

# J2SE 5.0: Java Fundamentals

## Table of Contents

INTRODUCTION .....	INTRO-1
Prerequisites .....	INTRO-2
The Practice Files .....	INTRO-3
Installing the Practice Files .....	INTRO-3
What's on the Course CD? .....	INTRO-3
Technical Requirements for the Course .....	INTRO-4
Installing the Example Database .....	INTRO-5
About the Authors .....	INTRO-6
INTRODUCTION TO JAVA .....	1-1
Java Overview .....	1-2
Different Flavors of Java .....	1-2
Advantages of Java .....	1-3
Java's Humble Beginnings.....	1-5
Common Misconceptions about Java .....	1-6
A Brief History of the JDK .....	1-6
Obtaining and Installing the JDK .....	1-9
Downloading the JDK .....	1-9
Installing the JDK and Documentation .....	1-9
Java Directories .....	1-10
JDK Configuration and Troubleshooting.....	1-11
CLASSPATH.....	1-11
PATH .....	1-11
rt.jar .....	1-12
Troubleshooting .....	1-12
Compiling Java Programs.....	1-14
Running Java Programs .....	1-15
Using Command Line Tools .....	1-16
javac.....	1-16
java .....	1-16
javaw.....	1-16
jdb .....	1-17
javadoc.....	1-17
Running Applications .....	1-18
Console Applications .....	1-18

## *Table of Contents*

---

Graphical Applications .....	1-18
Applets .....	1-19
Getting Help: Documentation.....	1-20
 LAB 1: INTRODUCTION TO JAVA .....	1-25
Lab 1 Overview.....	1-26
Compile the Application .....	1-27
Run the Application.....	1-28
Generate Javadocs.....	1-29
 JAVA SYNTAX .....	2-1
A Simple Java Application .....	2-2
Variables.....	2-4
Naming Conventions.....	2-4
Declaration.....	2-4
Initialization .....	2-5
Constants.....	2-6
Data Types .....	2-7
Primitive .....	2-7
Reference .....	2-8
AutoBoxing/Unboxing .....	2-8
Operators.....	2-10
Arithmetic Operators .....	2-10
Increment/Decrement Operators .....	2-11
Relational Operators .....	2-12
Assignment Operator .....	2-12
Bitwise Operators.....	2-12
Logical Operators.....	2-13
Conversions .....	2-13
Operator Precedence.....	2-15
Using Strings .....	2-16
Declaration.....	2-16
Concatenation.....	2-16
Substrings .....	2-17
Arrays .....	2-19
Array Syntax .....	2-19
Control Flow.....	2-21
Variable Scope.....	2-21
Loops .....	2-21
Decisions .....	2-26

LAB 2: JAVA SYNTAX .....	2-33
Lab 2 Overview.....	2-34
Variables and Concatenation.....	2-35
Guessing Game: Version 1.....	2-37
Guessing Game: Version 2.....	2-39
Two Variations of the for Loop.....	2-41
Constants and the Switch Statement.....	2-43
 OBJECT-ORIENTED PROGRAMMING IN JAVA .....	3-1
Classes and Objects.....	3-3
Classes vs. Objects .....	3-3
An Object-Oriented Primer.....	3-3
Instantiating Objects .....	3-5
Calling the Methods of an Object.....	3-8
Using Existing Java Classes.....	3-8
Defining Classes.....	3-10
Class Definition Syntax .....	3-10
Member Variables.....	3-11
Methods .....	3-12
Static Variables and Methods .....	3-21
Class Definition Example .....	3-23
Packages .....	3-27
Implicit Packages in the Java API .....	3-27
Using Packages in Your Code .....	3-27
Importing Packages .....	3-29
Packages and CLASSPATH.....	3-29
Access Level Attributes .....	3-34
Specifying Access Attributes.....	3-34
Packages and Access Levels .....	3-34
Access via Accessors and Mutators .....	3-36
A Packages Example .....	3-37
Inheritance .....	3-41
extends Keyword .....	3-42
Subclass Constructor.....	3-43
Overriding Subclass Methods .....	3-44
An Inheritance Example .....	3-47
Polymorphism .....	3-52
The Object Superclass.....	3-52
Implementing Polymorphism.....	3-55

