## COMPUTING CONCEPTS WITH JAVA ESSENTIALS, Third Edition

Feature Table

	Common Error	rs	Quality Tips		Productivity Hints		Advanced Topics		► Random Facts		► HOWTO
1 Introduction	Omitting Semicolons Misspelling Words	22 25			Backup Copies	16	Alternative Comment Syntax Escape Sequences	22 23	The ENIAC and the Dawn Computing	of 6	
2 An Introduction to Objects and Classes	Forgetting to Initialize Variables Trying to Reset an Object by Calling a Constructor Forgetting to Initialize Object References in a Constructor Trying to Call a Method Without an Implicit Parameter	41 · 62 67 68			Using the Command Line Effectively The javadoc Utility Keyboard Shortcuts for Mouse Operations	46 56 57	Importing Classes Overloading Calling One Constructor from Another	41 53 69	Mainframes—When Dinosaurs Ruled the Earth	70	Designing and Implementing a Class 62
3 Fundamental Data Types	Integer Division Unbalanced Parentheses Roundoff Errors 1	94 96 104	Choose Descriptive Variable Names Do Not Use Magic Numbers White Space Factor Out Common Cod	80 92 97 e 98	Avoid Unstable Layout On-Line Help Reading Exception Reports	87 96 112	Numeric Ranges and Precisions Other Number Types Combining Assignment and Arithmetic Binary Numbers Formatting Numbers Reading Console Input	81 82 86 105 109 113	The Pentium Floating-Poin Bug International Alphabets	t 83 116	Carrying Out Computations 101
4 Applets and Graphics			Calculate Sample Data Manually	171	Choose Convenient Units Drawing	for 178	The Java Runtime Environment and Java Plug-ins Accurate Positioning of Text Applet Parameters Let the Graphics Context Transform the Coordinates	144 150 166 176	The Evolution of the Internet Computer Graphics	139 162	Drawing Graphical Shapes 157
5 Decisions	Using == to Compare Strings 1 The Dangling e1se Problem 2 Multiple Relational Operators 2 Confusing && and    Conditions 2	194 208 213 213	Brace Layout Avoid Conditions with Side Effects Prepare Test Cases Ahead of Time	189 196 207	Indentation and Tabs Copy and Paste in the Editor Make a Schedule and Make Time for Unexpected Problems	190 200 207	The Selection Operator The switch Statement Lazy Evaluation of Boolea Operators	189 199 n 214	Minicomputers and Workstations Artificial Intelligence	201 216	

Common Errors		ors	► Quality Tips	Productivity Hints		Advanced Topics		► Random Fact	► HOWTO			
6 Iteration	Infinite Loops Off-by-1 Errors Forgetting a Semicolon A Semicolon Too Many	231 232 242 242	Use for Loops for Their Intended Purpose Only Don't Use != to Test the of a Range Symmetric and Asymme Bounds Count Iterations	240 End 243 tric 256 256	Redirection of Input and Output	253	do Loops 2   Scope of Variables Defined a   a for Loop Header 2   String Buffers 2   The "Loop and a Half" 2   Problem 2   The break and continue 2   Statements 2   Reading Data from the 2   Pipes 2   Loop Invariants 2	233 1 in 241 246 242 250 252 250 252 260 267	Spaghetti Code Correctness Proofs	234 269	Implementing Loops	257
7 Designing Classes	Trying to Modify Primitive Type Parameters Shadowing Confusing Dots	289 307 313	Consistency Minimize Side Effects Don't Change the Contents of Parameter Variables Do Not Abuse Static Fields	286 289 292 302	Global Search and Replace Regular Expressions	308 308	Call by Value and Call by Reference 2 Class Invariants 2 Alternative Forms of Field Initializations 3 Calling One Constructor from Another 3	290 296 303 309	The Explosive Growth of Personal Computers	317	Programming with Packages	282
8 Testing and Debugging					Batch Files and Shell Scripts	341			The First Bug The Therac-25 Incidents	353 356	Debugging	354
9 Interfaces and Polymor- phism	Forgetting to Define Implementing Methods as Public Modifying the Signature ir Implementing Method	369 1 the 386					Constants in Interfaces 3 Anonymous Inner Classes 3	372 380	Operating Systems	386		
10 Event Handling	Forgetting to Repaint Forgetting to Attach a Listener	403 412			Share Listener Classes, Listener Objects Don't Use a Container a Listener Code Reuse	Not 413 s a 413 422	Event Adapters 4	403	Programming Languages	3 423	Handling Mouse and Act Events	tion 414
11 Inheritance	Confusing Super- and Subclasses Shadowing Instance Fields Failing to Invoke the Superclass Method Accidental Package Access Making Inherited Method Less Accessible Forgetting to Clone	433 440 441 452 \$ 453 461	Clone Mutable Instance Fields in Accessor Methods	461	Supply toString in All Classes	456	Abstract Classes 4   Final Methods and Classes 2   Protected Access 4   Inheritance and the toString Method 4   Inheritance and the equals Method 4   Inheritance and the clone Method 4	449 450 453 457 459 462	Scripting Languages	465		

	Common Erro	rs	Quality Tips		Productivity Hints		Advanced Topics		► Random Facts	6	► HOWTO	
12 Graphical User Interfaces	Overriding the paint Meth of a Panel Forgetting to Call the paintComponent Method of the Superclass	od 479 480					Adding the main Method t the Frame Class Converting a Frame to an Applet	:0 488 1 489	Visual Programming	513	Layout Management	498
13 Array Lists and Arrays	Bounds Errors Inserting Objects of the Wrong Type into an Array List Uninitialized Arrays Length and Size Underestimating the Size of a Data Set	525 525 533 533 533	Make Parallel Arrays into Arrays of Objects	543			Array Initialization Two-Dimensional Arrays v Variable Row Lengths	533 with 547	An Early Internet Worm	542		
14 Exception Handling			Throw Exceptions Only in Exceptional Cases Do Not Squelch Exceptions	561 567					The Ariane Rocket Incident	576		
15 Streams	Backslashes in File Names Negative byte Values	584 584			Use Object Streams	598	Serializing Geometric Objects	598	Encryption Algorithms	590	Using Files and Streams	605
16 System Design							Attributes and Methods ir UML Diagrams Association, Aggregation and Composition	626 627	Programmer Productivity Computing—Art or Science?	620 659	CRC Cards and UML Diagrams	628
17 Recursion	Infinite Recursion Tracing through Recursive Methods	671 676							The Limits of Computation	694		
18 Sorting and Searching							The Quicksort Algorithm	720	The First Programmer	718		
19 An Introduction to Data Structures							Static Inner Classes	753	Standardization	760		