

Contents

Preface

Part I The Java Language

Chapter 1 The History and Evolution of Java

Java's Lineage

- The Birth of Modern Programming: C

- C++: The Next Step

- The Stage Is Set for Java

- The Creation of Java

- The C# Connection

- How Java Impacted the Internet

- Java Applets

- Security

- Portability

- Java's Magic: The Bytecode

- Moving Beyond Applets

- A Faster Release Schedule

- Servlets: Java on the Server Side

- The Java Buzzwords

- Simple

- Object-Oriented

- Robust

- Multithreaded

- Architecture-Neutral

- Interpreted and High Performance

- Distributed

- Dynamic

- The Evolution of Java

- A Culture of Innovation

Chapter 2 An Overview of Java

- Object-Oriented Programming

- Two Paradigms

- Abstraction

- The Three OOP Principles

- A First Simple Program

- Entering the Program

- Compiling the Program

- A Closer Look at the First Sample Program

- A Second Short Program

- Two Control Statements

- The if Statement

- The for Loop

- Using Blocks of Code

- Lexical Issues

- Whitespace

- Identifiers

- Literals

- Comments

- Separators

- The Java Keywords

- The Java Class Libraries

Chapter 3 Data Types, Variables, and Arrays

Java Is a Strongly Typed Language

The Primitive Types

Integers

byte

short

int

long

Floating-Point Types

float

double

Characters

Booleans

A Closer Look at Literals

Integer Literals

Floating-Point Literals

Boolean Literals

Character Literals

String Literals

Variables

Declaring a Variable

Dynamic Initialization

The Scope and Lifetime of Variables

Type Conversion and Casting

Java's Automatic Conversions

Casting Incompatible Types

Automatic Type Promotion in Expressions

The Type Promotion Rules

Arrays

One-Dimensional Arrays

Multidimensional Arrays

Alternative Array Declaration Syntax

Introducing Type Inference with Local Variables

Some var Restrictions

A Few Words About Strings

Chapter 4 Operators

Arithmetic Operators

The Basic Arithmetic Operators

The Modulus Operator

Arithmetic Compound Assignment Operators

Increment and Decrement

The Bitwise Operators

The Bitwise Logical Operators

The Left Shift

The Right Shift

The Unsigned Right Shift

Bitwise Operator Compound Assignments

Relational Operators

Boolean Logical Operators

Short-Circuit Logical Operators

The Assignment Operator

The ? Operator

Operator Precedence

Using Parentheses

Chapter 5 Control Statements

Java's Selection Statements

if

The Traditional switch

Iteration Statements

- while
- do-while
- for
- The For-Each Version of the for Loop
- Local Variable Type Inference in a for Loop
- Nested Loops
- Jump Statements
- Using break
- Using continue
- return

Chapter 6 Introducing Classes

- Class Fundamentals
 - The General Form of a Class
 - A Simple Class
- Declaring Objects
 - A Closer Look at new
- Assigning Object Reference Variables
- Introducing Methods
 - Adding a Method to the Box Class
 - Returning a Value
 - Adding a Method That Takes Parameters
- Constructors
 - Parameterized Constructors
- The this Keyword
 - Instance Variable Hiding
- Garbage Collection
- A Stack Class

Chapter 7 A Closer Look at Methods and Classes

- Overloading Methods
 - Overloading Constructors
- Using Objects as Parameters
- A Closer Look at Argument Passing
- Returning Objects
- Recursion
- Introducing Access Control
- Understanding static
- Introducing final
- Arrays Revisited
- Introducing Nested and Inner Classes
- Exploring the String Class
- Using Command-Line Arguments
- Varargs: Variable-Length Arguments
 - Overloading Vararg Methods
 - Varargs and Ambiguity
- Local Variable Type Inference with Reference Types

Chapter 8 Inheritance

- Inheritance Basics
 - Member Access and Inheritance
 - A More Practical Example
 - A Superclass Variable Can Reference a Subclass Object
- Using super
 - Using super to Call Superclass Constructors
 - A Second Use for super
- Creating a Multilevel Hierarchy
- When Constructors Are Executed
- Method Overriding
- Dynamic Method Dispatch
 - Why Overridden Methods?