## *Table of Contents*

---

A Polymorphism Example .....	3-56
LAB 3: OBJECT-ORIENTED PROGRAMMING IN JAVA .....	3-62
Lab 3 Overview.....	3-63
Create a Dog Class .....	3-64
Enhance the DogPound Test Program.....	3-67
Create a Director Subclass.....	3-72
Enhance the DirectorTest Program .....	3-75
EXCEPTION HANDLING .....	4-1
Exceptions Defined.....	4-2
Exception Hierarchy.....	4-3
Error Class .....	4-4
Exception Class .....	4-4
Syntax.....	4-6
Exception Propagation.....	4-9
Checked and Unchecked Exceptions .....	4-9
Runtime Exceptions .....	4-9
Rethrowing Exceptions .....	4-10
Instantiating Your Own Exceptions.....	4-11
Throws Clause.....	4-13
LAB 4: EXCEPTION HANDLING .....	4-17
Lab 4 Overview.....	4-18
Additional Information .....	4-18
Catch Exceptions.....	4-19
Throw Exceptions .....	4-21
Handle Exceptions.....	4-23
INTRODUCTION TO JDBC.....	5-1
JDBC Overview .....	5-2
JDBC Driver Types .....	5-4
Type 1: JDBC-ODBC Bridge.....	5-5
Type 2: Native API/Partly Java .....	5-5
Type 3: Net Protocol/All Java.....	5-6
Type 4: Thin .....	5-6
Obtaining a Driver.....	5-7
Example Database Application.....	5-9
Important JDBC Classes .....	5-11

DriverManager .....	5-11
Connection.....	5-12
Statement.....	5-13
ResultSet .....	5-13
ResultSetMetaData.....	5-14
 LAB 5: INTRODUCTION TO JDBC.....	5-21
Lab 5 Overview.....	5-22
Show a List of Product Names and Prices .....	5-23
Show All Product Columns .....	5-26
 DEPLOYMENT.....	6-1
The Java Client Environment.....	6-2
Distributing the JRE .....	6-2
Installing the JRE .....	6-2
CLASSPATH Revisited.....	6-3
Command Line Deployment .....	6-3
The CLASSPATH Environment Variable .....	6-5
Deployment Example.....	6-7
Using JAR Files .....	6-10
The JAR Utility .....	6-10
Creating Standard JAR Files .....	6-10
JAR Example .....	6-12
A Peek Inside a JAR File .....	6-15
Deploying JAR Files.....	6-16
JAR Example Executed .....	6-17
Executable JAR Files.....	6-17
Creating an Executable JAR.....	6-18
Overview of Java Web Start .....	6-20
Web Start and Security .....	6-20
 LAB 6: DEPLOYMENT .....	6-25
Lab 6 Overview.....	6-26
Deployment Using a Standard JAR File .....	6-27
Deployment with Executable JARs.....	6-29
 ADVANCED JAVA SYNTAX .....	7-1
String Issues .....	7-2
Immutability Implications.....	7-2
StringBuffer .....	7-2

---

*Table of Contents*

String Methods.....	7-4
String Techniques .....	7-8
Arrays .....	7-11
Syntax.....	7-11
Redimensioning Arrays.....	7-13
Multidimensional Arrays.....	7-14
Ragged Arrays .....	7-15
Parameter Passing Semantics .....	7-16
Passing by Value .....	7-16
Passing Object References .....	7-16
Pass by Value Issues.....	7-16
LAB 7: ADVANCED JAVA SYNTAX .....	7-23
Lab 7 Overview.....	7-24
Comparing Strings .....	7-25
Using Arrays .....	7-27
ADVANCED OOP.....	8-1
final Revisited .....	8-2
final Methods.....	8-2
final Classes.....	8-2
Abstract Classes.....	8-3
Abstract Methods .....	8-3
Why Be Abstract? .....	8-4
Interfaces .....	8-6
Inner Classes.....	8-8
Anonymous Classes .....	8-11
Cloning.....	8-12
The Cloneable Interface.....	8-12
Shallow Copy .....	8-12
Deep Copy .....	8-17
Important Methods: equals() and hashCode() .....	8-20
The equals() Method.....	8-20
The hashCode() Method .....	8-21
LAB 8: ADVANCED OOP.....	8-27
Lab 8 Overview.....	8-28
Using Inner Classes.....	8-29
Cloning an Object .....	8-33

