STARTING OUT WITH

JAVA ™

From Control Structures through Objects
Contents in Brief

Chapter 1  Introduction to Computers and Java  1
Chapter 2  Java Fundamentals  27
Chapter 3  Decision Structures  111
Chapter 4  Loops and Files  189
Chapter 5  Methods  269
Chapter 6  A First Look at Classes  317
Chapter 7  Arrays and the ArrayList Class  403
Chapter 8  A Second Look at Classes and Objects  493
Chapter 9  Text Processing and More about Wrapper Classes  557
Chapter 10  Inheritance  611
Chapter 11  Exceptions and Advanced File I/O  701
Chapter 12  JavaFX: GUI Programming and Basic Controls  759
Chapter 13  JavaFX: Advanced Controls  823
Chapter 14  JavaFX: Graphics, Effects, and Media  909
Chapter 15  Recursion  999
Chapter 16  Databases  1027
Index  1109

Appendices A–M  Companion Website
Case Studies 1–7  Companion Website
Chapters 17–20  Companion Website
Contents

Preface xxvi

Chapter 1 Introduction to Computers and Java 1
1.1 Introduction ............................................. 1
1.2 Why Program? ............................................. 1
1.3 Computer Systems: Hardware and Software ................. 2
   Hardware ................................................. 2
   Software ................................................. 5
1.4 Programming Languages .................................. 6
   What Is a Program? ...................................... 6
   A History of Java ....................................... 8
1.5 What Is a Program Made Of? ............................... 8
   Language Elements ....................................... 8
   Lines and Statements .................................... 11
   Variables .................................................. 11
   The Compiler and the Java Virtual Machine .................. 12
   Java Software Editions ................................... 13
   Compiling and Running a Java Program ..................... 14
1.6 The Programming Process .................................. 16
   Software Engineering ..................................... 18
1.7 Object-Oriented Programming ................................ 19
Review Questions and Exercises 21
Programming Challenge 25

Chapter 2 Java Fundamentals 27
2.1 The Parts of a Java Program ................................ 27
2.2 The print and printIn Methods, and the Java API ........... 33
2.3 Variables and Literals ....................................... 39
   Displaying Multiple Items with the + Operator ............ 40
   Be Careful with Quotation Marks .......................... 41
   More about Literals ....................................... 42
   Identifiers .................................................. 42
   Class Names ............................................... 44
Contents

Comparing Characters ............................................. 119
3.2 The if-else Statement ........................................... 120
3.3 Nested if Statements ........................................... 122
3.4 The if-else-if Statement ....................................... 128
3.5 Logical Operators .............................................. 134
   The Precedence of Logical Operators ......................... 139
   Checking Numeric Ranges with Logical Operators .......... 140
3.6 Comparing String Objects ..................................... 142
   Ignoring Case in String Comparisons ......................... 146
3.7 More about Variable Declaration and Scope ................ 147
3.8 The Conditional Operator (Optional) ......................... 149
3.9 The switch Statement .......................................... 150
3.10 Displaying Formatted Output with System.out.printf
   and String.format .............................................. 160
   FormatSpecifier Syntax ....................................... 163
   Precision ...................................................... 164
   Specifying a Minimum Field Width ........................... 164
   Flags ......................................................... 167
   Formatting String Arguments ................................. 170
   The String.format Method .................................. 172
3.11 Common Errors to Avoid ...................................... 174

Review Questions and Exercises 175
Programming Challenges 181

Chapter 4 Loops and Files 189
4.1 The Increment and Decrement Operators ..................... 189
   The Difference between Postfix and Prefix Modes ........... 192
4.2 The while Loop ................................................. 193
   The while Loop Is a Pretest Loop ............................ 196
   Infinite Loops ................................................. 196
   Don’t Forget the Braces with a Block of Statements ....... 197
   Programming Style and the while Loop ...................... 198
4.3 Using the while Loop for Input Validation ................... 200
4.4 The do-while Loop .............................................. 204
4.5 The for Loop ................................................... 207
   The for Loop Is a Pretest Loop ................................ 210
   Avoid Modifying the Control Variable in the Body of the for Loop .... 211
   Other Forms of the Update Expression ....................... 211
   Declaring a Variable in the for Loop’s Initialization Expression ........... 211
   Creating a User Controlled for Loop ......................... 212
   Using Multiple Statements in the Initialization and Update Expressions .. 213
4.6 Running Totals and Sentinel Values ......................... 216
   Using a Sentinel Value ....................................... 219
4.7 Nested Loops .................................................. 221
4.8 The break and continue Statements (Optional) ............ 229
Chapter 6  **A First Look at Classes**  317

