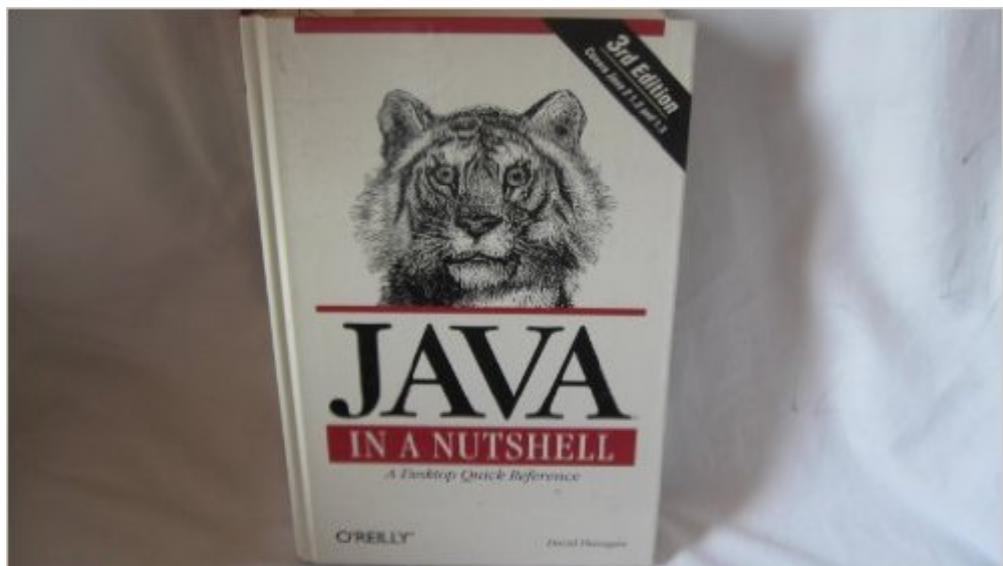


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Java In A Nutshell: A Desktop Quick Reference



Synopsis

This bestselling quick reference contains an accelerated introduction to the Java language and its key APIs, so seasoned programmers can start writing Java code right away. The third edition of Java in a Nutshell covers Java 1.2 and Java 1.3 beta and includes: A description of the syntax of the Java language, written in a tight, concise style, that can serve as both a fast-paced tutorial and a language reference. An explanation of the object-oriented features of Java that does not assume any prior object-oriented programming experience. An overview of the essential Java APIs that shows how to perform common tasks, such as string manipulation, input/output, and thread handling, with the classes and interfaces that comprise the Java 2 platform. Documentation for the Java development tools shipped with Sun's Java SDK. This book also includes O'Reilly's classic-style, quick-reference material for all of the classes in the essential Java packages, including `java.lang`, `java.io`, `java.beans`, `java.math`, `java.net`, `java.security`, `java.text`, `java.util`, and `javax.crypto`. This reference material covers all of the new classes in Java 1.2 and 1.3. Once you've learned Java, you'll keep this book next to your keyboard for handy reference while you program. This book is part of the two-volume set of quick references that every Java programmer needs. It is an essential companion to Java Foundation Classes in a Nutshell, which covers the graphics and graphical user interface APIs in the Java 2 platform, including Swing, AWT, and Java 2D. A third volume, Java Enterprise in a Nutshell, focuses on the Java Enterprise APIs and is of interest to programmers working on server-side or enterprise Java applications. --This text refers to an out of print or unavailable edition of this title.

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Customer Reviews

This book is my new favorite Java book. This book is probably my new favorite technical book. It's simply an excellent example of what a technical reference book should be. The first quarter of the book is a very good introduction to Java, the syntax, as well as object oriented programming (OOP). The syntax and OOP portions of the book are the best I've seen in any book. If you are new to Java, reading through these sections carefully will teach you almost everything you'll need to know about the Java language. The third edition of the book doesn't assume a C/C++ background, so even those with limited or no programming experience will find this section very helpful. Next you'll find excellent coverage of the Java platform. The bulk of the book is a reference of the different Java classes in JDK 1.0, 1.1, 1.2, and even 1.3Beta. The coverage is excellent. I would have liked to see examples, but I suppose that really is asking too much from one book. I have a large library of Java books, but this one is #1 for me. Shelf time for this book is going to be very low. The book literally hasn't seen a shelf since it arrived from . There are several Java books I find to be far superior to others. For anyone new to the Java language, I believe the following are the very best books to have nearby (ranked in order): Java in a Nutshell, 3rd... Java Examples in a Nutshell... Java Foundation Classes in a Nutshell... Java Enterprise in a Nutshell... The Java Class Libraries, 2nd, Vol 1. by Patrick Chan Obviously, I'm a fan of David Flanagan's Java books (he wrote the top four). Pick one up to see why. They are all excellent, but my favorite is this one (JavaNut 3rd edition). The set of four Flanagan books easily comprise the best resource on Java available.

There have been three editions of this book, all of them excellent reference books but too condensed to be great tutorials. The first edition had everything you needed to know about Java 1.0, including AWT (the GUI) descriptions and example programs; but a lot has changed since Java 1.0, which is basically only good for writing applets. Still, many browsers can only handle Java 1.0. The second edition covered Java 1.1 and the AWT, but the examples were split off into a second book, "Java Examples in a Nutshell." IMHO the second edition is the best single-source reference book. Much has been added in Java 1.2/1.3, but the Java 1.1 basics have not changed. This third edition further splits off the GUI information (including the new Swing classes) into "Java Foundation Classes in a Nutshell," and as such cannot stand on its own for GUI programming. Enterprise programming is also split off. For what it covers, each edition keeps getting better, but also narrows its coverage. While the book is an excellent reference, a paper reference is no longer the best programming support. Once you have learned Java basics, the best way to program is with Sun's online documentation open on your desktop--IF you have a fast internet connection or can

download the whole thing to your hard drive. You get faster lookup and detailed descriptions of every method, rather than just lists of methods. Bottom line: a great book, but consider carefully whether its coverage meets your needs.

Imagine going to the awesome javasoft website and compressing it into 500-odd pages. This is Java in a Nutshell. As a programmer who needs classes and methods at my fingertips, I don't want to be forever logged into the Sun site to get hold of code. For me using VJava, DB2, Lotus Notes etc, to keep Netscape open permanently slows me down. I want to see code in concise paper form for perusing and for adding post-it notes to useful pages. This book is a good physical size, about the size of a good novel, and thus is refreshingly concise. You genuinely can put it on your desk without it becoming a 'conversation piece'. It doesn't come with code cheats. For that I use and recommend 'The Complete Reference' which is the size of a squashed brick. Four stars because IMHO, this reference could do without a 'What is Java' introduction (even though it's a small part of the book) - it's better done in any textbook.

This book, like the other Nutshell books is concise and to the point. However I would very strongly suggest that if you are a non Object Orientated Programmer that you bring yourself up to speed on those concepts first. If you do already know OO then this is a good book for you as it takes you into the basics of Java and how use it in a clear and helpfull way. You will need to buy another book to bring you up to speed on Java 1.2, which is what I have done.

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