THREADING .....	9-1
Threading Overview.....	9-2
How Threading Works .....	9-2
Simple Threading Example.....	9-5
Thread Execution.....	9-9
Thread Priorities.....	9-10
Managing Threads.....	9-11
Synchronization .....	9-11
Asynchronous Example .....	9-14
wait() Method Example .....	9-18
synchronized Example.....	9-20
Communicating Between Threads.....	9-23
notifyAll() Example .....	9-24
Deadlocks .....	9-25
LAB 9: THREADING.....	9-31
Lab 9 Overview.....	9-32
Refactor the ProductionLine Application.....	9-33
Create a Transaction Class to Work with a Multi-Threaded Credit Card Application.....	9-36
INTRODUCTION TO FRAMES .....	10-1
Frame Basics.....	10-2
Frame Hierarchy .....	10-2
Creating Frames .....	10-4
BasicFrameTest Example .....	10-5
CenterFrame Example.....	10-6
Containership .....	10-8
ContainFrame Example .....	10-9
Layout Managers .....	10-11
BorderLayout .....	10-11
BorderLayout Example .....	10-11
FlowLayout.....	10-13
FlowLayout Example.....	10-14
GridLayout .....	10-16
GridLayout Example .....	10-16
BoxLayout .....	10-18
BoxLayout Example .....	10-18
GridBagLayout .....	10-20
GridBagLayout Example .....	10-23

## *Table of Contents*

---

Creating Multi-Window Applications .....	10-26
Frames.....	10-26
Dialogs .....	10-26
Disposing of Frames and Dialogs .....	10-27
Multi-Window Application Example.....	10-28
LAB 10: INTRODUCTION TO FRAMES .....	10-43
Lab 10 Overview.....	10-44
Simple Text Editor Application.....	10-45
Advanced Text Editor Application.....	10-49
INTRODUCTION TO SWING: PART 1 .....	11-1
Swing vs. AWT Controls .....	11-2
SwingSet.....	11-3
JLabel .....	11-5
JTextField .....	11-8
setText().....	11-8
getText() and getSelectedText() .....	11-8
setHorizontalAlignment().....	11-8
JTextArea .....	11-10
setText().....	11-10
getText() and getSelectedText() .....	11-10
JButton.....	11-12
setMnemonic() .....	11-12
setHorizontalTextPosition().....	11-13
setToolTipText().....	11-13
JProgressBar .....	11-15
setMaximum() .....	11-15
setStringPainted() .....	11-15
setIndeterminate().....	11-15
setValue().....	11-16
setString() .....	11-16
JSlider.....	11-18
setMajorTickSpacing() .....	11-18
setMinorTickSpacing() .....	11-18
setPaintTicks() .....	11-18
setPaintLabels() .....	11-19
setSnapToTicks() .....	11-19
getValue() .....	11-19
JRadioButton/ButtonGroup.....	11-21

setSelected() .....	11-21
setMnemonic() .....	11-21
JPanel.....	11-23
setLayout() .....	11-23
setBorder() .....	11-23
add().....	11-24
JScrollPane.....	11-26
setVerticalScrollBarPolicy().....	11-26
setHorizontalScrollBarPolicy() .....	11-26
JTabbedPane .....	11-28
addTab() .....	11-28
setSelectedIndex() .....	11-29
getSelectedIndex().....	11-29
JSplitPane.....	11-31
setDividerLocation() .....	11-31
JOptionPane .....	11-33
parentComponent .....	11-33
message .....	11-33
messageType .....	11-34
optionType .....	11-34
options .....	11-34
 LAB 11: INTRODUCTION TO SWING: PART 1 .....	11-41
Lab 11 Overview.....	11-42
Create a Java Swing Application Using Containers .....	11-43
Create a Java Swing Application Using Components .....	11-47
 EVENT HANDLING .....	12-1
Event Handling Background .....	12-2
The Event Delegation Model.....	12-2
Using Java Events .....	12-2
Adapters .....	12-5
Using External Classes.....	12-7
Using External Classes with Parameters.....	12-9
Using Frame Classes .....	12-11
Using Inner Classes.....	12-12
Using Anonymous Inner Classes.....	12-14

