

Table of Contents (summary)

	Intro	xxi
1	Breaking the Surface: <i>a quick dip</i>	1
2	A Trip to Objectville: <i>yes, there will be objects</i>	27
3	Know Your Variables: <i>primitives and references</i>	49
4	How Objects Behave: <i>object state affects method behavior</i>	71
5	Extra-Strength Methods: <i>flow control, operations, and more</i>	95
6	Using the Java Library: <i>so you don't have to write it all yourself</i>	125
7	Better Living in Objectville: <i>planning for the future</i>	165
8	Serious Polymorphism: <i>exploiting abstract classes and interfaces</i>	197
9	Life and Death of an Object: <i>constructors and memory management</i>	235
10	Numbers Matter: <i>math, formatting, wrappers, and statics</i>	273
11	Risky Behavior: <i>exception handling</i>	315
12	A Very Graphic Story: <i>intro to GUI, event handling, and inner classes</i>	353
13	Work on Your Swing: <i>layout managers and components</i>	399
14	Saving Objects: <i>serialization and I/O</i>	429
15	Make a Connection: <i>networking sockets and multithreading</i>	471
16	Data Structures: <i>collections and generics</i>	529
17	Release Your Code: <i>packaging and deployment</i>	581
18	Distributed Computing: <i>RMI with a dash of servlets, EJB, and Jini</i>	607
A	Appendix A: <i>Final code kitchen</i>	649
B	Appendix B: <i>Top Ten Things that didn't make it into the rest of the book</i>	659
	Index	677