- Applying Method Overriding
- Using Abstract Classes
- Using final with Inheritance
 - Using final to Prevent Overriding
 - Using final to Prevent Inheritance
- Local Variable Type Inference and Inheritance
- The Object Class

Chapter 9 Packages and Interfaces

- Packages
 - Defining a Package
 - Finding Packages and CLASSPATH
 - A Short Package Example
- Packages and Member Access
 - An Access Example
- Importing Packages
- Interfaces
 - Defining an Interface
 - Implementing Interfaces
 - Nested Interfaces
 - Applying Interfaces
 - Variables in Interfaces
 - Interfaces Can Be Extended
- Default Interface Methods
 - Default Method Fundamentals
 - A More Practical Example
- Multiple Inheritance Issues
- Use static Methods in an Interface
- Private Interface Methods
- Final Thoughts on Packages and Interfaces

Chapter 10 Exception Handling

- Exception-Handling Fundamentals
- Exception Types
- Uncaught Exceptions
- Using try and catch
 - Displaying a Description of an Exception
- Multiple catch Clauses
- Nested try Statements
- throw
- throws
- finally
- Java's Built-in Exceptions
- Creating Your Own Exception Subclasses
- Chained Exceptions
- Three Additional Exception Features
- Using Exceptions

Chapter 11 Multithreaded Programming

- The Java Thread Model
 - Thread Priorities
 - Synchronization
 - Messaging
 - The Thread Class and the Runnable Interface
- The Main Thread
- Creating a Thread
 - Implementing Runnable
 - Extending Thread
 - Choosing an Approach
- Creating Multiple Threads
- Using isAlive() and join()

- Thread Priorities
- Synchronization
 - Using Synchronized Methods
 - The synchronized Statement
- Interthread Communication
- Deadlock
- Suspending, Resuming, and Stopping Threads
- Obtaining a Thread's State
- Using a Factory Method to Create and Start a Thread
- Using Multithreading

Chapter 12 Enumerations, Autoboxing, and Annotations

- Enumerations
 - Enumeration Fundamentals
 - The values() and valueOf() Methods
 - Java Enumerations Are Class Types
 - Enumerations Inherit Enum
 - Another Enumeration Example
- Type Wrappers
 - Character
 - Boolean
 - The Numeric Type Wrappers
- Autoboxing
 - Autoboxing and Methods
 - Autoboxing/Unboxing Occurs in Expressions
 - Autoboxing/Unboxing Boolean and Character Values
 - Autoboxing/Unboxing Helps Prevent Errors
 - A Word of Warning
- Annotations
 - Annotation Basics
 - Specifying a Retention Policy
 - Obtaining Annotations at Run Time by Use of Reflection
 - The AnnotatedElement Interface
 - Using Default Values
 - Marker Annotations
 - Single-Member Annotations
 - The Built-In Annotations
- Type Annotations
- Repeating Annotations
- Some Restrictions

Chapter 13 I/O, Try-with-Resources, and Other Topics

- I/O Basics
 - Streams
 - Byte Streams and Character Streams
 - The Predefined Streams
- Reading Console Input
 - Reading Characters
 - Reading Strings
- Writing Console Output
 - The PrintWriter Class
- Reading and Writing Files
 - Automatically Closing a File
- The transient and volatile Modifiers
- Introducing instanceof
- strictfp
- Native Methods
- Using assert
 - Assertion Enabling and Disabling Options
- Static Import
- Invoking Overloaded Constructors Through this()

- Applying Method Overriding
- Using Abstract Classes
- Using final with Inheritance
 - Using final to Prevent Overriding
 - Using final to Prevent Inheritance
- Local Variable Type Inference and Inheritance
- The Object Class

Chapter 9 Packages and Interfaces

- Packages
 - Defining a Package
 - Finding Packages and CLASSPATH
 - A Short Package Example
- Packages and Member Access
 - An Access Example
- Importing Packages
- Interfaces
 - Defining an Interface
 - Implementing Interfaces
 - Nested Interfaces
 - Applying Interfaces
 - Variables in Interfaces
 - Interfaces Can Be Extended
- Default Interface Methods
 - Default Method Fundamentals
 - A More Practical Example
 - Multiple Inheritance Issues
- Use static Methods in an Interface
- Private Interface Methods
- Final Thoughts on Packages and Interfaces

Chapter 10 Exception Handling

- Exception-Handling Fundamentals
- Exception Types
- Uncaught Exceptions
- Using try and catch
 - Displaying a Description of an Exception
- Multiple catch Clauses
- Nested try Statements
- throw
- throws
- finally
- Java's Built-in Exceptions
- Creating Your Own Exception Subclasses
- Chained Exceptions
- Three Additional Exception Features
- Using Exceptions

Chapter 11 Multithreaded Programming

- The Java Thread Model
 - Thread Priorities
 - Synchronization
 - Messaging
 - The Thread Class and the Runnable Interface
- The Main Thread
- Creating a Thread
 - Implementing Runnable
 - Extending Thread
 - Choosing an Approach
- Creating Multiple Threads
- Using isAlive() and join()

