaces	506
13.6	The Comparable Interface	509
13.7	The Cloneable Interface	513
13.8	Interfaces vs. Abstract Classes	517
13.9	Case Study: The Rational Class	520
13.10	Class Design Guidelines	525
Chapter 14	JavaFX Basics	535
14.1	Introduction	536
14.2	JavaFX vs Swing and AWT	536
14.3	The Basic Structure of a JavaFX Program	536
14.4	Panes, UI Controls, and Shapes	539
14.5	Property Binding	542
14.6	Common Properties and Methods for Nodes	545
14.7	The Color Class	546
14.8	The Font Class	547
14.9	The Image and ImageView Classes	549
14.10	Layout Panes	552
14.11	Shapes	560
14.12	Case Study: The ClockPane Class	572
Chapter 15	Event-Driven Programming and Animations	585
15.1	Introduction	586
15.2	Events and Event Sources	588
15.3	Registering Handlers and Handling Events	589
15.4	Inner Classes	593
15.5	Anonymous Inner Class Handlers	594
15.6	Simplifying Event Handling Using Lambda Expressions	597
15.7	Case Study: Loan Calculator	600
15.8	Mouse Events	602
15.9	Key Events	603
15.10	Listeners for Observable Objects	606
15.11	Animation	608
15.12	Case Study: Bouncing Ball	616
Chapter 16	JavaFX UI Controls and Multimedia	629
16.1	Introduction	630
16.2	Labeled and Label	630

16.3	Button	632
16.4	CheckBox	634
16.5	RadioButton	637
16.6	TextField	639
16.7	TextArea	641
16.8	ComboBox	644
16.9	ListView	647
16.10	ScrollBar	651
16.11	Slider	654
16.12	Case Study: Developing a Tic-Tac-Toe Game	657
16.13	Video and Audio	662
16.14	Case Study: National Flags and Anthems	665
Chapter 17	Binary I/O	677
17.1	Introduction	678
17.2	How Is Text I/O Handled in Java?	678
17.3	Text I/O vs. Binary I/O	679
17.4	Binary I/O Classes	680
17.5	Case Study: Copying Files	691
17.6	Object I/O	692
17.7	Random-Access Files	697
Chapter 18	Recursion	705
18.1	Introduction	706
18.2	Case Study: Computing Factorials	706
18.3	Case Study: Computing Fibonacci Numbers	709
18.4	Problem Solving Using Recursion	712
18.5	Recursive Helper Methods	714
18.6	Case Study: Finding the Directory Size	717
18.7	Case Study: Tower of Hanoi	719
18.8	Case Study: Fractals	722
18.9	Recursion vs. Iteration	726
18.10	Tail Recursion	727
Chapter 19	Generics	737
19.1	Introduction	738
19.2	Motivations and Benefits	738
19.3	Defining Generic Classes and Interfaces	740
19.4	Generic Methods	742
19.5	Case Study: Sorting an Array of Objects	744
19.6	Raw Types and Backward Compatibility	746
19.7	Wildcard Generic Types	747
19.8	Erasure and Restrictions on Generics	750
19.9	Case Study: Generic Matrix Class	752
Chapter 20	Lists, Stacks, Queues, and Priority Queues	761
20.1	Introduction	762
20.2	Collections	762
20.3	Iterators	766
20.4	Lists	767
20.5	The Comparator Interface	772
20.6	Static Methods for Lists and Collections	773
20.7	Case Study: Bouncing Balls	777
20.8	Vector and Stack Classes	781

20.9	Queues and Priority Queues	783
20.10	Case Study: Evaluating Expressions	786
Chapter 21	Sets and Maps	797
21.1	Introduction	798
21.2	Sets	798
21.3	Comparing the Performance of Sets and Lists	806
21.4	Case Study: Counting Keywords	809
21.5	Maps	810
21.6	Case Study: Occurrences of Words	815
21.7	Singleton and Unmodifiable Collections and Maps	816
Chapter 22	Developing Efficient Algorithms	821
22.1	Introduction	822
22.2	Measuring Algorithm Efficiency Using Big <i>O</i> Notation	822
22.3	Examples: Determining Big <i>O</i>	824
22.4	Analyzing Algorithm Time Complexity	828
22.5	Finding Fibonacci Numbers Using Dynamic Programming	831
22.6	Finding Greatest Common Divisors Using Euclid's Algorithm	833
22.7	Efficient Algorithms for Finding Prime Numbers	837
22.8	Finding the Closest Pair of Points Using Divide-and-Conquer	843
22.9	Solving the Eight Queens Problem Using Backtracking	846
22.10	Computational Geometry: Finding a Convex Hull	849
Chapter 23	Sorting	861
23.1	Introduction	862
23.2	Insertion Sort	862
23.3	Bubble Sort	864
23.4	Merge Sort	867
23.5	Quick Sort	870
23.6	Heap Sort	874
23.7	Bucket Sort and Radix Sort	881
23.8	External Sort	883
Chapter 24	Implementing Lists, Stacks, Queues, and Priority Queues	895
24.1	Introduction	896
24.2	Common Features for Lists	896
24.3	Array Lists	900
24.4	Linked Lists	906
24.5	Stacks and Queues	920
24.6	Priority Queues	924
Chapter 25	Binary Search Trees	929
25.1	Introduction	930
25.2	Binary Search Trees	930
25.3	Deleting Elements from a BST	943
25.4	Tree Visualization and MVC	949
25.5	Iterators	952
25.6	Case Study: Data Compression	954
Chapter 26	AVL Trees	965
26.1	Introduction	966
26.2	Rebalancing Trees	966
26.3	Designing Classes for AVL Trees	969

