



Chapter 1 : Introduction to Java and Elementary Programming
1-1 to 1-27

1.1	Introduction to Object Oriented Programming	
	Methodology	1-1
1.2	Features of Object Oriented Programming (OOP)	1-1
1.3	Important Terminologies for Object Oriented Programming	1-2
1.4	Java Evolution : History	1-3
1.5	Features of Java	1-3
1.6	Java Virtual Machine (JVM)	1-5
1.7	Tokens of Java	1-6
1.7.1	Character Set of Java	1-6
1.7.2	Keywords	1-7
1.7.3	Identifiers	1-7
1.7.4	Primitive Data Types.....	1-7
1.7.5	Literals (Constants) and Variables	1-8
1.7.6	Escape Sequences	1-9
1.7.7	Operators.....	1-9
1.7.7(A)	Unary Operators	1-9
1.7.7(B)	Binary Operators.....	1-10
1.7.7(C)	Ternary Operator	1-12
1.7.7(D)	Assignment and Augmented Assignment Operators	1-12
1.7.7(E)	Selection Operators	1-13
1.7.8	Precedence and Associativity of Operators.....	1-13
1.8	Expressions : Operations on Data.....	1-14
1.8.1	Conditional and Assignment Expressions	1-15
1.9	Documentation and Comments.....	1-15
1.10	Input / Output in Java.....	1-16
1.10.1	Displaying Output in Java	1-16
1.10.2	Reading Input from Console: Accepting Input in Java.....	1-16
1.10.3	Accepting Input using BufferedReader Class.....	1-17
1.11	Programming Style : First Program of Java	1-17
1.11.1	Errors.....	1-19
1.12	Installing and Implementing Java.....	1-19
1.12.1	Java Language Specification: API, JDK, and IDE	1-19
1.13	Type Casting and Type Conversion in Java	1-20
1.14	Solved Programs	1-21

1.15	Command Line Arguments	1-25
1.16	Miscellaneous Programs.....	1-26

Chapter 2 : Selections, Mathematical Functions and Loops
2-1 to 2-34

2.1	Introduction.....	2-1
2.2	for Loop	2-1
2.2.1	Programs Based on for Loop	2-2
2.2.2	Nested for Loop	2-9
2.3	while and do-while Loops.....	2-17
2.3.1	Programs Based on while and do-while Loop	2-19
2.4	The if-else Selective Statement	2-21
2.4.1	Programs using if-else Statement.....	2-22
2.4.2	Nested if-else (if-else Ladder or if-else-if).....	2-24
2.5	Switch-Case Selective Statement	2-26
2.6	Common Mathematical Functions.....	2-30
2.7	Branching Statements (Break and Continue)	2-30
2.8	Some More Practice Programs	2-32

Chapter 3 : Methods and Arrays
3-1 to 3-44

3.1	Arrays	3-1
3.1.1	Sorting and Searching in Arrays.....	3-7
3.2	Multi-dimensional Arrays.....	3-12
3.2.1	Two-dimensional Array and its Processing	3-12
3.3	Array class: Arraycopy().....	3-19
3.4	Strings	3-20
3.4.1	Methods of String Class.....	3-20
3.4.2	Methods in StringBuffer Class.....	3-26
3.5	Vectors	3-28
3.6	Methods in Java: Passing Argument by Values	3-35
3.6.1	Methods Abstraction and Stepwise Refinement.....	3-36
3.7	Recursive Methods	3-38
3.8	Passing and Returning Single and Two Dimensional Arrays	3-42

Chapter 4 : Objects and Classes
4-1 to 4-27

4.1	Introduction to Objects.....	4-1
4.1.1	State and Behaviour of an Object	4-1
4.1.2	Introduction to Java Visibility Modifiers and Data Encapsulation	4-1
4.1.3	Scope of Variables.....	4-2