- Thread Priorities
- Synchronization
 - Using Synchronized Methods
 - The synchronized Statement
- Interthread Communication
- Deadlock
- Suspending, Resuming, and Stopping Threads
- Obtaining a Thread's State
- Using a Factory Method to Create and Start a Thread
- Using Multithreading

Chapter 12 Enumerations, Autoboxing, and Annotations

- Enumerations
 - Enumeration Fundamentals
 - The values() and valueOf() Methods
 - Java Enumerations Are Class Types
 - Enumerations Inherit Enum
 - Another Enumeration Example
- Type Wrappers
 - Character
 - Boolean
 - The Numeric Type Wrappers
- Autoboxing
 - Autoboxing and Methods
 - Autoboxing/Unboxing Occurs in Expressions
 - Autoboxing/Unboxing Boolean and Character Values
 - Autoboxing/Unboxing Helps Prevent Errors
 - A Word of Warning
- Annotations
 - Annotation Basics
 - Specifying a Retention Policy
 - Obtaining Annotations at Run Time by Use of Reflection
 - The AnnotatedElement Interface
 - Using Default Values
 - Marker Annotations
 - Single-Member Annotations
 - The Built-In Annotations
- Type Annotations
- Repeating Annotations
- Some Restrictions

Chapter 13 I/O, Try-with-Resources, and Other Topics

- I/O Basics
 - Streams
 - Byte Streams and Character Streams
 - The Predefined Streams
- Reading Console Input
 - Reading Characters
 - Reading Strings
- Writing Console Output
 - The PrintWriter Class
- Reading and Writing Files
 - Automatically Closing a File
 - The transient and volatile Modifiers
- Introducing instanceof
- strictfp
- Native Methods
- Using assert
 - Assertion Enabling and Disabling Options
- Static Import
- Invoking Overloaded Constructors Through this()

A Word About Value-Based Classes

Chapter 14 Generics

What Are Generics?

A Simple Generics Example

- Generics Work Only with Reference Types

- Generic Types Differ Based on Their Type Arguments

- How Generics Improve Type Safety

A Generic Class with Two Type Parameters

The General Form of a Generic Class

Bounded Types

Using Wildcard Arguments

- Bounded Wildcards

Creating a Generic Method

- Generic Constructors

Generic Interfaces

Raw Types and Legacy Code

Generic Class Hierarchies

- Using a Generic Superclass

- A Generic Subclass

- Run-Time Type Comparisons Within a Generic Hierarchy

- Casting

- Overriding Methods in a Generic Class

Type Inference with Generics

Local Variable Type Inference and Generics

Erasure

- Bridge Methods

Ambiguity Errors

Some Generic Restrictions

- Type Parameters Can't Be Instantiated

- Restrictions on Static Members

- Generic Array Restrictions

- Generic Exception Restriction

Chapter 15 Lambda Expressions

Introducing Lambda Expressions

- Lambda Expression Fundamentals

- Functional Interfaces

- Some Lambda Expression Examples

Block Lambda Expressions

Generic Functional Interfaces

Passing Lambda Expressions as Arguments

Lambda Expressions and Exceptions

Lambda Expressions and Variable Capture

Method References

- Method References to static Methods

- Method References to Instance Methods

- Method References with Generics

Constructor References

Predefined Functional Interfaces

Chapter 16 Modules

Module Basics

- A Simple Module Example

- Compile and Run the First Module Example

- A Closer Look at requires and exports

java.base and the Platform Modules

Legacy Code and the Unnamed Module

Exporting to a Specific Module

Using requires transitive

Use Services

- Service and Service Provider Basics
- The Service-Based Keywords
- A Module-Based Service Example
- Module Graphs
- Three Specialized Module Features
 - Open Modules
 - The opens Statement
 - requires static
- Introducing jlink and Module JAR Files
 - Linking Files in an Exploded Directory
 - Linking Modular JAR Files
 - JMOD Files
- A Brief Word About Layers and Automatic Modules
- Final Thoughts on Modules

Chapter 17 Switch Expressions, Records, and Other Recently Added Features

- Enhancements to switch
 - Use a List of case Constants
 - Introducing the switch Expression and the yield Statement
 - Introducing the Arrow in a case Statement
 - A Closer Look at the Arrow case
 - Another switch Expression Example
- Text Blocks
 - Text Block Fundamentals
 - Understanding Leading Whitespace
 - Use Double Quotes in a Text Block
 - Escape Sequences in Text Blocks
- Records
 - Record Basics
 - Create Record Constructors
 - Another Record Constructor Example
 - Create Record Getter Methods
- Pattern Matching with instanceof
 - Pattern Variables in a Logical AND Expression
 - Pattern Matching in Other Statements
- Sealed Classes and Interfaces
 - Sealed Classes
 - Sealed Interfaces
- Future Directions