6.1  Objects and Classes ........................................ 317
Classes: Where Objects Come From ............................. 318
Classes in the Java API ......................................... 319
Primitive Variables vs. Objects ............................... 321

6.2  Writing a Simple Class, Step by Step .................. 324
Accessor and Mutator Methods ................................ 338
The Importance of Data Hiding ................................ 338
Avoiding Stale Data .................................................. 339
Showing Access Specification in UML Diagrams ........ 339
Data Type and Parameter Notation in UML Diagrams .... 339
Layout of Class Members .......................................... 340

6.3  Instance Fields and Methods ............................. 341

6.4  Constructors .................................................. 346
Showing Constructors in a UML Diagram ................. 348
Uninitialized Local Reference Variables ................. 348
The Default Constructor .......................................... 348
Writing Your Own No-Arg Constructor ................. 349
The String Class Constructor ................................... 350

6.5  Passing Objects as Arguments ......................... 358

6.6  Overloading Methods and Constructors .............. 370
The BankAccount Class .......................................... 372
Overloaded Methods Make Classes More Useful .......... 378

6.7  Scope of Instance Fields ................................. 378
Shadowing .............................................................. 379

6.8  Packages and import Statements ..................... 380
Explicit and Wildcard import Statements .............. 380
The java. lang Package ........................................... 381
Other API Packages ............................................... 381

6.9  Focus on Object-Oriented Design: Finding the Classes
and Their Responsibilities ....................................... 382
Finding the Classes .................................................. 382
Identifying a Class’s Responsibilities .................. 385
This Is Only the Beginning ....................................... 388

6.10  Common Errors to Avoid .............................. 388

Review Questions and Exercises 389
Programming Challenges 394

Chapter 7  **Arrays and the ArrayList Class**  403

7.1  Introduction to Arrays ...................................... 403
Accessing Array Elements ....................................... 405
Inputting and Outputting Array Contents .................................................. 406
Java Performs Bounds Checking .................................................................... 409
Watch Out for Off-by-One Errors .................................................................... 410
Array Initialization .......................................................................................... 411
Alternate Array Declaration Notation .............................................................. 412

7.2 Processing Array Elements ........................................................................ 413
Array Length ..................................................................................................... 415
The Enhanced for Loop .................................................................................... 416
Letting the User Specify an Array’s Size ......................................................... 417
Reassigning Array Reference Variables ......................................................... 419
Copying Arrays ............................................................................................... 420

7.3 Passing Arrays as Arguments to Methods .................................................. 422

7.4 Some Useful Array Algorithms and Operations .......................................... 426
Comparing Arrays ............................................................................................ 426
Summing the Values in a Numeric Array .......................................................... 427
Getting the Average of the Values in a Numeric Array .................................... 428
Finding the Highest and Lowest Values in a Numeric Array ............................ 428
The SalesData Class .......................................................................................... 429
Partially Filled Arrays ...................................................................................... 437
Working with Arrays and Files ......................................................................... 438

7.5 Returning Arrays from Methods ................................................................. 439

7.6 String Arrays .............................................................................................. 441
Calling String Methods from an Array Element .............................................. 443

7.7 Arrays of Objects ......................................................................................... 444

7.8 The Sequential Search Algorithm ................................................................ 447

7.9 Two-Dimensional Arrays ............................................................................ 450
Initializing a Two-Dimensional Array .............................................................. 454
The length Field in a Two-Dimensional Array .................................................. 455
Displaying All the Elements of a Two-Dimensional Array ............................... 457
Summing All the Elements of a Two-Dimensional Array .................................. 457
Summing the Rows of a Two-Dimensional Array ............................................. 458
Summing the Columns of a Two-Dimensional Array ....................................... 458
Passing Two-Dimensional Arrays to Methods ................................................. 459
Ragged Arrays ................................................................................................. 461

