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Note generali	Includes index.
Nota di contenuto	<p>Contents at a Glance; Table of Contents; Introduction; About this Book; Foolish Assumptions; Icons Used in This Book; Beyond the Book; Where to Go from Here; Book I: Getting Started with Java Basics; Chapter 1: Welcome to Java; What Is Java, and Why Is It So Great?; Java versus Other Languages; Important Features of the Java Language; On the Downside: Java's Weaknesses; Java Version Insanity; What's in a Name?; Chapter 2: Installing and Using Java Tools; Downloading and Installing the Java Development Kit; Using Java's Command-Line Tools; Using Java Documentation</p> <p>Chapter 3: Working with TextPadDownloading and Installing TextPad; Editing Source Files; Compiling a Program; Running a Java Program; Running an Applet; Book II: Programming Basics; Chapter 1: Java Programming Basics; Looking at the Infamous Hello, World! Program; Dealing with Keywords; Working with Statements; Working with Blocks; Creating Identifiers; Crafting Comments; Introducing Object-Oriented Programming; Importing Java API Classes; Chapter 2: Working with Variables and Data Types; Declaring Variables; Initializing Variables; Using Final Variables (Constants)</p> <p>Working with Primitive Data TypesWorking with Strings; Converting and Casting Numeric Data; Thinking Inside the Box; Understanding Scope; Shadowing Variables; Printing Data with System.out; Getting Input with the Scanner Class; Getting Input with the JOptionPane Class; Using enum to Create Your Own Data Types; Chapter 3: Working with Numbers and Expressions; Working with Arithmetic Operators; Dividing</p>

Integers; Combining Operators; Using the Unary Plus and Minus Operators; Using Increment and Decrement Operators; Using the Assignment Operator; Using Compound Assignment Operators Using the Math Class Formatting Numbers; Recognizing Weird Things about Java Math; Chapter 4: Making Choices; Using Simple Boolean Expressions; Using if Statements; Using Mr. Spock's Favorite Operators (Logical Ones, of Course); Using the Conditional Operator; Comparing Strings; Chapter 5: Going Around in Circles (Or, Using Loops); Using Your Basic while Loop; Breaking Out of a Loop; Looping Forever; Using the continue Statement; Running do-while Loops; Validating Input from the User; Using the Famous for Loop; Nesting Your Loops; Chapter 6: Pulling a Switcheroo; Battling else-if Monstrosities Using the switch Statement Creating Character Cases; Intentionally Leaving Out a Break Statement; Switching with Strings; Chapter 7: Adding Some Methods to Your Madness; The Joy of Methods; The Basics of Making Methods; Methods That Return Values; Methods That Take Parameters; Chapter 8: Handling Exceptions; Understanding Exceptions; Catching Exceptions; Handling Exceptions with a Preemptive Strike; Catching All Exceptions at Once; Displaying the Exception Message; Using a finally Block; Handling Checked Exceptions; Throwing Your Own Exceptions; Catching Multiple Exceptions Book III: Object-Oriented Programming

Sommario/riassunto

Everything you need to get going with Java! Java All-in-One For Dummies, 4th Edition has what you need to get up and running quickly with Java. Covering the enhanced mobile development and syntax features as well as programming improvements, this guide makes it easy to find what you want and put it to use. Focuses on the vital information that enables you to get up and running quickly with Java Covers the enhanced multimedia features as well as programming enhancements, Java and XML, Swing, server-side Java, Eclipse, and more Minibooks cover Java basics; pro