Part II The Java Library

Chapter 18 String Handling

- The String Constructors
- String Length
- Special String Operations
 - String Literals
 - String Concatenation
 - String Concatenation with Other Data Types
 - String Conversion and toString()
- Character Extraction
 - charAt()
 - getChars()
 - getBytes()
 - toCharArray()
- String Comparison
 - equals() and equalsIgnoreCase()
 - regionMatches()
 - startsWith() and endsWith()
 - equals() Versus ==
 - compareTo()

- Searching Strings
- Modifying a String
 - substring()
 - concat()
 - replace()
 - trim() and strip()
- Data Conversion Using valueOf()
- Changing the Case of Characters Within a String
- Joining Strings
- Additional String Methods
- StringBuffer
 - StringBuffer Constructors
 - length() and capacity()
 - ensureCapacity()
 - setLength()
 - charAt() and setCharAt()
 - getChars()
 - append()
 - insert()
 - reverse()
 - delete() and deleteCharAt()
 - replace()
 - substring()
 - Additional StringBuffer Methods
- StringBuilder

Chapter 19 Exploring java.lang

- Primitive Type Wrappers
 - Number
 - Double and Float
 - Understanding isInfinite() and isNaN()
 - Byte, Short, Integer, and Long
 - Character
 - Additions to Character for Unicode Code Point Support
 - Boolean
- Void
- Process
- Runtime
 - Executing Other Programs
- Runtime.Version
- ProcessBuilder
- System
 - Using currentTimeMillis() to Time Program Execution
 - Using arraycopy()
 - Environment Properties
- System.Logger and System.LoggerFinder
- Object
 - Using clone() and the Cloneable Interface
- Class
- ClassLoader
- Math
 - Trigonometric Functions
 - Exponential Functions
 - Rounding Functions
 - Miscellaneous Math Methods
- StrictMath
- Compiler
- Thread, ThreadGroup, and Runnable
 - The Runnable Interface
 - Thread
 - ThreadGroup

- ThreadLocal and InheritableThreadLocal
- Package
- Module
- ModuleLayer
- RuntimePermission
- Throwable
- SecurityManager
- StackTraceElement
- StackWalker and StackWalker.StackFrame
- Enum
- Record
- ClassValue
- The CharSequence Interface
- The Comparable Interface
- The Appendable Interface
- The Iterable Interface
- The Readable Interface
- The AutoCloseable Interface
- The Thread.UncaughtExceptionHandler Interface
- The java.lang Subpackages
 - java.lang.annotation
 - java.lang.constant
 - java.lang.instrument
 - java.lang.invoke
 - java.lang.management
 - java.lang.module
 - java.lang.ref
 - java.lang.reflect

Chapter 20 java.util Part 1: The Collections Framework

- Collections Overview
- The Collection Interfaces
 - The Collection Interface
 - The List Interface
 - The Set Interface
 - The SortedSet Interface
 - The NavigableSet Interface
 - The Queue Interface
 - The Deque Interface
- The Collection Classes
 - The ArrayList Class
 - The LinkedList Class
 - The HashSet Class
 - The LinkedHashSet Class
 - The TreeSet Class
 - The PriorityQueue Class
 - The ArrayDeque Class
 - The EnumSet Class
- Accessing a Collection via an Iterator
 - Using an Iterator
 - The For-Each Alternative to Iterators
- Spliterators
- Storing User-Defined Classes in Collections
- The RandomAccess Interface
- Working with Maps
 - The Map Interfaces
 - The Map Classes
- Comparators
 - Using a Comparator
- The Collection Algorithms
- Arrays

- The Legacy Classes and Interfaces
 - The Enumeration Interface
 - Vector
 - Stack
 - Dictionary
 - Hashtable
 - Properties
 - Using store() and load()

- Parting Thoughts on Collections

Chapter 21 java.util Part 2: More Utility Classes

- StringTokenizer
- BitSet
- Optional, OptionalDouble, OptionalInt, and OptionalLong
- Date
- Calendar
- GregorianCalendar
- TimeZone
- SimpleTimeZone
- Locale
- Random
- Timer and TimerTask
- Currency
- Formatter

