Contents

Preface xix

Part 1 Java and Object Orientation

1 Introduction to Object Orientation 3
- 1.1 Introduction 3
- 1.2 Programming Paradigms 3
- 1.3 Revolution Versus Evolution 4
- 1.4 Why Learn a New Programming Paradigm? 5
- 1.5 Pedigree of Object-Oriented Languages 11
- 1.6 Fundamentals of Object Orientation 13
- 1.7 The Basic Principles of Object Orientation 13
- 1.8 Encapsulation 15
- 1.9 Inheritance 16
- 1.10 Abstraction 18
- 1.11 Polymorphism 19
- 1.12 Summary 20
- 1.13 Further Reading 21

2 Elements of Object Orientation 23
- 2.1 Introduction 23
- 2.2 Terminology 23
- 2.3 Types of Hierarchy 25
- 2.4 The Move to Object Technology 27
- 2.5 Summary 27
- 2.6 Exercises 28
- 2.7 Further Reading 28

3 Why Object Orientation? 29
- 3.1 Introduction 29
- 3.2 The Procedural Approach 29
- 3.3 Does Object Orientation Do Better? 31
- 3.4 Summary 33

4 Constructing an Object-Oriented System 35
- 4.1 Introduction 35
- 4.2 The Application: Windscreen Wipe Simulation 35

4.3 Where Do We Start? 36
4.4 Identifying the Objects 37
4.5 Identifying the Services or Methods 38
4.6 Refining the Objects 39
4.7 Bringing It All Together 39
4.8 Where Is the Structure? 42
4.9 Summary 45
4.10 Exercise 45
4.11 Further Reading 45

5 A Brief History of Time, the Universe and Java 47
5.1 Introduction 47
5.2 What Is Java? 47
5.3 Objects in Java 48
5.4 History 48
5.5 Commercial Versions of Java 49
5.6 The Java Environment 50
5.7 Further Reading 53

6 Java 2 Platform: Java's Third Age? 55
6.1 The Three Ages of Java 55
6.2 So What's in the Java 2 Platform? 57
6.3 Analysis of the Java 2 Platform 60
6.4 Conclusions 62
6.5 Online References 62

7 Basic Java 63
7.1 Introduction 63
7.2 Setting Up the Development Environment 64
7.3 Compiling and Executing Java 65
7.4 Using the Java Debugger 66
7.5 Using the Java Documentation Tool 69
7.6 Summary 70
7.7 Further Reading 70

8 Java Building Blocks 71
8.1 Introduction 71
8.2 The Basics of the Language 71
8.3 Classes 73
8.4 Method Definitions 80
8.5 Interface Definitions 83

9 Java Constructs 85
9.1 Introduction 85
9.2 Numbers and Numeric Operators 85
9.3 Characters and Strings 87
9.4 Assignments 88

9.5 Variables 89
9.6 Messages and Message Selectors 91
9.7 Exercise: Hello World 92
9.8 Summary 93

10 Control and Iteration 95
10.1 Introduction 95
10.2 Control Structures 95
10.3 Iteration 99
10.4 Recursion 101
10.5 Exercise: Factorial 102
10.6 Summary 103

11 The `Person` Class 105
11.1 Introduction 105
11.2 Defining a Class 105
11.3 Defining a Method 106
11.4 Creating an Instance 108
11.5 Exercise: `Person` 110

12 Classes, Inheritance and Abstraction 113
12.1 Introduction 113
12.2 Classes Revisited 113
12.3 Inheritance in Classes 116
12.4 Abstract Classes 119
12.5 Constructors and Their Use 121
12.6 The `main` Method 122

13 Encapsulation and Polymorphism 123
13.1 Introduction 123
13.2 Encapsulation 123
13.3 Packages 124
13.4 Polymorphism 127
13.5 Exercise: Managers and Employees 129

