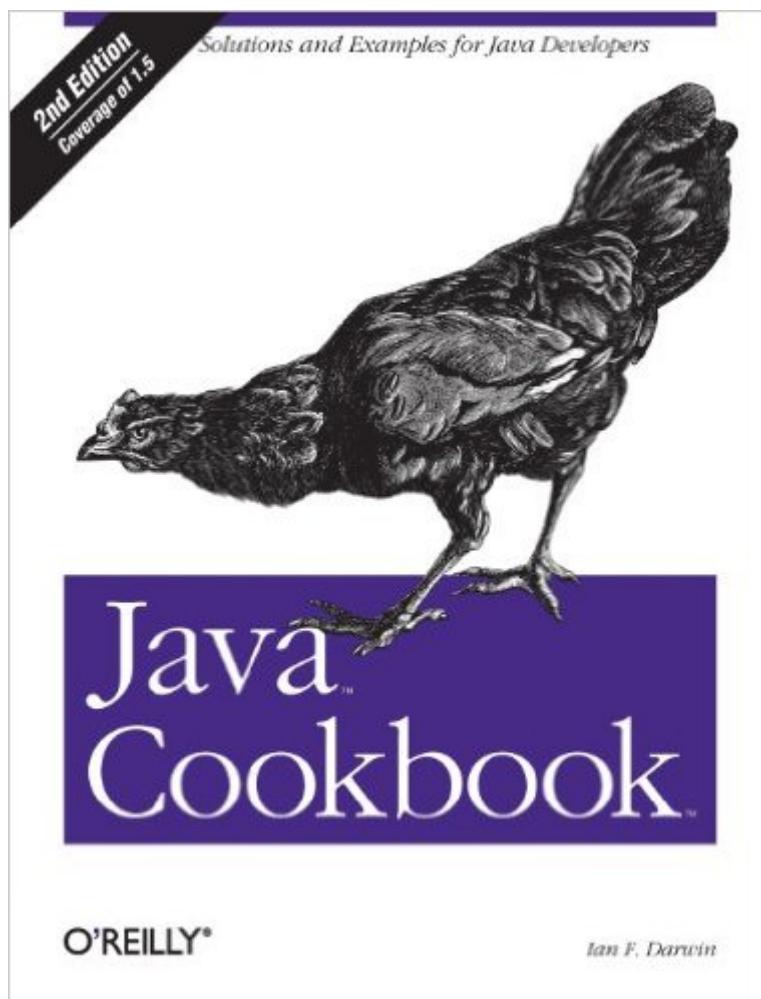


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Java Cookbook, Second Edition



Synopsis

You have a choice: you can wade your way through lengthy Java tutorials and figure things out by trial and error, or you can pick up Java Cookbook, 2nd Edition and get to the heart of what you need to know when you need to know it. With the completely revised and thoroughly updated Java Cookbook, 2nd Edition, Java developers like you will learn by example, try out new features, and use sample code to understand how new additions to the language and platform work--and how to put them to work for you. This comprehensive collection of problems, solutions, and practical examples will satisfy Java developers at all levels of expertise. Whether you're new to Java programming and need something to bridge the gap between theory-laden reference manuals and real-world programs or you're a seasoned Java programmer looking for a new perspective or a different problem-solving context, this book will help you make the most of your Java knowledge. Packed with hundreds of tried-and-true Java recipes covering all of the major APIs from the 1.4 version of Java, this book also offers significant first-look recipes for the most important features of the new 1.5 version, which is in beta release. You get practical solutions to everyday problems, and each is followed by a detailed, ultimately useful explanation of how and why the technology works. Java Cookbook, 2nd Edition includes code segments covering many specialized APIs--like those for working with Struts, Ant and other new popular Open Source tools. It also includes expanded Mac OS X Panther coverage and serves as a great launching point for Java developers who want to get started in areas outside of their specialization. In this major revision, you'll find succinct pieces of code that can be easily incorporated into other programs. Focusing on what's useful or tricky--or what's useful and tricky--Java Cookbook, 2nd Edition is the most practical Java programming book on the market.

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I make no apologies about being an "R&D" developer... "Rob & Duplicate". I learn best by seeing something that works, and then adapting it to my own needs. Therefore, a book like Java Cookbook by Ian Darwin (O'Reilly) is the exact type of book I look for and use on a regular basis. The chapter breakdown: Getting Started; Interacting With The Environment; Strings and Things; Pattern Matching with Regular Expressions; Numbers; Dates and Times; Structuring Data with Java; Data Structuring with Generics, `foreach`, and Enumerations; Object-Oriented Techniques; Input and Output; Directory and Filesystem Operations; Programming External Devices: Serial and Parallel Ports; Graphics and Sound; Graphical User Interfaces; Internationalization and Localization; Network Clients; Server-Side Java: Sockets; Network Clients II: Applets and Web Clients; Java and Electronic Mail; Database Access; XML; Distributed Java: RMI; Packages and Packaging; Threaded Java; Introspection, or "A Class Named Class"; Using Java with Other Languages For those unfamiliar with the "Cookbook" style, the chapters have a series of real-life problems, such as playing a sound file, playing a video clip, and printing in Java. The problem is followed by a short one or two line solution and an expanded discussion of the issue complete with code. This approach makes it really easy to find something that is similar to the issue you're facing and to see how someone else would solve it. For me, the quality of this book is really high. It's a second edition covering the Java 1.5 package, so it's fully up on the current technology. In fact, the Generics chapter deals exclusively with new features in 1.5.

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