---

*Table of Contents*

LAB 12: EVENT HANDLING .....	12-19
Lab 12 Overview.....	12-20
Using Inner Classes.....	12-21
Using Anonymous Inner Classes.....	12-24
INTRODUCTION TO SWING: PART 2 .....	13-1
The Model-View-Controller Design Pattern .....	13-2
Model .....	13-2
View .....	13-2
Controller .....	13-3
Model-View-Controller .....	13-3
MVC and the Delegate Implementation.....	13-4
Creating Models.....	13-6
ListModel.....	13-6
Updating List Models .....	13-9
JTable .....	13-14
LAB 13: INTRODUCTION TO SWING: PART 2 .....	13-25
Lab 13 Overview.....	13-26
Build an Updatable ListModel .....	13-27
Create a TableModel that Shows the Power Function .....	13-29
ADVANCED JDBC .....	14-1
Using ResultSetMetaData .....	14-2
Efficiency Concerns .....	14-8
PreparedStatements.....	14-9
Create/Read/Update/Delete Operations .....	14-9
Handling Keys.....	14-16
LAB 14: ADVANCED JDBC .....	14-25
Lab 14 Overview.....	14-26
Build a TableModel Using ResultSetMetaData.....	14-27
Access a Generated Key Value .....	14-29
UTILITY CLASSES.....	15-1
Type Wrappers .....	15-2
The Collections API .....	15-3
List .....	15-3
Vector.....	15-4
ArrayList.....	15-6

Map .....	15-6
Hashtable .....	15-7
HashMap .....	15-8
Sets .....	15-9
Calendars and Dates .....	15-10
get() .....	15-10
set() .....	15-11
getTime() .....	15-11
add() .....	15-11
roll() .....	15-12
before() and after() .....	15-12
Math .....	15-13
abs() .....	15-13
ceil() and floor() .....	15-13
min() and max() .....	15-13
random() .....	15-14
round() .....	15-14
NumberFormat .....	15-15
format() .....	15-15
parse() .....	15-16
LAB 15: UTILITY CLASSES .....	15-21
Lab 15 Overview .....	15-22
Create and Use a List and Map .....	15-23
Create and Use a Calendar .....	15-26
ENUMERATIONS AND GENERICS .....	16-1
Enumerations .....	16-2
The Int Enum Pattern .....	16-2
The Typesafe Enum Pattern .....	16-3
Enumerations in Java 5.0 .....	16-5
Enum Constructors and Methods .....	16-7
Constant-Specific Methods .....	16-8
EnumSet .....	16-10
EnumMap .....	16-11
Generics .....	16-12
Defining Generics .....	16-13
Type Erasure .....	16-14
Subtypes and Generics .....	16-15
Generic Wildcards .....	16-16

---

*Table of Contents*

Bounded Wildcards.....	16-16
LAB 16: ENUMERATIONS AND GENERICS .....	16-23
Lab 16 Overview.....	16-24
Refactor the Int Enum Pattern .....	16-25
Use Generic Collections .....	16-28
APPENDIX A: APPLETS.....	A-1
Introduction to Applets .....	A-2
Applet Restrictions.....	A-3
Building Applets .....	A-4
init() .....	A-4
start().....	A-4
stop().....	A-4
destroy() .....	A-5
Deploying Applets.....	A-8
Within a Default Browser .....	A-8
Using the Java Plug-in .....	A-8
LAB A: APPLETS .....	A-13
Lab A Overview .....	A-14
Create a Swing Applet.....	A-15
Embed a Swing Applet in an HTML Page .....	A-17
APPENDIX B: INTRODUCTION TO WEB DEVELOPMENT .....	B-1
Web Development in Java Overview .....	B-3
Web Basics .....	B-3
Web Containers and Servlet Engines.....	B-5
Servlet Lifecycle.....	B-5
Servlet Containers .....	B-6
Building Servlets .....	B-8
Request and Response .....	B-10
Response.....	B-13
Statelessness and Session Management.....	B-14
Building Java Server Pages.....	B-19
JSP Architecture .....	B-19
Code in JSP .....	B-22
Overview of Java Web Start.....	B-27
Web Start and Security .....	B-27

---

*Table of Contents*

LAB B: INTRODUCTION TO WEB DEVELOPMENT .....	B-31
Lab B Overview .....	B-32
Install TomCat.....	B-33
Create a Simple JSP .....	B-35
INDEX.....	INDEX-1