14 Data Structures 131
14.1 Introduction 131
14.2 Data Structure Classes 131
14.3 The Abstract Class `Dictionary` 132
14.4 The `Hashtable` Class 132
14.5 The `Vector` Class 134
14.6 The `Stack` Class 136
14.7 A `Queue` Class 137
14.8 Enumeration 137
14.9 Arrays 138
14.10 Memory Management 143
14.11 Exercise: Vectors 145

14.12 Summary . . . 146
14.13 Further Reading . . . 146

15 The Collection API . . . 147
15.1 Introduction . . . 147
15.2 What Is in the Collections API? . . . 147
15.3 Collection Interfaces . . . 148
15.4 Abstract Implementations . . . 154
15.5 Concrete Implementations . . . 157
15.6 The `Collections` class . . . 162
15.7 Iteration Over Collections . . . 163
15.8 Array Sorting and Searching . . . 164
15.9 Choosing a Collection Class . . . 165
15.10 Summary . . . 165

16 An Object-Oriented Organizer . . . 167
16.1 Introduction . . . 167
16.2 The `Organizer` Class . . . 167
16.3 The Class Definition . . . 168
16.4 The Updating Protocol . . . 168
16.5 The Accessing Protocol . . . 169
16.6 The Main Method . . . 170
16.7 Exercise: the Financial Manager Project . . . 171

Part 2 Java Developers' Handbook

17 Graphic Programming Using the Abstract Window Toolkit . . . 175
17.1 Introduction . . . 175
17.2 Windows as Objects . . . 175
17.3 Windows in Java . . . 176
17.4 The Abstract Window Toolkit . . . 177
17.5 The `Component` Class . . . 178
17.6 The `Container` Class . . . 181
17.7 The `Panel` Class . . . 182
17.8 The `Frame` Class . . . 182
17.9 The `Graphics` Class . . . 184
17.10 A Worked Graphical Application . . . 186
17.11 Exercise: Graphical Hello World . . . 189
17.12 Advanced Exercise: Graphing . . . 189
17.13 Further Reading . . . 190

18 User Interface Programming . . . 191
18.1 Introduction . . . 191
18.2 The Event Delegation Model . . . 191
18.3 GUI Component Classes . . . 195
18.4 Additional AWT Classes . . . 201

18.5 Exercise: Text Editor 201

19 Managing Component Layout 203
19.1 Introduction 203
19.2 The `FlowLayout` Manager 203
19.3 The `BorderLayout` Manager 204
19.4 The `GridLayout` Manager 206
19.5 The `GridBagLayout` Manager 206
19.6 The `CardLayout` Manager 208
19.7 A Simple GUI Example 209
19.8 Exercise: GUIs in Java 212

20 Putting the Swing into Java 213
20.1 Introduction 213
20.2 Swing, the JFC and the JDK 213
20.3 What is the MVC? 214
20.4 Swinging the MVC into Action 215
20.5 Transitioning to Swing 216
20.6 A Swinging Gallery 220
20.7 Things to Remember 226
20.8 References 227
20.9 Online References 227

21 Swing Data Model Case Study 229
21.1 Introduction 229
21.2 The JTree Swing Component 229
21.3 The `JTree` Package 233
21.4 Building the Data Model 236
21.5 Building the GUI Application 238
21.6 Online Resources 244

22 Observers and Observables 245
22.1 Introduction 245
22.2 The Dependency Mechanism 245
22.3 The `Observer` Interface 250
22.4 Extending the Dependency Example 250
22.5 Exercise: Dependency and the Financial Manager 253
22.6 Summary 253

23 A GUI Case Study 255
23.1 Introduction 255
23.2 The Class Structure 258
23.3 The Instance Structure 266
23.4 Exercise: a GUI for the Financial Manager 266
23.5 Summary 267
23.6 Further Reading 267

24 Combining Graphics and GUI Components 269
24.1 Introduction 269
24.2 The SwingDraw Application 269
24.3 The Structure of the Application 269
24.4 The Interactions Between Objects 273
24.5 The Classes 277
24.6 Exercises 298
24.7 Summary 298
24.8 Reference 298