- The Formatter Constructors
 - The Formatter Methods
 - Formatting Basics
 - Formatting Strings and Characters
 - Formatting Numbers
 - Formatting Time and Date
 - The %n and %% Specifiers
 - Specifying a Minimum Field Width
 - Specifying Precision
 - Using the Format Flags
 - Justifying Output
 - The Space, +, 0, and (Flags
 - The Comma Flag
 - The # Flag
 - The Uppercase Option
 - Using an Argument Index
 - Closing a Formatter
 - The Java printf() Connection

Scanner

- The Scanner Constructors
 - Scanning Basics
 - Some Scanner Examples
 - Setting Delimiters
 - Other Scanner Features

- The ResourceBundle, ListResourceBundle, and PropertyResourceBundle Classes

- Miscellaneous Utility Classes and Interfaces

- The java.util Subpackages

- java.util.concurrent, java.util.concurrent.atomic, and java.util.concurrent.locks
 - java.util.function
 - java.util.jar
 - java.util.logging
 - java.util.prefs
 - java.util.random
 - java.util.regex
 - java.util.spi
 - java.util.stream
 - java.util.zip

Chapter 22 Input/Output: Exploring java.io

The I/O Classes and Interfaces

File

Directories

Using FilenameFilter

The listFiles() Alternative

Creating Directories

The AutoCloseable, Closeable, and Flushable Interfaces

I/O Exceptions

Two Ways to Close a Stream

The Stream Classes

The Byte Streams

InputStream

OutputStream

FileInputStream

FileOutputStream

ByteArrayInputStream

ByteArrayOutputStream

Filtered Byte Streams

Buffered Byte Streams

SequenceInputStream

PrintStream

DataOutputStream and DataInputStream

RandomAccessFile

The Character Streams

Reader

Writer

FileReader

FileWriter

CharArrayReader

CharArrayWriter

BufferedReader

BufferedWriter

PushbackReader

PrintWriter

The Console Class

Serialization

Serializable

Externalizable

ObjectOutput

ObjectOutputStream

ObjectInput

ObjectInputStream

A Serialization Example

Stream Benefits

Chapter 23 Exploring NIO

The NIO Classes

NIO Fundamentals

Buffers

Channels

Charsets and Selectors

Enhancements Added by NIO.2

The Path Interface

The Files Class

The Paths Class

The File Attribute Interfaces

The FileSystems, FileSystems, and FileStore Classes

Using the NIO System

Use NIO for Channel-Based I/O

Use NIO for Stream-Based I/O

Chapter 24 Networking

Networking Basics

The java.net Networking Classes and Interfaces

InetAddress

Factory Methods

Instance Methods

InetSocketAddress and InetSocketAddress

TCP/IP Client Sockets

URL

URLConnection

HttpURLConnection

The URI Class

Cookies

TCP/IP Server Sockets

Datagrams

DatagramSocket

DatagramPacket

A Datagram Example

Introducing java.net.http

Three Key Elements

A Simple HTTP Client Example

Things to Explore in java.net.http

Chapter 25 Event Handling

Two Event Handling Mechanisms

The Delegation Event Model

Events

Event Sources

Event Listeners

Event Classes

The ActionEvent Class

The AdjustmentEvent Class

The ComponentEvent Class

The ContainerEvent Class

The FocusEvent Class

The InputEvent Class

The ItemEvent Class

The KeyEvent Class

The MouseEvent Class

The MouseWheelEvent Class

The TextEvent Class

The WindowEvent Class

Sources of Events

Event Listener Interfaces

The ActionListener Interface

The AdjustmentListener Interface

The ComponentListener Interface

The ContainerListener Interface

The FocusListener Interface

The ItemListener Interface

The KeyListener Interface

The MouseListener Interface

The MouseMotionListener Interface

The MouseWheelListener Interface

The TextListener Interface

The WindowFocusListener Interface

The WindowListener Interface

Using the Delegation Event Model

Some Key AWT GUI Concepts

- Handling Mouse Events
- Handling Keyboard Events
- Adapter Classes
- Inner Classes
- Anonymous Inner Classes

Chapter 26 Introducing the AWT: Working with Windows, Graphics, and Text

- AWT Classes
- Window Fundamentals
 - Component
 - Container
 - Panel
 - Window
 - Frame
 - Canvas

- Working with Frame Windows
 - Setting the Window's Dimensions
 - Hiding and Showing a Window
 - Setting a Window's Title
 - Closing a Frame Window
 - The `paint()` Method
 - Displaying a String
 - Setting the Foreground and Background Colors
 - Requesting Repainting
 - Creating a Frame-Based Application

