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Nota di contenuto	Ivor Horton's Beginning Java 2, JDK 5 Edition; About the Author; Credits; Foreword; Acknowledgments; Contents; Introduction; Welcome; Who Is This Book For?; What's Covered in This Book; What You Need to Use This Book; Conventions; Source Code; Errata; p2p.wrox.com; Chapter 1: Introducing Java; What Is Java All About?; Features of The Java Language; Learning Java; The Java Environment; Object-Oriented Programming in Java; Java Program Structure; Java and Unicode; Summary; Resources; Chapter 2: Programs, Data, Variables, and Calculation; Data and Variables; Integer Data Types Floating-Point Data Types Fixing the Value of a Variable; Arithmetic Calculations; Mixed Arithmetic Expressions; The op= Operators; Mathematical Functions and Constants; Storing Characters; Bitwise Operations; Variables with a Fixed Set of Integer Values; Boolean Variables; Operator Precedence; Program Comments; Summary; Exercises; Chapter 3: Loops and Logic; Making Decisions; Logical Operators; The Conditional Operator; The switch Statement; Variable Scope; Loops; Assertions; Summary; Exercises; Chapter 4: Arrays and Strings; Arrays; Strings; Operations on Strings; Mutable Strings; Summary

Exercises Chapter 5: Defining Classes; What Is a Class?; Defining Classes; Defining Methods; Constructors; Defining and Using a Class; Method Overloading; Using Objects; Recursion; Understanding Packages; Controlling Access to Class Members; Nested Classes; The finalize() Method; Native Methods; Summary; Exercises; Chapter 6: Extending Classes and Inheritance; Using Existing Classes; Class Inheritance; Choosing Base Class Access Attributes; Polymorphism; Multiple Levels of Inheritance; Abstract Classes; The Universal Superclass; Methods Accepting a Variable Number of Arguments Casting Objects More on Enumerations; Designing Classes; Using the final Modifier; Interfaces; Anonymous Classes; Summary; Exercises; Chapter 7: Exceptions; The Idea Behind Exceptions; Types of Exceptions; Dealing with Exceptions; Exception Objects; Defining Your Own Exceptions; Summary; Exercises; Chapter 8: Understanding Streams; Streams and the New I/O Capability; Understanding Streams; The Classes for Input and Output; The Standard Streams; Summary; Exercises; Chapter 9: Accessing Files and Directories; Working with File Objects; Creating File Output Streams; Summary; Exercises Chapter 10: Writing Files File I/O Basics; File Input and Output; Channels; Buffers; Writing to a File; Summary; Exercises; Chapter 11: Reading Files; File Read Operations; File Channel Read Operations; Reading a Text File; Reading Binary Data; Reading Mixed Data; Copying Files; Random Access to a File; Read/Write Operations with a Single File Channel; Memory-Mapped Files; Summary; Exercises; Chapter 12: Serializing Objects; Storing Objects in a File; Summary; Exercises; Chapter 13: Generic Class Types; What Are Generic Types?; Defining a Generic Class Type
Generic Types and Generic Interfaces

Sommario/riassunto

What is this book about? This book is a comprehensive introduction to the Java programming language, updated thoroughly (more than 35% new and updated) for the latest SDK 1.5 release. This book shows readers how to build real-world Java applications using the Java SDK. No previous programming experience is required. The author uses numerous step-by-step programming examples to guide readers through the ins and outs of Java development. In addition to fully covering new features of SDK 1.5, such as generic types, the author has also added new chapters on Java database programming with