25 Applets and the Internet 299
25.1 Introduction 299
25.2 Applet Security 300
25.3 The `Applet` Class 301
25.4 Working with Applets 302
25.5 The Account Applet 303
25.6 A Brief Introduction to HTML 305
25.7 The `<APPLET>` HTML Tag 305
25.8 Accessing HTML Files 307
25.9 Network Programming 308
25.10 Summary 310
25.11 Further Reading 310
25.12 Exercise: Tic-Tac-Toe Applet 310

26 Concurrency 313
26.1 Introduction 313
26.2 Concurrent Processes 313
26.3 Threads 314
26.4 The `Thread` Class 316
26.5 A Time-Slicing Example 318
26.6 Thread Interaction 322

27 Exception Handling 325
27.1 Introduction 325
27.2 What Is an Exception? 325
27.3 What Is Exception Handling? 326
27.4 Throwing an Exception 327
27.5 Catching an Exception 328
27.6 Defining an Exception 331
27.7 Exercise: Custom Exceptions 332

28 Streams and Files 335
28.1 Introduction 335
28.2 Streams 335
28.3 Files 341
28.4 Accessing a File 344
28.5 Creating a File 345

28.6 Input from the Console 347
28.7 Exercise: IO for the Text Editor 348
28.8 Summary 349

29 Serialization 351
29.1 Introduction 351
29.2 The `ObjectOutputStream` Class 352
29.3 The `ObjectInputStream` class 353
29.4 The `Serializable` Interface 353
29.5 A Simple Serialization Application 355
29.6 Exercise: Using Files with the Financial Manager 358
29.7 Summary 360

30 Sockets in Java 361
30.1 Introduction 361
30.2 Socket to Socket Communication 361
30.3 Setting up a Connection 361
30.4 An Example Client–Server Application 362
30.5 Further Reading 367

31 Java and Remote Method Invocation 369
31.1 Introduction 369
31.2 Remote Method Invocation 369
31.3 The RMIClient 375
31.4 Converting to an Applet 376
31.5 Performance 378
31.6 Exercise: RMI Hello World 383

32 Servlets: Serving Java up on the Web 385
32.1 Introduction 385
32.2 How Servlets Work 385
32.3 The Structure of the Servlet API 387
32.4 An Example Servlet 388
32.5 Why Use Servlets? 392
32.6 Summary 393
32.7 Further Reading 393

33 Java Database Connectivity 395
33.1 Introduction 395
33.2 What Is JDBC? 395
33.3 What the Driver Provides 397
33.4 Registering Drivers 397
33.5 Opening a Connection 398
33.6 Obtaining Data from a Database 400
33.7 Creating a Table 402
33.8 Applets and Databases 403
33.9 Online References 404

33.10 References 404
33.11 Mini SQL 404

34 JavaBeans Software Components 407
34.1 Introduction 407
34.2 JavaBeans 407
34.3 Defining JavaBeans 410
34.4 Summary 415
34.5 References 415

35 Java Native Interface 417
35.1 Introduction 417
35.2 Properties of the Java Native Interface 417
35.3 The Basics of the JNI 418
35.4 Parameter Passing 420
35.5 Exercise: Native Hello World 424

36 Byte Code Protection 427
36.1 Introduction 427

37 Java, IDL and Object Request Brokers 431
37.1 Introduction 431
37.2 CORBA 431
37.3 Java IDL 432
37.4 Online References 441

38 Inner Classes and Reflection 443
38.1 Introduction 443
38.2 What Are Inner Classes? 443
38.3 Types of Inner Class 446
38.4 How and When Should I Use Inner Classes? 447
38.5 The Reflection API 450

Part 3 Java Art and Style

39 Java Style Guidelines 459
39.1 Introduction 459
39.2 Code Layout 459
39.3 Variables 459
39.4 Classes 462
39.5 Interfaces 464
39.6 Enumerated Types 465
39.7 Methods 465
39.8 Scoping 468
39.9 Statement Labels 469
39.10 Reference 470