- Introducing Graphics
 - Drawing Lines
 - Drawing Rectangles
 - Drawing Ellipses and Circles
 - Drawing Arcs
 - Drawing Polygons
 - Demonstrating the Drawing Methods
 - Sizing Graphics

- Working with Color
 - Color Methods
 - Setting the Current Graphics Color
 - A Color Demonstration Program

- Setting the Paint Mode

- Working with Fonts
 - Determining the Available Fonts
 - Creating and Selecting a Font
 - Obtaining Font Information
- Managing Text Output Using `FontMetrics`

Chapter 27 Using AWT Controls, Layout Managers, and Menus

- AWT Control Fundamentals
 - Adding and Removing Controls
 - Responding to Controls
 - The `HeadlessException`

- Labels

- Using Buttons

- Handling Buttons

- Applying Check Boxes

- Handling Check Boxes

- `CheckboxGroup`

- Choice Controls

- Handling Choice Lists

- Using Lists

- Handling Lists

- Managing Scroll Bars

- Handling Scroll Bars

- Using a TextField
 - Handling a TextField
- Using a TextArea
- Understanding Layout Managers
 - FlowLayout
 - BorderLayout
 - Using Insets
 - GridLayout
 - CardLayout
 - GridBagLayout
- Menu Bars and Menus
- Dialog Boxes
- A Word About Overriding paint()

Chapter 28 Images

- File Formats
- Image Fundamentals: Creating, Loading, and Displaying
 - Creating an Image Object
 - Loading an Image
 - Displaying an Image
- Double Buffering
- ImageProducer
 - MemoryImageSource
- ImageConsumer
 - PixelGrabber
- ImageFilter
 - CropImageFilter
 - RGBImageFilter
- Additional Imaging Classes

Chapter 29 The Concurrency Utilities

- The Concurrent API Packages
 - java.util.concurrent
 - java.util.concurrent.atomic
 - java.util.concurrent.locks
- Using Synchronization Objects
 - Semaphore
 - CountDownLatch
 - CyclicBarrier
 - Exchanger
 - Phaser
- Using an Executor
 - A Simple Executor Example
 - Using Callable and Future
- The TimeUnit Enumeration
- The Concurrent Collections
- Locks
- Atomic Operations
- Parallel Programming via the Fork/Join Framework
 - The Main Fork/Join Classes
 - The Divide-and-Conquer Strategy
 - A Simple First Fork/Join Example
 - Understanding the Impact of the Level of Parallelism
 - An Example that Uses RecursiveTask<V>
 - Executing a Task Asynchronously
 - Cancelling a Task
 - Determining a Task's Completion Status
 - Restarting a Task
 - Things to Explore
 - Some Fork/Join Tips
- The Concurrency Utilities Versus Java's Traditional Approach

Chapter 30 The Stream API

Stream Basics

Stream Interfaces

How to Obtain a Stream

A Simple Stream Example

Reduction Operations

Using Parallel Streams

Mapping

Collecting

Iterators and Streams

Use an Iterator with a Stream

Use Spliterator

More to Explore in the Stream API

Chapter 31 Regular Expressions and Other Packages

Regular Expression Processing

Pattern

Matcher

Regular Expression Syntax

Demonstrating Pattern Matching

Two Pattern-Matching Options

Exploring Regular Expressions

Reflection

Remote Method Invocation (RMI)

A Simple Client/Server Application Using RMI

Formatting Date and Time with java.text

DateFormat Class

SimpleDateFormat Class

The java.time Time and Date API

Time and Date Fundamentals

Formatting Date and Time

Parsing Date and Time Strings

Other Things to Explore in java.time

Part III Introducing GUI Programming with Swing

Chapter 32 Introducing Swing

The Origins of Swing

Swing Is Built on the AWT

Two Key Swing Features

Swing Components Are Lightweight

Swing Supports a Pluggable Look and Feel

The MVC Connection

Components and Containers

Components

Containers

The Top-Level Container Panes

The Swing Packages

A Simple Swing Application

Event Handling

Painting in Swing

Painting Fundamentals

Compute the Paintable Area

A Paint Example

Chapter 33 Exploring Swing

JLabel and ImageIcon

TextField

The Swing Buttons

JButton

JToggleButton

- Check Boxes
- Radio Buttons
- JTabbedPane
- JScrollPane
- JList
- JComboBox
- Trees
- JTable

