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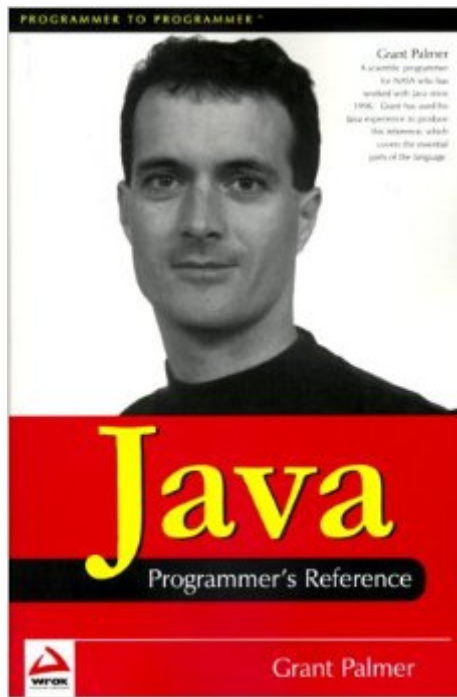
# Java Programmer's Reference

# Synopsis

Java is a platform-netural, Object-Oriented programming language which provides a large number of predefined library classes which greatly simplify common programming tasks.  This book is a quick reference to the parts of the language and libraries you'll need 90% of time time - the language has grown so large it is not possible to cover the entire class library in one book. Instead, this book covers the commonly-used packages: the Java language, utility, I/O, and network programming classes, together which those for GUI development using the Abstract Windowing Toolkit and Swing, applets, event handling, and Java Beans.  In each chapter the important classes and methods within the package are presented, along with clear, concise examples that demonstrate how to use them.

# Book Information

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# Customer Reviews

I selected this book out of interest, and out of a need for a recent (JDK v1.3) reference for the classes, interfaces, and contents of the JDK and its libraries. I like the feel of a book in hand while I'm working, and I typically have three to six books open around me as I go. Wrox Press ([...]) advertises their works as "Programmer to Programmer Ã Â™" and they are spot on! This book is incredibly focused, and presumes you've got a solid working knowledge of Java as a professional developer, but need a reminder on some of the classes, packages and examples of how to use or call the methods. If you need a reference book on Java's huge packages, you need this book. I've read several other works covering much of the Java packages. Although this book is physically larger (best clear a good 3 inches of shelf space) it is much "denser". My overall reaction: focused, a

good read, and very clear in presentation.Chapter 1, the Java Fundamentals, is just 70 pages long. In this section, I found extremely clear, tight, and readable code and descriptions. I found single paragraph descriptions that took pages in other works. From there, you drop straight into java.lang, and work through the most popular packages including javax.swing, border, table and tree, and wrap up with the java.beans package. Every page is packed with examples, code snippets, and very terse descriptions of how the class, method, or interface works.My key for any good reference book is the index. I want the information, easily located, and NOW. Wrox and Grant have done well here. Indexes include by class name, interface (and classes implementing the interface), and a general index, which picks up the method names.

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