



JAVA PROGRAMMING FUNDAMENTALS: STUDENT GUIDE

TABLE OF CONTENTS

Course Description.....	x
ProsoftTraining Courseware.....	x
Course Objectives.....	xii
Classroom Setup.....	xii
System Requirements.....	xii
Conventions and Graphics Used in This Book.....	xiv
Lesson 1: Java Runtime Environment	1-1
Pre-Assessment Questions.....	1-2
The Java Virtual Machine.....	1-3
The Java 2 Software Development Kit.....	1-4
Java Comments.....	1-4
Lesson 1 Review.....	1-7
Lesson 2: Data Types, Variables and Operators	2-1
Pre-Assessment Questions.....	2-2
Data Types.....	2-3
Declaring Variables.....	2-3
Variable Scope.....	2-4
Casting.....	2-5
Operators.....	2-6
Automatic Casting.....	2-8
Lesson 2 Review.....	2-10
Lesson 3: Control Statements	3-1
Pre-Assessment Questions.....	3-2
Code Blocks.....	3-3
Conditional Statements.....	3-3
Iterative Statements (Loops).....	3-5
Assertions.....	3-8
Lesson 3 Review.....	3-13
Lesson 4: Methods	4-1
Pre-Assessment Questions.....	4-2
Java Methods.....	4-3

Return Statements	4-3
Calling a Method	4-4
Parameters	4-4
Pass by Value	4-4
Overloading	4-5
Lesson 4 Review	4-7

Lesson 5: Arrays **5-1**

Pre-Assessment Questions.....	5-2
What Is an Array?.....	5-3
Initializing an Array	5-3
Objects.....	5-4
Using an Array	5-4
Passing an Array to a Method	5-5
Garbage Collection	5-5
Command Line Parameters.....	5-6
Hashing.....	5-7
Lesson 5 Review	5-10

Lesson 6: Classes and Objects **6-1**

Pre-Assessment Questions.....	6-2
Object-Oriented Programming	6-4
What Is an Object?	6-4
Instance and Class Members	6-5
Abstraction.....	6-8
Object References	6-8
Lesson 6 Review	6-11

Lesson 7: Inheritance **7-1**

Pre-Assessment Questions.....	7-2
What Is Inheritance?	7-4
Overriding Methods	7-5
Overridden Methods and Variables	7-6
Lesson 7 Review	7-8

Lesson 8: Constructors **8-1**

Pre-Assessment Questions.....	8-2
What Is a Constructor?.....	8-3
Using Constructors.....	8-3
The Keyword this.....	8-4
Constructor Process	8-6
Constructors and Callbacks.....	8-6
String and StringBuffer	8-8
Wrapper Classes.....	8-10
Lesson 8 Review	8-15

Lesson 9: Interfaces and Abstract Classes **9-1**

Pre-Assessment Questions.....	9-2
What Is an Interface?.....	9-4
Polymorphism	9-5

What Is an Abstract Class?.....	9-8
Lesson 9 Review	9-10

Lesson 10: Packages and Access Modifiers 10-1

Pre-Assessment Questions.....	10-2
Introduction to Packages and Access Modifiers	10-3
Packages	10-3
Access Modifiers	10-4
Java 2 Application Programming Interface	10-4
Encapsulation	10-5
Lesson 10 Review	10-8

Lesson 11: Swing Components 11-1

Pre-Assessment Questions.....	11-2
What Is the AWT?.....	11-3
What Is Swing?.....	11-4
Basic Swing Components.....	11-4
Swing Containers	11-15
JavaBeans.....	11-19
Lesson 11 Review	11-20

Lesson 12: Layout Managers 12-1

Pre-Assessment Questions.....	12-2
What Is a Layout Manager?	12-5
FlowLayout.....	12-5
GridLayout	12-6
BorderLayout	12-7
BoxLayout	12-8
Combining Layouts.....	12-11
Lesson 12 Review	12-15

Lesson 13: Graphics in Java 13-1

Pre-Assessment Questions.....	13-2
Graphics Class	13-3
Color Class.....	13-8
Font Class.....	13-9
Lesson 13 Review	13-12

Lesson 14: The Event Delegation Model 14-1

Pre-Assessment Questions.....	14-2
What Is an Event?	14-3
JDK 1.0 Event Handling	14-3
SDK 1.2 Event Handling.....	14-4
Lesson 14 Review	14-13