Chapter 34 Introducing Swing Menus

- Menu Basics
 - An Overview of JMenuBar, JMenu, and JMenuItem
 - JMenuBar
 - JMenu
 - JMenuItem
 - Create a Main Menu
 - Add Mnemonics and Accelerators to Menu Items
 - Add Images and Tooltips to Menu Items
 - Use JRadioButtonMenuItem and JCheckBoxMenuItem
 - Create a Popup Menu
 - Create a Toolbar
 - Use Actions
 - Put the Entire MenuDemo Program Together
 - Continuing Your Exploration of Swing

Part IV Applying Java

Chapter 35 Java Beans

- What Is a Java Bean?
- Advantages of Beans
- Introspection
 - Design Patterns for Properties
 - Design Patterns for Events
 - Methods and Design Patterns
 - Using the BeanInfo Interface
- Bound and Constrained Properties
- Persistence
- Customizers
- The JavaBeans API
 - Introspector
 - PropertyDescriptor
 - EventSetDescriptor
 - MethodDescriptor
- A Bean Example

Chapter 36 Introducing Servlets

- Background
- The Life Cycle of a Servlet
- Servlet Development Options
- Using Tomcat
- A Simple Servlet
 - Create and Compile the Servlet Source Code
 - Start Tomcat
 - Start a Web Browser and Request the Servlet
- The Servlet API
- The jakarta.servlet Package
 - The Servlet Interface
 - The ServletConfig Interface
 - The ServletContext Interface
 - The ServletRequest Interface
 - The ServletResponse Interface
 - The GenericServlet Class

- The ServletInputStream Class
- The ServletOutputStream Class
- The Servlet Exception Classes
- Reading Servlet Parameters
- The jakarta.servlet.http Package
- The HttpServletResponse Interface
- The HttpSession Interface
- The Cookie Class
- The HttpServlet Class
- Handling HTTP Requests and Responses
- Handling HTTP GET Requests
- Handling HTTP POST Requests
- Using Cookies
- Session Tracking

Part V Appendixes

Appendix A Using Java's Documentation Comments

The javadoc Tags

- @author
- @code
- @deprecated
- @docRoot
- @exception
- @hidden
- @index
- @inheritDoc
- @link
- @linkplain
- @literal
- @param
- @provides
- @return
- @see
- @serial
- @serialData
- @serialField
- @since
- @summary
- @systemProperty
- @throws
- @uses
- @value
- @version

The General Form of a Documentation Comment

What javadoc Outputs

An Example that Uses Documentation Comments

Appendix B Introducing JShell

JShell Basics

List, Edit, and Rerun Code

Add a Method

Create a Class

Use an Interface

Evaluate Expressions and Use Built-in Variables

Importing Packages

Exceptions

Some More JShell Commands

Exploring JShell Further

Appendix C Compile and Run Simple Single-File Programs in One Step

Table of Contents

Preface.....	xii
1. Preliminaries.....	1
1.1 What Is This Book About?	1
What Kinds of Data?	1
1.2 Why Python for Data Analysis?	2
Python as Glue	2
Solving the “Two-Language” Problem	3
Why Not Python?	3
1.3 Essential Python Libraries	4
NumPy	4
pandas	4
matplotlib	5
IPython and Jupyter	6
SciPy	6
scikit-learn	7
statsmodels	8
1.4 Installation and Setup	8
Windows	9
Apple (OS X, macOS)	9
GNU/Linux	9
Installing or Updating Python Packages	10
Python 2 and Python 3	11
Integrated Development Environments (IDEs) and Text Editors	11
1.5 Community and Conferences	12
1.6 Navigating This Book	12
Code Examples	13
Data for Examples	13

Import Conventions	14
Jargon	14
2. Python Language Basics, IPython, and Jupyter Notebooks.....	15
2.1 The Python Interpreter	16
2.2 IPython Basics	17
Running the IPython Shell	17
Running the Jupyter Notebook	18
Tab Completion	21
Introspection	23
The %run Command	25
Executing Code from the Clipboard	26
Terminal Keyboard Shortcuts	27
About Magic Commands	28
Matplotlib Integration	29
2.3 Python Language Basics	30
Language Semantics	38
Scalar Types	46
Control Flow	
3. Built-in Data Structures, Functions, and Files.....	51
3.1 Data Structures and Sequences	51
Tuple	54
List	59
Built-in Sequence Functions	61
dict	65
set	67
List, Set, and Dict Comprehensions	69
3.2 Functions	70
Namespaces, Scope, and Local Functions	71
Returning Multiple Values	72
Functions Are Objects	73
Anonymous (Lambda) Functions	74
Currying: Partial Argument Application	75
Generators	77
Errors and Exception Handling	80
3.3 Files and the Operating System	83
Bytes and Unicode with Files	84
3.4 Conclusion	
4. NumPy Basics: Arrays and Vectorized Computation.....	85
4.1 The NumPy ndarray: A Multidimensional Array Object	87