7.10 Arrays with Three or More Dimensions ...................................................... 462

7.11 The Selection Sort and the Binary Search Algorithms ............................... 463
The Selection Sort Algorithm .......................................................................... 463
The Binary Search Algorithm .......................................................................... 466

7.12 Command-Line Arguments and Variable-Length Argument Lists .......... 468
Command-Line Arguments .............................................................................. 469
Variable-Length Argument Lists ................................................................. 470

7.13 The ArrayList Class ...................................................................................... 472
Creating and Using an ArrayList Object ......................................................... 472
Using the Enhanced for Loop with an ArrayList ............................................. 474
The ArrayList Class’s toString method ........................................................... 475
Removing an Item from an ArrayList ............................................................... 476
Chapter 8  A Second Look at Classes and Objects  493

8.1 Static Class Members ................................. 493
   A Quick Review of Instance Fields and Instance Methods 493
   Static Members .................................. 494
   Static Fields ................................... 494
   Static Methods .................................. 497
8.2 Passing Objects as Arguments to Methods ................................. 500
8.3 Returning Objects from Methods ........................................... 503
8.4 The toString Method ........................................... 505
8.5 Writing an equals Method ............................................. 509
8.6 Methods That Copy Objects ............................................ 512
   Copy Constructors ................................... 514
8.7 Aggregation ................................................. 515
   Aggregation in UML Diagrams ................................. 523
   Security Issues with Aggregate Classes ............................ 523
   Avoid Using null References .................................. 525
8.8 The this Reference Variable ......................................... 528
   Using this to Overcome Shadowing ................................ 529
   Using this to Call an Overloaded Constructor from Another Constructor 530
8.9 Enumerated Types ............................................. 531
   Enumerated Types Are Specialized Classes .......................... 532
   Switching On an Enumerated Type ................................ 538
8.10 Garbage Collection ............................................. 540
   The finalize Method ......................................... 542
8.11 Focus on Object-Oriented Design: Class Collaboration ................. 542
   Determining Class Collaborations with CRC Cards .................. 545
8.12 Common Errors to Avoid ......................................... 546
Review Questions and Exercises ........................................... 547
Programming Challenges ................................................. 551

Chapter 9  Text Processing and More about Wrapper Classes  557

9.1 Introduction to Wrapper Classes ........................................ 557
9.2 Character Testing and Conversion with the Character Class .......... 558
   Character Case Conversion ..................................... 563
9.3 More String Methods ............................................. 566
Contents

Searching for Substrings ........................................ 566
Extracting Substrings ........................................... 572
Methods That Return a Modified String ......................... 576
The Static valueOf Methods ....................................... 577

9.4  The StringBuilder Class ....................................... 579
    The StringBuilder Constructors ............................. 580
    Other StringBuilder Methods ............................... 581
    The toString Method .......................................... 584

9.5  Tokenizing Strings ........................................... 589

9.6  Wrapper Classes for the Numeric Data Types ................ 594
    The Static toString Methods ............................... 594
    The toBinaryString, toHexString, and toOctalString Methods .... 594
    The MIN_VALUE and MAX_VALUE Constants .................... 595
    Autoboxing and Unboxing ..................................... 595

9.7  Focus on Problem Solving: The TestScoreReader Class .......... 597

9.8  Common Errors to Avoid .................................... 601

Review Questions and Exercises 601
Programming Challenges 605

Chapter 10 Inheritance 611

10.1 What Is Inheritance? ........................................... 611
    Generalization and Specialization ............................ 611
    Inheritance and the “Is a” Relationship ..................... 612
    Inheritance in UML Diagrams .................................. 620
    The Superclass’s Constructor .................................. 621
    Inheritance Does Not Work in Reverse ....................... 623

10.2 Calling the Superclass Constructor ............................ 624
    When the Superclass Has No Default or No-Arg Constructors ... 630
    Summary of Constructor Issues in Inheritance ............... 631

10.3 Overriding Superclass Methods ............................... 632
    Overloading versus Overriding ............................... 637
    Preventing a Method from Being Overridden ................. 640

10.4 Protected Members ............................................ 641
    Package Access ................................................ 646

10.5 Chains of Inheritance ........................................ 647
    Class Hierarchies .............................................. 653

