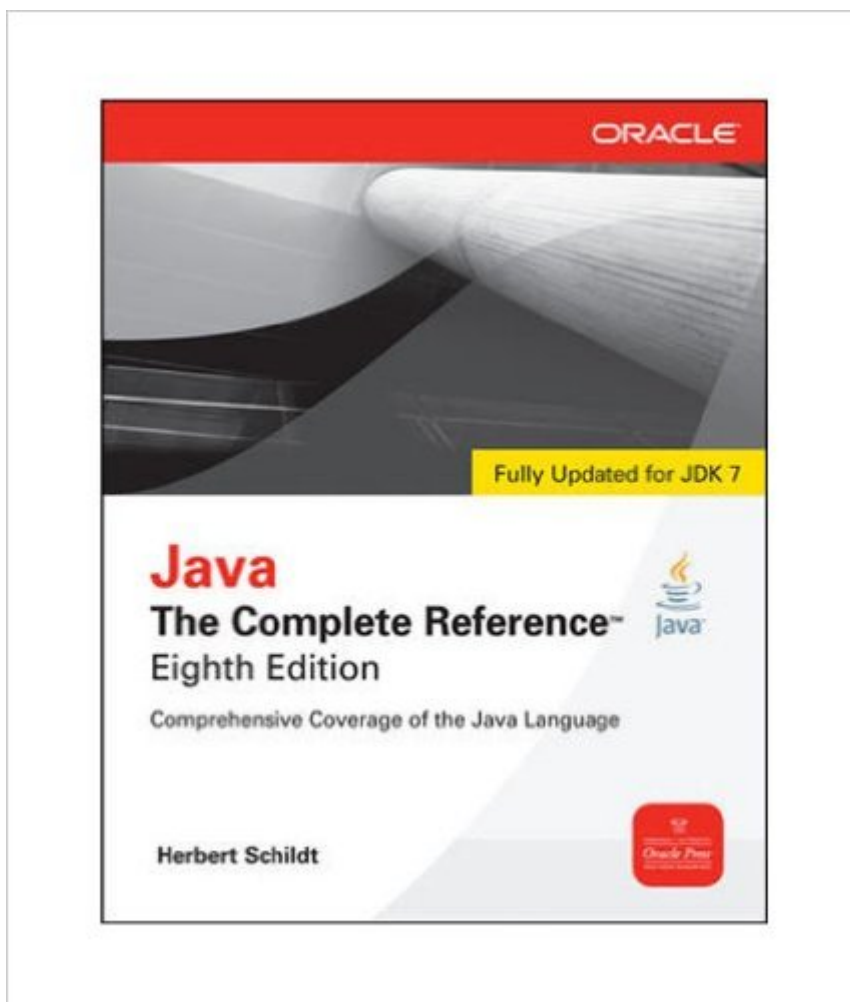


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Java: The Complete Reference



Synopsis

In *Java: The Complete Reference*, Eighth Edition, bestselling programming author Herb Schildt shows you everything you need to develop, compile, debug, and run Java programs. Updated for Java Platform, Standard Edition 7 (Java SE 7), this comprehensive volume covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key elements of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. In addition, new Java SE 7 features such as try-with-resources, strings in switch, type inference with the diamond operator, NIO.2, and the Fork/Join Framework are discussed in detail. Coverage includes:

- Data types and operators
- Control statements
- Classes and objects
- Constructors and methods
- Method overloading and overriding
- Interfaces and packages
- Inheritance
- Exception handling
- Generics
- Much, much more

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Customer Reviews

This is a great place to start learning Java. I think the book is good for beginners to start learning Java, as well as great reference for those experienced with Java. The book does not use an IDE to create, compile, and run the programs. It uses javac and java commands to compile and run. I used both the SDK command lines and the IntelliJ IDEA Community Edition to compile and run the programs. Both worked fine, but I also have an interest in learning to use IntelliJ IDEA. The book covers the Java language, the Java Library, Software Development with Java Beans, Swing, Servlets, and ends with building 2 sample applications. The book covers Data Types and Operators, Control Statements, Classes, Objects, Methods, Packages, Interfaces, Exception Handling, Inheritance, I/O, Multithreading, Enumerations, Autoboxing, Static Import, Annotations, Generics, Applets, Events, AWT and Swing, Java's Documentation Comments, Varargs, Networking, Collections, Concurrent API, JavaBeans, and servlets. All the code is available for download and is very well organized and usable. It is separated by chapter. My favorite part of the book was that it spent a lot of time on UI topics. There were several good chapters on AWT and Swing. I also like the author's writing style. The book is a nice read as well as a good reference. My main complaint about this book is that it includes almost all of the Java, A Beginner's Guide, 5th Edition. Anyone beginning Java would obviously start with Java, A Beginner's Guide, 5th Edition, but if I was to do it again, I would not bother with Java, A Beginner's Guide, 5th Edition. The only advantage the Java, A Beginner's Guide, 5th Edition book offers is that it is more of a tutorial oriented book.

The Good: I use this book as a reference for very clear examples on how to do something. If the book does cover a topic, you can be sure that the explanations are concrete and very easy to understand. The book absolutely shines for its intended purpose. It makes a great supplemental book for most folks learning Java as an additional resource. There is an absolutely fabulous example of a Swing application at the end of the book. It shows how to implement the Observer pattern, manage button states and threading within a Swing application. You can also get a general idea of how to architect a moderately complex Swing application from this example. The table of contents is very well organized. For those without an electronic copy, this is of great value. **The Bad:** I do not

solely recommend this book for someone completely new to Java. It misses on some key areas. For example, the chapter on Inheritance does not cover using `@Override` when overriding methods. Yet, in the same chapter it discusses how you can accidentally Overload a method without even mentioning this annotation. `@Override` is briefly mentioned later as a type of annotation but it does not explain good practices, how to use it, etc. Examples that use overriding themselves, do not use `@Override`! The concept of downcasting is not covered specifically. It's not until the chapter on I/O that instance is covered and its very briefly explained. While I pointed out a great Swing example above, the book completely excludes any reference to `SwingWorker`. This is a great feature that was added in Java 6 for threading Swing applications. There are no details on how to write `hashCode` methods for data objects.

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