40 Common Java Bugs and Programmer Errors 471
40.1 Introduction 471
40.2 Programmer errors 471
40.3 Language Weaknesses 476
40.4 References 483

41 Reliable Java Systems 485
41.1 Introduction 485
41.2 Impact 488
41.3 Minimization Strategies 490
41.4 Consequences for Java Software Development 492
41.5 Further Reading and References 493

42 Performance Optimization 495
42.1 Introduction 495
42.2 Further Reading 498

43 Java Self-Test Examination 499
43.1 Introduction 499
43.2 Java Multiple Choice Exam 500
43.3 Answers to Java Certification Mock Exam 521
43.4 Further Reading 521

Part 4 Object-Oriented Design

44 Object-Oriented Analysis and Design 525
44.1 Introduction 525
44.2 Object-Oriented Design Methods 525
44.3 Object-Oriented Analysis 525
44.4 The Booch Method 526
44.5 The Object Modeling Technique 527
44.6 The Objectory Method 529
44.7 The Fusion Method 531
44.8 The Unified Modeling Language 532
44.9 Summary 532
44.10 References 532

45 OMT and UML 535
45.1 Introduction 535
45.2 Objectory: Use Case Analysis 535
45.3 The OMT Methodology 535
45.4 The UML Notation 536
45.5 Combining the Three Approaches 538

46 Use Case Analysis 541
46.1 Introduction 541

46.2 Use Case Diagrams . . . 541
46.3 Actors . . . 542
46.4 Use Cases . . . 543
46.5 Use Case Models . . . 544
46.6 Interface Descriptions . . . 544
46.7 Online ATM Use Case Analysis . . . 545

47 The Analysis Phase: Object Modelling . . . 551
47.1 Introduction . . . 551
47.2 The Object Model . . . 551
47.3 Identifying Classes . . . 552
47.4 Preparing a Data Dictionary . . . 556
47.5 Identifying Associations . . . 557
47.6 Identifying Attributes . . . 563
47.7 Identifying Inheritance . . . 566
47.8 Composites . . . 569
47.9 Testing Access Paths . . . 570
47.10 Iterating and Refining the Model . . . 570
47.11 Grouping Classes into Packages . . . 571
47.12 Reference . . . 572

48 The Analysis Phase: Dynamic Modelling . . . 573
48.1 Introduction . . . 573
48.2 Identifying Scenarios . . . 573
48.3 Identification of Events . . . 573
48.4 Preparation of Sequence and Collaboration Diagrams . . . 574
48.5 Constructing Sequence and Collaboration Diagrams . . . 577
48.6 State Machine Diagrams . . . 579
48.7 References . . . 585

49 Functional Modelling and Operations . . . 587
49.1 Introduction . . . 587
49.2 Pseudocode with the Object Navigation Notation . . . 589
49.3 The Online ATM System Functional Model . . . 592
49.4 Adding Operations . . . 593
49.5 Identifying Operations for the Online ATM System . . . 595

50 The Design and Implementation Phases . . . 599
50.1 Introduction . . . 599
50.2 Design Phase . . . 599
50.3 Implementation Phase . . . 613
50.4 Summary . . . 613

Part 5 The Future

51 The Future for Java . . . 617
51.1 Introduction . . . 617

51.2 The Java Language 617
51.3 The Web and Objects 620
51.4 Object-Oriented Databases and the Web 621
51.5 JavaStation, JavaOS and HotJava Views 621
51.6 Java as a Training Language 624
51.7 Object Technology: the Next Five Years 625
51.9 References 626

Appendices

A Java 1.1.* Core API Packages 629
B The `java.lang` Package 631
C The `java.util` Package 635
D The `java.io` Package 639
E The `java.awt` Package 645
F The `java.awt.event` Package 651
G The `java.awt.image` Package 653
H Java Keywords 655
I Java 2 Core API Packages 657

Index 659