10.6 The Object Class .............................................. 653

10.7 Polymorphism .................................................... 655
    Polymorphism and Dynamic Binding ......................... 656
    The “Is-a” Relationship Does Not Work in Reverse ......... 658
    The instanceof Operator ....................................... 659

10.8 Abstract Classes and Abstract Methods ...................... 660
    Abstract Classes in UML ....................................... 666

10.9 Interfaces ........................................................ 667
    An Interface is a Contract ...................................... 669
Chapter 11  **Exceptions and Advanced File I/O**  701

11.1  Handling Exceptions ........................................... 701
   Exception Classes ........................................... 702
   Handling an Exception ..................................... 703
   Retrieving the Default Error Message ...................... 707
   Polymorphic References to Exceptions ...................... 710
   Using Multiple catch Clauses to Handle Multiple Exceptions .... 710
   The finally Clause .......................................... 718
   The Stack Trace ............................................. 720
   Handling Multiple Exceptions with One catch Clause .... 721
   When an Exception Is Not Caught ........................... 723
   Checked and Unchecked Exceptions ............................. 724

11.2  Throwing Exceptions ........................................... 725
   Creating Your Own Exception Classes ......................... 728
   Using the @exception Tag in Documentation Comments .......... 731

11.3  Advanced Topics: Binary Files, Random Access Files, and Object Serialization ........................................... 732
   Binary Files .................................................. 732
   Random Access Files ......................................... 739
   Object Serialization ......................................... 744
   Serializing Aggregate Objects ................................. 748

11.4  Common Errors to Avoid ....................................... 749
   Review Questions and Exercises ............................... 749
   Programming Challenges ..................................... 755

Chapter 12  **JavaFX: GUI Programming and Basic Controls**  759

12.1  Graphical User Interfaces ................................... 759
   Event-Driven GUI Programs ................................ 761

12.2  Introduction to JavaFX ......................................... 762
   Controls ....................................................... 762
   Stages and Scenes ............................................ 763
   The Application Class ....................................... 763

12.3  Creating Scenes ................................................. 765
Chapter 14  **JavaFX: Graphics, Effects, and Media**  909

14.1  **Drawing Shapes**  909

- The Screen Coordinate System  909
- The Shape Class and Its Subclasses  910
- The Line Class  911
- Changing the Stroke Color  914
- The Circle Class  914
- The Rectangle Class  918
- The Ellipse Class  921
- The Arc Class  924
- The Polygon Class  928
- The Polyline Class  931
Chapter 15 **Recursion** 999

15.1 Introduction to Recursion 999
15.2 Solving Problems with Recursion 1002
  Direct and Indirect Recursion 1006
15.3 Examples of Recursive Methods 1007
  Summing a Range of Array Elements with Recursion 1007
  Drawing Concentric Circles 1008
  The Fibonacci Series 1009
  Finding the Greatest Common Divisor 1012
15.4 A Recursive Binary Search Method 1014
Chapter 16 **Databases** 1027