4.2	Java Member Methods and accessing objects via reference variable4-2	5.10	Polymorphism.....5-22
4.3	Constructors, Destructors, Modifiers, Iterators and Selectors.....4-6	5.11	Static Polymorphism.....5-22
4.3.1	Constructors4-6	5.11.1	Constructor Overloading5-23
4.3.1(A)	Parameterized Constructor4-6	5.11.2	Method Overloading.....5-23
4.3.1(B)	Default Constructor4-8	5.12	Dynamic Polymorphism5-25
4.3.1(C)	Copy Constructor4-9	5.12.1	Dynamic Method Dispatch5-25
4.4	Passing Objects to a Method4-11	5.13	finalize() Method Instead of Destructor in Java5-26
4.5	Returning Objects from a Method4-12	5.14	super Keyword5-27
4.6	Call by Value and Call by Reference.....4-14	5.15	java.lang Package5-28
4.6.1	Call by Value.....4-14	5.15.1	Wrapper Classes5-28
4.6.2	Call by Reference4-14	5.15.2	Other Classes in java.lang5-29
4.7	Array of Objects4-15	5.15.3	Math5-29
4.8	Static Class Members: Variables, Methods and Constants4-21	5.16	java.util Package.....5-30
4.9	“this” Reference4-22	5.16.1	Date5-30
4.10	Using Classes from Java Library.....4-23	5.16.2	Calendar5-30
4.11	Immutable Classes and Objects4-26	5.16.3	Vector5-31
Chapter 5 : Object Oriented Thinking 5-1 to 5-33		5.16.4	Hashtable5-31
5.1	Thinking in objects and class relationships: Implementation of Association and Aggregation5-1	5.16.5	BigInteger and BigDecimal Classes.....5-31
5.1.1	Association5-1	5.17	Casting Objects and instanceof Operator.....5-32
5.1.2	Aggregation5-1	Chapter 6 : Exception Handling, I/O , Abstract Classes and Interfaces 6-1 to 6-14	
5.1.3	Generalization or Inheritance5-2	6.1	Introduction.....6-1
5.2	Introduction to Inheritance: Super Class and Subclass5-3	6.2	Exception Types : Checked and Unchecked Exceptions.....6-1
5.3	Single Inheritance and Protected Data Members5-3	6.2.1	Checked Exceptions6-1
5.4	Multi Level Inheritance5-5	6.2.2	Unchecked Exceptions6-1
5.5	Hierarchical Inheritance5-8	6.3	try-catch-finally.....6-3
5.6	Method Overriding5-12	6.3.1	Multiple try catch Block6-5
5.7	Keyword “final” and Final class5-12	6.3.2	Nested try catch Block6-7
5.8	Java Abstract Class and Method.....5-13	6.4	Keyword “throws”6-8
5.9	Interface.....5-17	6.5	Defining Custom Exception Classes : Keyword “throw”6-9
5.9.1	Introduction5-17	6.6	Rethrowing Exception6-11
5.9.2	Extending an Interface5-17	6.7	Chained Exception.....6-11
5.9.3	Variables in Interface5-17	6.8	File Class and its Input Output.....6-11
5.9.4	Difference between Interface and Abstract Class5-17	6.9	Reading Data from Web6-13
		6.10	Comparable and Cloneable Interface.....6-14

**Chapter 7 : JAVAFX Basics and Event-Driven****Programming and Animations 7-1 to 7-17**

7.1	What is JavaFX?.....	7-1
7.2	Architecture of JavaFX.....	7-1
7.3	Scene Graph.....	7-2
7.4	Graphics Engine	7-2
7.5	Pulse	7-3
7.6	Web View	7-3
7.7	JavaFX Program Structure.....	7-3
7.7.1	Stage	7-3
7.7.2	Scene	7-4
7.8	JavaFX UI Controls.....	7-5
7.9	2D Shapes.....	7-6
7.10	Color Class	7-7
7.11	Text Class.....	7-7
7.12	Font Class	7-8
7.13	Image Class and ImageView Class.....	7-8
7.13.1	Image Class.....	7-8
7.13.2	ImageView Class	7-9
7.14	Layout Panes.....	7-10
7.15	Events and Event Sources.....	7-11
7.15.1	What is an Event?.....	7-11
7.15.2	An Event in JavaFX	7-11
7.15.3	Event Handling JavaFX.....	7-11
7.15.4	Event Handlers and Filters.....	7-13
7.16	Event Listeners for Observable Objects.....	7-13
7.17	Inner Class and Anonymous Inner Class	7-13
7.17.1	What is Inner Class in Java?	7-13
7.17.2	Java Anonymous Inner Classes.....	7-14
7.18	Animation.....	7-14
7.18.1	What is an Animation in JavaFX?	7-14
7.18.2	How to Apply Animation?	7-15
7.19	Property Binding in JavaFX.....	7-17

Chapter 8 : JAVAFX UI Controls and Multimedia**8-1 to 8-10**

8.1	Introduction of UI Controls	8-1
8.2	Label.....	8-1
8.3	Button	8-1

8.4	TextField.....	8-2
8.4.1	JavaFX PasswordField	8-2
8.5	RadioButton.....	8-2
8.6	CheckBox	8-3
8.7	TextArea	8-3
8.8	ComboBox.....	8-4
8.8.1	Methods of ComboBox	8-4
8.9	ListView	8-5
8.10	ScrollPane	8-6
8.11	Slider	8-7
8.12	ProgressBar.....	8-8
8.13	Video and Audio	8-9