Lesson 15: Inner Classes 15-1

Pre-Assessment Questions.....	15-2
What Is an Inner Class?	15-3

Inner Classes for Event Handling.....	15-3
Lesson 15 Review	15-6
Lesson 16: Java Applets	16-1
Pre-Assessment Questions.....	16-2
Programming Applets	16-3
Applets and Web Browsers	16-3
Converting an Application into an Applet.....	16-9
Converting an Applet into an Application.....	16-11
Lesson 16 Review	16-14
Lesson 17: Exceptions	17-1
Pre-Assessment Questions.....	17-2
What Is an Exception?.....	17-4
Handling Exceptions.....	17-5
Creating User-Defined Exceptions.....	17-8
Exception Handling Tips.....	17-9
Exceptions and Inheritance	17-10
Lesson 17 Review	17-11
Lesson 18: Creating Threads and Thread Methods	18-1
Pre-Assessment Questions.....	18-2
What Are Threads?	18-3
How Operating Systems Handle Multitasking.....	18-3
Types of Threads in Java	18-3
Creating Threads	18-4
Thread Methods	18-7
Lesson 18 Review	18-12
Lesson 19: Thread Synchronization	19-1
Pre-Assessment Questions.....	19-2
What Is Thread Synchronization?	19-3
Thread Racing	19-3
Synchronized and the Object Monitor	19-4
Thread Race Condition	19-4
Sophisticated Thread Synchronization	19-7
Stopping, Suspending and Resuming Threads	19-10
Deadlocks.....	19-13
Lesson 19 Review	19-15
Lesson 20: Streams and Serialization	20-1
Pre-Assessment Questions.....	20-2
What Is a Stream?	20-3
InputStream, OutputStream, Reader and Writer	20-3
Files	20-4
Stream Classes of java.io.*.....	20-6
Serialization	20-12
Lesson 20 Review	20-17

Lesson 21: Networking in Java	21-1
Pre-Assessment Questions.....	21-2
What Is Networking?.....	21-3
Connecting Computers Across the Internet.....	21-3
Networking Classes of java.net.*	21-5
The Java Client/Server Model.....	21-6
Building the EchoServer	21-6
Multithreading Your Client/Server Example	21-10
Lesson 21 Review	21-15

Appendixes	Appendixes-1
Glossary	Glossary-1
Index	Index-1
Supplemental CD-ROM Contents	Supplemental CD-ROM Contents-1

List of Labs

Lab 1-1: Compiling and running your first Java program.....	1-5
Lab 2-1: Using primitive variables and operators	2-9
Lab 3-1: Using while and for loops.....	3-8
Lab 4-1: Writing methods in Java	4-6
Lab 5-1: Using arrays in Java	5-9
Lab 6-1: Creating your own classes in Java	6-9
Lab 7-1: Implementing inheritance in Java	7-6
Lab 8-1: Building constructors in Java	8-13
Lab 9-1: Using interfaces and polymorphism in Java	9-9
Lab 10-1: Using encapsulation, accessors and mutators in Java.....	10-6
Lab 11-1: Creating basic Swing components.....	11-18
Lab 12-1: Creating sophisticated layouts in Java	12-13
Lab 13-1: Drawing to a JFrame	13-10
Lab 14-1: Implementing a WindowListener for event handling in Java	14-10
Lab 15-1: Event-enabling your Java drawing application	15-5
Lab 16-1: Converting a Java application into an applet.....	16-12
Lab 18-1: Creating a threaded digital clock in Java.....	18-11
Lab 19-1: Enhancing the digital clock with advanced thread techniques in Java.....	19-13
Lab 20-1: Creating a simple word processor in Java	20-16
Lab 21-1: Building a client/server chat system.....	21-13

List of Figures

Figure 1-1: Java development cycle.....	1-4
Figure 2-1: Casting rules chart	2-6
Figure 4-1: Value of myInteger following initialization	4-4
Figure 4-2: Value of method local variable tmpInt	4-5
Figure 5-1: Default values stored in myIntArray.....	5-3
Figure 5-2: Values stored in myIntArray following initialization.....	5-4
Figure 5-3: Two references to same array.....	5-5
Figure 5-4: Lost array reference.....	5-6
Figure 5-5: Hashing.....	5-7
Figure 6-1: tmpEmp variable	6-9
Figure 7-1: Hierarchy of classes.....	7-6
Figure 10-1: Access levels.....	10-4