16.1 Introduction to Database Management Systems..........................1027

*JDBC* ................................................ 1028

*SQL* ..................................................... 1029

*Using a DBMS* ......................................... 1029

*Java DB* .................................................. 1030

*Creating the CoffeeDB Database* .................................. 1030

*Connecting to the CoffeeDB Database* .............................. 1030

*Connecting to a Password-Protected Database* ...................... 1032

16.2 Tables, Rows, and Columns ........................................... 1033

*Column Data Types* ....................................... 1035

*Primary Keys* ............................................ 1035

16.3 Introduction to the SQL SELECT Statement ......................... 1036

*Passing an SQL Statement to the DBMS* ............................ 1038

*Specifying Search Criteria with the WHERE Clause* ............... 1048

*Sorting the Results of a SELECT Query* .......................... 1054

*Mathematical Functions* ...................................... 1055

16.4 Inserting Rows .................................................. 1058

*Inserting Rows with JDBC* .................................... 1060

16.5 Updating and Deleting Existing Rows ................................ 1062

*Updating Rows with JDBC* ..................................... 1063

*Deleting Rows with the DELETE Statement* ......................... 1067

*Deleting Rows with JDBC* ..................................... 1067

16.6 Creating and Deleting Tables ....................................... 1071

*Removing a Table with the DROP TABLE Statement* ............... 1074

16.7 Creating a New Database with JDBC ................................ 1074

16.8 Scrollable Result Sets ........................................... 1076

16.9 Result Set Metadata ............................................. 1077

16.10 Relational Data ................................................ 1084

*Joining Data from Multiple Tables* ................................ 1086

*An Order Entry System* ...................................... 1087

16.11 Advanced Topics .............................................. 1100

*Transactions* ............................................. 1100

*Stored Procedures* ......................................... 1101

16.12 Common Errors to Avoid ........................................... 1102

Review Questions and Exercises 1102

Programming Challenges 1107

Index 1109
The following appendices, online chapters, and online case studies are available on the book’s online resource page at www.pearson.com/cs-resources.

**Online Appendices:**
- Appendix A: The ASCII/Unicode Characters
- Appendix B: Operator Precedence and Associativity
- Appendix C: Java Key Words
- Appendix D: Installing the JDK and Using the JDK Documentation
- Appendix E: Using the javadoc Utility
- Appendix F: More about the Math Class
- Appendix G: Packages
- Appendix H: Working with Records and Random - Access Files
- Appendix I: Configuring Java DB
- Appendix J: The QuickSort Algorithm
- Appendix K: Named Colors
- Appendix L: Answers to Checkpoints Questions
- Appendix M: Answers to Odd-Numbered Review Questions

**Online Chapters:**
- Chapter 17: GUI Applications with Swing – Part 1
- Chapter 18: GUI Applications with Swing – Part 2
- Chapter 19: Applets and More
- Chapter 20: Creating JavaFX Applications with Scene Builder

**Online Case Studies:**
- Case Study 1: Calculating Sales Commission
- Case Study 2: The Amortization Class
- Case Study 3: The PinTester Class
- Case Study 4: Parallel Arrays
- Case Study 5: The FeetInches Class
- Case Study 6: The SerialNumber Class
- Case Study 7: A Simple Text Editor Application
# LOCATION OF VIDEONOTES IN THE TEXT

| Chapter 1 | Compiling and Running a Java Program, p. 14  
Using an IDE, p. 14  
Your First Java Program, p. 25 |
| --- | --- |
| Chapter 2 | Displaying Console Output, p. 33  
Declaring Variables, p. 39  
Simple Math Expressions, p. 55  
The Miles-per-Gallon Problem, p. 107 |
| Chapter 3 | The if Statement, p. 111  
The if-else Statement, p. 120  
The if-else-if Statement, p. 129  
The Time Calculator Problem, p. 182 |
| Chapter 4 | The while Loop, p. 193  
The Pennies for Pay Problem, p. 263 |
| Chapter 5 | Passing Arguments to a Method, p. 279  
Returning a Value from a Method, p. 293  
The Retail Price Calculator Problem, p. 311 |
| Chapter 6 | Writing Classes and Creating Objects, p. 325  
Initializing an Object with a Constructor, p. 346  
The Personal Information Class Problem, p. 395 |
| Chapter 7 | Accessing Array Elements in a Loop, p. 407  
Passing an Array to a Method, p. 422  
The Charge Account Validation Problem, p. 487 |
| Chapter 8 | Returning Objects from Methods, p. 503  
Aggregation, p. 515  
The BankAccount, Class Copy Constructor Problem, p. 552 |
| Chapter 9 | The Sentence Capitalizer Problem, p. 605 |
| Chapter 10 | Inheritance, p. 611  
Polymorphism, p. 655  
The Employee and Productionworker Classes Problem, p. 696 |
| Chapter 11 | Handling Exceptions, p. 701  
The Exception Project Problem, p. 757 |