26.4	Overriding the insert Method	970
26.5	Implementing Rotations	971
26.6	Implementing the delete Method	972
26.7	The AVLTree Class	972
26.8	Testing the AVLTree Class	978
26.9	AVL Tree Time Complexity Analysis	981
Chapter 27	Hashing	985
27.1	Introduction	986
27.2	What Is Hashing?	986
27.3	Hash Functions and Hash Codes	987
27.4	Handling Collisions Using Open Addressing	989
27.5	Handling Collisions Using Separate Chaining	993
27.6	Load Factor and Rehashing	993
27.7	Implementing a Map Using Hashing	995
27.8	Implementing Set Using Hashing	1004
Chapter 28	Graphs and Applications	1015
28.1	Introduction	1016
28.2	Basic Graph Terminologies	1017
28.3	Representing Graphs	1019
28.4	Modeling Graphs	1024
28.5	Graph Visualization	1034
28.6	Graph Traversals	1037
28.7	Depth-First Search (DFS)	1038
28.8	Case Study: The Connected Circles Problem	1042
28.9	Breadth-First Search (BFS)	1045
28.10	Case Study: The Nine Tails Problem	1048
Chapter 29	Weighted Graphs and Applications	1061
29.1	Introduction	1062
29.2	Representing Weighted Graphs	1063
29.3	The WeightedGraph Class	1065
29.4	Minimum Spanning Trees	1072
29.5	Finding Shortest Paths	1078
29.6	Case Study: The Weighted Nine Tails Problem	1086
Chapter 30	Multithreading and Parallel Programming	1097
30.1	Introduction	1098
30.2	Thread Concepts	1098
30.3	Creating Tasks and Threads	1098
30.4	The Thread Class	1102
30.5	Case Study: Flashing Text	1105
30.6	Thread Pools	1106
30.7	Thread Synchronization	1108
30.8	Synchronization Using Locks	1112
30.9	Cooperation among Threads	1114
30.10	Case Study: Producer/Consumer	1119
30.11	Blocking Queues	1122
30.12	Semaphores	1124
30.13	Avoiding Deadlocks	1126
30.14	Thread States	1126
30.15	Synchronized Collections	1127
30.16	Parallel Programming	1128

Chapter 31	Networking	1139
31.1	Introduction	1140
31.2	Client/Server Computing	1140
31.3	The InetAddress Class	1147
31.4	Serving Multiple Clients	1148
31.5	Sending and Receiving Objects	1151
31.6	Case Study: Distributed Tic-Tac-Toe Games	1156
Chapter 32	Java Database Programming	1173
32.1	Introduction	1174
32.2	Relational Database Systems	1174
32.3	SQL	1178
32.4	JDBC	1189
32.5	PreparedStatement	1197
32.6	CallableStatement	1199
32.7	Retrieving Metadata	1202
Chapter 33	JavaServer Faces	1213
33.1	Introduction	1214
33.2	Getting Started with JSF	1214
33.3	JSF GUI Components	1222
33.4	Processing the Form	1226
33.5	Case Study: Calculator	1230
33.6	Session Tracking	1233
33.7	Validating Input	1235
33.8	Binding Database with Facelets	1239
33.9	Opening New JSF Pages	1245

Bonus Chapters 34–42 are available from the Companion Website at www.pearsonhighered.com/liang:

Chapter 34	Advanced JavaFX	34-1
Chapter 35	Advanced Database Programming	35-1
Chapter 36	Internationalization	36-1
Chapter 37	Servlets	37-1
Chapter 38	JavaServer Pages	38-1
Chapter 39	Web Services	39-1
Chapter 40	2-4 Trees and B-Trees	40-1
Chapter 41	Red-Black Trees	41-1
Chapter 42	Testing Using JUnit	42-1

APPENDIXES

Appendix A	Java Keywords	1263
Appendix B	The ASCII Character Set	1266
Appendix C	Operator Precedence Chart	1268
Appendix D	Java Modifiers	1270
Appendix E	Special Floating-Point Values	1272
Appendix F	Number Systems	1273
Appendix G	Bitwise Operations	1277
Appendix H	Regular Expressions	1278
Appendix I	Enumerated Types	1283

INDEX	1289
-------	------