Figure 10-2: Object encapsulation	10-6
Figure 11-1: Portion of Swing API and relation to AWT	11-5
Figure 11-2: Output of ImageIconStuff.....	11-7
Figure 11-3: Output of JButtonStuff.....	11-8
Figure 11-4: New output of JButtonStuff is same.....	11-9
Figure 11-5: Output of JLabelStuff	11-10
Figure 11-6: Output of JScrollBarStuff	11-10
Figure 11-7: Output of JTextFieldStuff	11-11
Figure 11-8: Output of JTextAreaStuff.....	11-12
Figure 11-9: Output of JScrollPaneStuff	11-13
Figure 11-10: Output of JFileChooserStuff	11-15
Figure 11-11: Output of JFrameStuff.....	11-16
Figure 11-12: Output of JFrameStuff with JButton.....	11-17
Figure 11-13: Output of JPanelStuff.....	11-18
Figure 12-1: FlowLayout resized	12-5
Figure 12-2: Output of FlowLayoutStuff.....	12-6
Figure 12-3: Output of GridLayoutStuff.....	12-7
Figure 12-4: Example of BorderLayout regions.....	12-7
Figure 12-5: Output of BorderLayoutStuff	12-8
Figure 12-6: Output of BoxLayoutStuff.....	12-9
Figure 12-7: Output of BoxLayoutStuff with struts	12-10
Figure 12-8: Output of BoxLayoutStuff with glue	12-11
Figure 12-9: Example of a sophisticated layout.....	12-11
Figure 12-10: Output of NestedLayoutStuff.....	12-12
Figure 12-11: Sophisticated GUI model.....	12-13
Figure 13-1: AWT class hierarchy (Graphics section).....	13-4
Figure 13-2: Coordinate system for positioning graphics	13-4
Figure 13-3: Output of PaintingStuff.....	13-6
Figure 13-4: Output of PaintingStuff with rectangle	13-8
Figure 13-5: Output of PaintingStuff with colors	13-9
Figure 13-6: Output of PaintingStuff with fonts	13-10
Figure 13-7: JFrame model.....	13-10
Figure 14-1: Interface with JButtons and JTextArea	14-8
Figure 14-2: Sources and event types generated	14-11
Figure 15-1: Drawing application.....	15-5
Figure 16-1: JApplet class hierarchy.....	16-3
Figure 16-2: Output of MyJApplet	16-7
Figure 16-3: Output of MyApplication.....	16-10
Figure 16-4: Output of MyJApplet after conversion from application.....	16-11
Figure 16-5: Output of MyJApplet after conversion to application	16-12
Figure 17-1: Exception class hierarchy	17-5
Figure 17-2: Overridden method	17-10
Figure 18-1: Main thread.....	18-4
Figure 18-2: Thread states.....	18-8
Figure 18-3: DigitalClock interface.....	18-11
Figure 19-1: Deadlock	19-13
Figure 20-1: Wrapper streams	20-10
Figure 20-2: Word processor GUI.....	20-16
Figure 21-1: Connecting Computer A to Computer B	21-4
Figure 21-2: Client GUI	21-13

List of Tables

Table 2-1: Primitive data types in Java	2-3
Table 2-2: Default values for class variables in Java	2-5
Table 2-3: Relational operators in Java	2-7
Table 8-1: Common methods of String.....	8-9

Table 8-2: Primitive data types and wrapper classes	8-11
Table 16-1: Methods inherited from the Applet class	16-8
Table 18-1: Methods used to control single thread	18-7
Table 20-1: Methods of File class	20-4
Table 20-2: Useful stream classes	20-6
Table 21-1: Well-known ports and their protocols	21-4
Table 21-2: Common networking classes	21-5

Appendixes

Appendix A:	Objectives and Locations*
Appendix B:	Java Resources on the Web*
Appendix C:	Works Consulted*
Appendix D:	CIW Web Developer Exam Objectives and Locations*

** Appendix found on Supplemental CD-ROM*