*(continued on the next page)*
| Chapter 12 | Introduction to JavaFX, p. 762  
Creating Scenes, p. 765  
Displaying Images, p. 772  
The HBox Layout Container, p. 777  
The VBox Layout Container, p. 782  
The GridPane Layout Container, p. 784  
Button Controls and Events, p. 792  
The TextField Control, p. 799  
Using Anonymous Inner Classes as Event Handlers, p. 803  
Using Lambda Expressions as Event Handlers, p. 806  
The Latin Translator Problem, p. 818 |
|-----------------|--------------------------------------------------|
| Chapter 13      | JavaFX and CSS, p. 823  
RadioButton Controls, p. 838  
CheckBox Controls, p. 848  
ListView Controls, p. 853  
ComboBox Controls, p. 874  
Slider Controls, p. 880,  
The Dorm and Meal Plan Calculator Problem, p. 906 |
| Chapter 14      | Drawing Shapes with JavaFX, p. 909  
JavaFX Animation, p. 940  
JavaFX Effects, p. 958  
Playing Sound Files with JavaFX, p. 970  
Playing Videos with JavaFX, p. 974  
Handling Key Events in JavaFX, p. 979  
Handling Mouse Events in JavaFX, p. 986  
The Coin Toss Problem, p. 996 |
| Chapter 15      | Reducing a Problem with Recursion, p. 1003  
The Recursive Power Problem, p. 1026 |
| Chapter 16      | The Customer Inserter Problem, p. 1107 |
Welcome to Starting Out with Java: From Control Structures through Objects, Seventh Edition. This book is intended for a one-semester or a two-quarter CS1 course. Although it is written for students with no prior programming background, even experienced students will benefit from its depth of detail.

Control Structures First, Then Objects

This text first introduces the student to the fundamentals of data types, input and output, control structures, methods, and objects created from standard library classes.

Next, the student learns to use arrays of primitive types and reference types. After this, the student progresses through more advanced topics, such as inheritance, polymorphism, the creation and management of packages, GUI applications, recursion, and database programming. From early in the book, applications are documented with javadoc comments. As the student progresses through the text, new javadoc tags are covered and demonstrated.

As with all the books in the Starting Out With ... series, the hallmark of this text is its clear, friendly, and easy-to-understand writing. In addition, it is rich in example programs that are concise and practical.

Changes in the Seventh Edition

This book’s pedagogy, organization, and clear writing style remain the same as in the previous edition. The most significant change in this edition is the switch from Swing to JavaFX in the chapters that focus on GUI development. Although Swing is not officially deprecated, Oracle has announced that JavaFX has replaced Swing as the standard GUI library for Java.¹

In this edition, we have added the following new chapters:

- **Chapter 12 JavaFX: GUI Programming and Basic Controls** This chapter presents the basics of developing graphical user interface (GUI) applications with JavaFX. Fundamental controls, layout containers, and the basic concepts of event-driven programming are covered.

- **Chapter 13 JavaFX: Advanced Controls** This chapter discusses CSS styling and advanced user interface controls.

¹ http://www.oracle.com/technetwork/java/javafx/overview/faq-1446554.html#6
• Chapter 14 JavaFX: Graphics, Effects, and Media This chapter discusses 2D shapes, animation, visual effects, playing audio and video, and responding to mouse and keyboard events.

The Swing and Applet material that appeared in the previous edition is still available on the book’s companion Web site, as the following online chapters:

• The previous Chapter 12 A First Look At GUI Applications is now available online as Chapter 17.
• The previous Chapter 13 Advanced GUI Applications is now available online as Chapter 18.
• The previous Chapter 14 Applets and More is now available online as Chapter 19.

Note: Chapter 15 from the previous edition has also been moved to the book’s companion Web site as Chapter 20 Creating JavaFX Applications with Scene Builder. Although Oracle no longer officially supports Scene Builder, it is still available as an open source tool at http://gluonhq.com/labs/scene-builder/

In addition to the new JavaFX chapters, the Database chapter, which is now Chapter 15, has been updated to use JavaFX instead of Swing for its GUI applications. We have also added several new, motivational programming problems throughout the book.

Organizational of the Text
The text teaches Java step-by-step. Each chapter covers a major set of topics and builds knowledge as students progress through the book. Although the chapters can be easily taught in their existing sequence, there is some flexibility. Figure P-1 shows chapter dependencies. Each box represents a chapter or a group of chapters. An arrow points from a chapter to the chapter that must be previously covered.

Brief Overview of Each Chapter

Chapter 1: Introduction to Computers and Java. This chapter provides an introduction to the field of computer science and covers the fundamentals of hardware, software, and programming languages. The elements of a program, such as key words, variables, operators, and punctuation, are discussed by examining a simple program. An overview of entering source code, compiling, and executing a program is presented. A brief history of Java is also given.