Chapter 9 : Binary I/O, Recursion and Generics**9-1 to 9-9**

9.1	Introduction of Input/Output Stream	9-1
9.1.1	What is a Stream?	9-1
9.1.2	What is InputStream?	9-1
9.1.3	What is OutputStream?	9-1
9.2	Binary Input/Output.....	9-2
9.2.1	FileInputStream	9-2
9.2.2	FileOutputStream.....	9-3
9.3	Text IO.....	9-4
9.3.1	Basic Output and Formatted Output	9-4
9.3.2	What is Text IO?	9-4
9.4	Java Serialization.....	9-5
9.5	Object IO	9-5
9.5.1	ObjectInputStream.....	9-5
9.5.2	ObjectOutputStream	9-5
9.6	Random Access File.....	9-5
9.7	Problem Solving using Recursion	9-6
9.7.1	What is Recursion?.....	9-6
9.7.2	Recursive Helper Methods.....	9-7
9.7.3	Tail Recursion.....	9-7
9.8	Generic Classes and Interfaces	9-7
9.8.1	Generic Class and Methods.....	9-8
9.8.2	Raw Types and backward Compatibility.....	9-8
9.8.3	Wildcard Generic Types.....	9-8
9.8.4	Erasure and Restrictions on Generics.....	9-8

Chapter 10 : List, Stack, Queue and Priority Queue
10-1 to 10-12

10.1	What is Java Collection?.....	10-1
10.1.1	What is a Java Collection Framework?	10-1
10.2	Iterator in Java	10-1
10.2.1	What is Iterator?	10-1
10.2.2	How to use Iterators?.....	10-2
10.2.3	Methods of Iterator.....	10-2
10.2.4	The ListIterator.....	10-2
10.2.5	How Java Iterator is differ than a Java Enumeration?	10-3
10.3	Comparator Interface	10-3
10.4	List Interface	10-4
10.4.1	How to Create List Objects?	10-4
10.4.2	Methods of List Interface.....	10-4
10.4.2(A)	Methods Based on Accessing the Position	10-4
10.4.2(B)	Methods Based on Search Operation	10-5
10.4.2(C)	Other Methods	10-5
10.5	Vector Class	10-6
10.5.1	What is Vector Class?	10-6
10.5.2	Methods of the Vector Class	10-6
10.5.3	Explore Yourself.....	10-8
10.6	Stack Class.....	10-9
10.6.1	What is Stack?.....	10-9
10.6.2	Methods of Stack	10-9
10.7	Queue Class	10-10
10.7.1	What is Queue?	10-10
10.7.2	Methods of Queue	10-10
10.8	Priority Queue.....	10-11
10.8.1	What is Priority Queue?	10-11
10.8.2	Methods of the PriorityQueue.....	10-11

Chapter 11 : Sets and Maps **11-1 to 11-5**

11.1	Introduction of Java Collection	11-1
11.2	Set and Map in Java	11-1
11.2.1	What is Set in Java?.....	11-1
11.2.2	Map in Java	11-2
11.2.3	Comparison of Java List and Map.....	11-2
11.3	Singleton Class in Java.....	11-3
11.3.1	What is Singleton Class?	11-3
11.3.2	Implementation of Singleton Class.....	11-3
11.3.3	Difference between Singelton Class and Static Class	11-4
11.4	Unmodifiable Collection and Map in Java	11-4
11.4.1	Unmodifiable Collection	11-4
11.4.2	Unmodifiable Map	11-5

Chapter 12 : Concurrency **12-1 to 12-8**

12.1	What is Thread and Multithreading?	12-1
12.1.1	What is a Thread?	12-1
12.1.2	Multithreading in Java	12-1
12.2	Life Cycle of Java Thread	12-1
12.3	Thread Creation and Execution in Java	12-2
12.3.1	Implementing the Runnable Interface	12-2
12.3.2	Extending the Thread Class	12-3
12.4	Methods of Java Thread	12-4
12.5	Thread Priority	12-4
12.6	Thread Executor Framework.....	12-5
12.6.1	What is Executor Framework?	12-5
12.6.2	Types of Executors	12-5
12.6.3	How to Create and Execute Simple Executor?.....	12-6
12.7	Thread Synchronization	12-6
12.7.1	What is Synchronization?	12-6
12.7.2	Java Thread Synchronization.....	12-6
12.7.3	Inter-thread Communication.....	12-7

