

# Table of Contents

## Chapter 7

### Files

<b>7.1 Text Files &amp; Binary Files</b> .....	7-1
Applets, Applications & Security	
<b>7.2 Text Files</b> .....	7-1
Creating a Text File	
Reading a Text File	
Exercises	
<b>7.3 Object files</b> .....	7-5
Creating and Reading an Object file	
Exercises	
<b>7.4 File Dialogs</b> .....	7-7

## Chapter 8 Interfaces & Subclasses

<b>8.1 Interfaces &amp; Subclasses</b> .....	8-1
<b>8.2 Interfaces</b> .....	8-1
Exercises	
<b>8.3 Subclasses – classes that extend others</b> .....	8-4
An Extended Class	
Extending a Class is like Implementing an Interface	
An Example that uses Overridden Methods	

## Chapter 9 Buttons, Canvases, Controllers & Viewers

<b>9.0 Introduction</b> .....	9-1
<b>9.1 Components</b> .....	9-1
<b>9.2 Placing Components</b> .....	9-2
<b>9.3 Buttons and ‘Actions’</b> .....	9-3
<b>9.4 TextFields and ‘Actions’</b> .....	9-4
<b>9.5 Canvases</b> .....	9-5
<b>9.6 A Controller, a Model, and a Viewer</b> .....	9-7
Exercise	

# Table of Contents

## Chapter 10

## Linked Lists

<b>10.0 Introduction</b> .....	<b>10-1</b>
<b>10.1 Nodes</b> .....	<b>10-1</b>
Methods of Manipulating Nodes	
<b>10.2 A Linked List with Object Nodes</b> .....	<b>10-2</b>
Adding to the List	
A Quick Test Program	
A Sample Linked List Program with Interactive Entry	
Exercises	
<b>10.3 Displaying a linked list in a Graphics Window</b> .....	<b>10-5</b>
Exercises	
<b>10.4 Counting the items in the list</b> .....	<b>10-6</b>
Exercises	
<b>10.5 Deleting from the list</b> .....	<b>10-6</b>
Using a Header Node	
Node and List Classes with a Header Node	
The Delete Method	
Exercises	
<b>10.6 Maintaining a sorted list</b> .....	<b>10-9</b>
<b>10.7 An Example with Several Pieces of Data</b> .....	<b>10-9</b>
A Searching Method	
Exercises	
<b>10.8 Creating a Linked List with Dumb Nodes</b> .....	<b>10-11</b>
A Java <i>package</i>	
A Dumb Node	
A List Manager for Dumb Nodes	

# Table of Contents

<b>Chapter 11</b>	<b>Searching, Sorting and ‘Big O’</b>	
11.1	Big O.....	11-1
11.2	The functions $2^x$ and $\lg(x)$ .....	11-1
11.3	Searching.....	11-1
	Searching Unsorted Data	
	Searching Sorted Data in an Array — Binary Search	
	Searching Data in a Linked List	
11.4	Sorting.....	11-3
	Selection sort	
	Insertion sort	
	Merge sort	
	Quick sort	
	Bucket sort	
	Other sorts	
11.5	A program to Time Sorts.....	11-6
<b>Chapter 12</b>	<b>Strings</b>	
12.1	A String is.....	12-1
12.2	Creating Java Strings.....	12-1
12.3	Breaking up Strings.....	12-1
	Using the <i>StringTokenizer</i> Class	
	Methods for Breaking Up Strings Yourself	
	Do-it-yourself Extraction Example	
	Obtaining Numbers from Strings	

# Table of Contents

## Chapter 13 Data Structures

- 13.1 A Data Structure is..... 13-1**
- 13.2 Stacks..... 13-1**
  - Using a Stack: a Bracket Checking Method
  - Implementing a Stack - an Array
  - Implementing a Stack - Linked Nodes
  - Using the class *java.util.Stack*
- 13.3 Queues..... 13-4**
  - Implementing a Queue — Linked Nodes
  - Implementing a queue — an Array
- 13.4 Fancier queues..... 13-8**
  - Double-ended Queues
  - Priority Queues

## Chapter 14 Animation and Threads

- 14.1 Flicker Free Screen Updates..... 14-1**
  - Not Clearing the Screen
  - Double Buffering
- 14.2 Threads and Animation..... 14-3**
  - Threads
  - Synchronization: Avoiding Interference Between Threads
  - Having a Thread Wait
  - Notifying a Waiting Thread
- 14.3 A Threaded Animation..... 14-5**

# Table of Contents

## Chapter 15 Trees, Searching & Recursion

<b>15.1 Trees</b> .....	<b>15-1</b>
Binary Search Trees	
Expression Evaluation trees	
Alternate Listing Methods for Expressions	
<b>15.2 Making trees as you search them</b> .....	<b>15-4</b>
Ephemeral trees	
An Example — Queens on a Chess Board	
Some other Examples	
<b>15.3 Recurrence Relations</b> .....	<b>15-7</b>
Mathematical Examples	
A Puzzle Example — the Towers of Hanoi	

## Chapter 16 Handling Exceptions

<b>16.1 An Example</b> .....	<b>16-1</b>
<b>16.2 Advantages of an Exception Handling Mechanism</b> .....	<b>16-2</b>
Direct Sending of the Exception to a <i>catch</i> block	
Returning an Exception rather than the usual type of result	
<b>16.3 Creating your own <i>Exception</i> Class</b> .....	<b>16-2</b>
<b>16.4 Examples using <i>Exceptions</i></b> .....	<b>16-3</b>
<b>16.5 A More Detailed Look at Exceptions in Java</b> .....	<b>16-4</b>

## Chapter 17 Mutators, Replicators & Clones

<b>17.0 Introduction</b> .....	<b>17-1</b>
<b>17.1 Immutable Objects</b> .....	<b>17-1</b>
<b>17.2 Distinguishing Mutators &amp; Replicators</b> .....	<b>17-2</b>
<b>17.3 Replicators</b> .....	<b>17-2</b>
<b>17.4 Clones</b> .....	<b>17-3</b>
Cloning an Object containing Scalar Variables and References to Immutable Objects	
Cloning an Object containing References to Mutable Objects	
Cloning an Object containing References to One-dimensional Arrays	
Cloning an Object containing References to Multi-dimensional Arrays	
Cloning an Object containing References to Standard Java Objects	

# Table of Contents

## Appendix A Startup Files

**Applets and Applications**..... A-1  
    Applets, Applications & Security  
    Startup Files

**Starting ‘Static’ Programs — Chapters 1-2**.....A-1  
    Starting as an Applet  
    Starting as an Application  
    Application Starter Program — *PanelApplication*

**Starting ‘Dynamic’ Programs — Chapters 3 and Up**..... A-3  
    Starting up a program that responds to mouse and keyboard  
    Starting as an Applet  
    Starting as an Application  
    Applet Starter Program — *PanelApplet*  
    Mouse and Keyboard Event Director — *EventPanel*

## Appendix B The Utility Class: BL

**Methods**..... B-1  
    *drawStringLeft drawStringCenter fixedString*

**Source**.....B-1

## Appendix C Control Structures

**Control Structures**..... C-1  
    The *if* structure  
    The *while* structure  
    The *for* structure  
    The *do...while* structure  
    The *switch* structure

## Appendix D Characters & Strings

**Characters**..... D-1

**Strings**.....D-2  
    Partial List of String Methods

## Index