Chapter 2: Java Fundamentals. This chapter gets students started in Java by introducing data types, identifiers, variable declarations, constants, comments, program output, and simple arithmetic operations. The conventions of programming style are also introduced. Students learn to read console input with the Scanner class and with dialog boxes using JOptionPane.

Chapter 3: Decision Structures. In this chapter students explore relational operators and relational expressions and are shown how to control the flow of a program with the if, if-else, and if-else-if statements. Nested if statements, logical operators, the conditional operator, and the switch statement are also covered. The chapter discusses how to compare String objects with the equals, compareTo, equalsIgnoreCase, and compareToIgnoreCase
methods. Formatting numeric output with the System.out.printf method and the String.format method is discussed.

Chapter 4: Loops and Files. This chapter covers Java’s repetition control structures. The while loop, do-while loop, and for loop are taught, along with common uses for these devices. Counters, accumulators, running totals, sentinels, and other application-related topics are discussed. Simple file operations for reading and writing text files are included.
Chapter 5: Methods. In this chapter students learn how to write void methods, value-returning methods, and methods that do and do not accept arguments. The concept of functional decomposition is discussed.

Chapter 6: A First Look at Classes. This chapter introduces students to designing classes for the purpose of instantiating objects. Students learn about class fields and methods, and UML diagrams are introduced as a design tool. Then constructors and overloading are discussed. A BankAccount class is presented as a case study, and a section on object-oriented design is included. This section leads the students through the process of identifying classes and their responsibilities within a problem domain. There is also a section that briefly explains packages and the import statement.

Chapter 7: Arrays and the ArrayList Class. In this chapter students learn to create and work with single and multi-dimensional arrays. Numerous array-processing techniques are demonstrated, such as summing the elements in an array, finding the highest and lowest values, and sequentially searching an array. Other topics, including ragged arrays and variable-length arguments (varargs), are also discussed. The ArrayList class is introduced, and Java’s generic types are briefly discussed and demonstrated.

Chapter 8: A Second Look at Classes and Objects. This chapter shows students how to write classes with added capabilities. Static methods and fields, interaction between objects, passing objects as arguments, and returning objects from methods are discussed. Aggregation and the “has a” relationship is covered, as well as enumerated types. A section on object-oriented design shows how to use CRC cards to determine the collaborations among classes.

Chapter 9: Text Processing and More about Wrapper Classes. This chapter discusses the numeric and Character wrapper classes. Methods for converting numbers to strings, testing the case of characters, and converting the case of characters are covered. Autoboxing and unboxing are also discussed. More String class methods are covered, including using the split method to tokenize strings. The chapter also covers the StringBuilder class.

Chapter 10: Inheritance. The study of classes continues in this chapter with the subjects of inheritance and polymorphism. The topics covered include superclasses, subclasses, how constructors work in inheritance, method overriding, polymorphism and dynamic binding, protected and package access, class hierarchies, abstract classes, abstract methods, anonymous inner classes, interfaces, and lambda expressions.

Chapter 11: Exceptions and Advanced File I/O. In this chapter students learn to develop enhanced error trapping techniques using exceptions. Handling exceptions is covered, as well as developing and throwing custom exceptions. The chapter discusses advanced techniques for working with sequential access, random access, text, and binary files.

Chapter 12: JavaFX: GUI Programming and Basic Controls. This chapter presents the basics of developing graphical user interface (GUI) applications with JavaFX. Fundamental controls, layout containers, and the basic concepts of event-driven programming are covered.

Chapter 13: JavaFX: Advanced Controls. This chapter discusses CSS styling and advanced user interface controls, such as RadioButtons, CheckBoxes, ListViews, ComboBoxes, Sliders, and TextAreas. Menu systems and FileChoosers are also covered.
Chapter 14: JavaFX: Graphics, Effects, and Media. This chapter discusses 2D shapes, animation, visual effects, playing audio and video, and responding to mouse and keyboard events.

Chapter 15: Recursion. This chapter presents recursion as a problem-solving technique. Numerous examples of recursive methods are demonstrated.

Chapter 16: Databases. This chapter introduces the student to database programming. The basic concepts of database management systems and SQL are first introduced. Then the student learns to use JDBC to write database applications in Java. Relational data is covered, and numerous example programs are presented throughout the chapter.

Features of the Text

Concept Statements. Each major section of the text starts with a concept statement that concisely summarizes the focus of the section.

Example Programs. The text has an abundant number of complete and partial example programs, each designed to highlight the current topic. In most cases the programs are practical, real-world examples.

Program Output. Each example program is followed by a sample of its output, which shows students how the program functions.

Checkpoints. Checkpoints, highlighted by the checkmark icon, appear at intervals throughout each chapter. They are designed to check students’ knowledge soon after learning a new topic. Answers for all Checkpoint questions are provided in Appendix K, which can be downloaded from the book’s resource page at www.pearson.com/cs-resources.

NOTE: Notes appear at several places throughout the text. They are short explanations of interesting or often misunderstood points relevant to the topic at hand.

TIP: Tips advise the student on the best techniques for approaching different programming problems and appear regularly throughout the text.

WARNING! Warnings caution students about certain Java features, programming techniques, or practices that can lead to malfunctioning programs or lost data.

In the Spotlight. Many of the chapters provide an In the Spotlight section that presents a programming problem, along with detailed, step-by-step analysis showing the student how to solve it.

VideoNotes. A series of videos, developed specifically for this book, are available at www.pearson.com/cs-resources. Icons appear throughout the text alerting the student to videos about specific topics.
Case Studies. Case studies that simulate real-world business applications are introduced throughout the text and are provided on the book’s resource page at www.pearson.com/cs-resources.

Common Errors to Avoid. Each chapter provides a list of common errors and explanations of how to avoid them.

Review Questions and Exercises. Each chapter presents a thorough and diverse set of review questions and exercises. They include Multiple Choice and True/False, Find the Error, Algorithm Workbench, and Short Answer.

Programming Challenges. Each chapter offers a pool of programming challenges designed to solidify students’ knowledge of topics at hand. In most cases the assignments present real-world problems to be solved.

Supplements

Student Online Resources

Many student resources are available for this book from the publisher. The following items are available on the Gaddis Series resource page at www.pearson.com/cs-resources:

- The source code for each example program in the book
- Access to the book’s companion VideoNotes
- Appendices A–M (listed in the Contents)
- A collection of seven valuable Case Studies (listed in the Contents)
- Online Chapters 17–20 (listed in the Contents)
- Links to download the Java™ Development Kit
- Links to download numerous programming environments including jGRASP™, Eclipse™, TextPad™, NetBeans™, JCreator, and DrJava

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MyLab Programming helps students fully grasp the logic, semantics, and syntax of programming. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students, who often struggle with the basic concepts and paradigms of popular high-level programming languages. A self-study and homework tool, the MyLab Programming course consists of hundreds of small practice exercises organized around the structure of this textbook. For students, the system automatically detects errors in the logic and syntax of their code submissions and offers targeted hints that enable students to figure out what went wrong—and why. For instructors, a comprehensive gradebook tracks correct and incorrect answers and stores the code inputted by students for review.

MyLab Programming is offered to users of this book in partnership with Turing’s Craft, the makers of the CodeLab interactive programming exercise system. For a full demonstration, to see feedback from instructors and students, or to get started using MyLab Programming in your course, visit www.pearson.com/mylab/programming.
Instructor Resources

The following supplements are available to qualified instructors:

- Answers to all of the Review Questions
- Solutions for the Programming Challenges
- PowerPoint Presentation slides for each chapter
- Computerized Test Banks
- Source Code
- Lab Manual
- Student Files for the Lab Manual
- Solutions to the Lab Manual

Visit the Pearson Instructor Resource Center (www.pearson.com) or contact your local Pearson representative for information on how to access these resources.

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**Tony Gaddis** is the principal author of the *Starting Out With* ... series of textbooks. He has nearly two decades of experience teaching computer science courses, primarily at Haywood Community College. Tony is a highly acclaimed instructor who was previously selected as the North Carolina Community College “Teacher of the Year” and has received the Teaching Excellence award from the National Institute for Staff and Organizational Development. The *Starting Out With* ... series includes introductory textbooks covering programming logic and design, C++, Java™, Microsoft® Visual Basic®, Microsoft® Visual C#, Python, Alice, and App Inventor, all published by Pearson.
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