Creating ndarrays	88
Data Types for ndarrays	90
Arithmetic with NumPy Arrays	93
Basic Indexing and Slicing	94
Boolean Indexing	99
Fancy Indexing	102
Transposing Arrays and Swapping Axes	103
4.2 Universal Functions: Fast Element-Wise Array Functions	105
4.3 Array-Oriented Programming with Arrays	108
Expressing Conditional Logic as Array Operations	109
Mathematical and Statistical Methods	111
Methods for Boolean Arrays	113
Sorting	113
Unique and Other Set Logic	114
4.4 File Input and Output with Arrays	115
4.5 Linear Algebra	116
4.6 Pseudorandom Number Generation	118
4.7 Example: Random Walks	119
Simulating Many Random Walks at Once	121
4.8 Conclusion	122
5. Getting Started with pandas.....	123
5.1 Introduction to pandas Data Structures	124
Series	124
DataFrame	128
Index Objects	134
5.2 Essential Functionality	136
Reindexing	136
Dropping Entries from an Axis	138
Indexing, Selection, and Filtering	140
Integer Indexes	145
Arithmetic and Data Alignment	146
Function Application and Mapping	151
Sorting and Ranking	153
Axis Indexes with Duplicate Labels	157
5.3 Summarizing and Computing Descriptive Statistics	158
Correlation and Covariance	160
Unique Values, Value Counts, and Membership	162
5.4 Conclusion	165
6. Data Loading, Storage, and File Formats.....	167
6.1 Reading and Writing Data in Text Format	167

Reading Text Files in Pieces	173
Writing Data to Text Format	175
Working with Delimited Formats	176
JSON Data	178
XML and HTML: Web Scraping	180
6.2 Binary Data Formats	183
Using HDFS Format	184
Reading Microsoft Excel Files	186
6.3 Interacting with Web APIs	187
6.4 Interacting with Databases	188
6.5 Conclusion	190
7. Data Cleaning and Preparation.	191
7.1 Handling Missing Data	191
Filtering Out Missing Data	193
Filling In Missing Data	195
7.2 Data Transformation	197
Removing Duplicates	198
Transforming Data Using a Function or Mapping	200
Replacing Values	201
Renaming Axis Indexes	203
Discretization and Binning	205
Detecting and Filtering Outliers	206
Permutation and Random Sampling	208
Computing Indicator/Dummy Variables	211
7.3 String Manipulation	211
String Object Methods	213
Regular Expressions	216
Vectorized String Functions in pandas	219
7.4 Conclusion	221
8. Data Wrangling: Join, Combine, and Reshape.	221
8.1 Hierarchical Indexing	224
Reordering and Sorting Levels	225
Summary Statistics by Level	225
Indexing with a DataFrame's columns	227
8.2 Combining and Merging Datasets	227
Database-Style DataFrame Joins	232
Merging on Index	236
Concatenating Along an Axis	241
Combining Data with Overlap	242
8.3 Reshaping and Pivoting	

Reshaping with Hierarchical Indexing	243
Pivoting "Long" to "Wide" Format	246
Pivoting "Wide" to "Long" Format	249
8.4 Conclusion	251
9. Plotting and Visualization.....	253
9.1 A Brief matplotlib API Primer	253
Figures and Subplots	255
Colors, Markers, and Line Styles	259
Ticks, Labels, and Legends	261
Annotations and Drawing on a Subplot	265
Saving Plots to File	267
matplotlib Configuration	268
9.2 Plotting with pandas and seaborn	268
Line Plots	269
Bar Plots	272
Histograms and Density Plots	277
Scatter or Point Plots	280
Facet Grids and Categorical Data	283
9.3 Other Python Visualization Tools	285
9.4 Conclusion	286
10. Data Aggregation and Group Operations.....	287
10.1 GroupBy Mechanics	288
Iterating Over Groups	291
Selecting a Column or Subset of Columns	293
Grouping with Dicts and Series	294
Grouping with Functions	295
Grouping by Index Levels	295
10.2 Data Aggregation	296
Column-Wise and Multiple Function Application	298
Returning Aggregated Data Without Row Indexes	301
10.3 Apply: General split-apply-combine	302
Suppressing the Group Keys	304
Quantile and Bucket Analysis	305
Example: Filling Missing Values with Group-Specific Values	306
Example: Random Sampling and Permutation	308
Example: Group Weighted Average and Correlation	310
Example: Group-Wise Linear Regression	312
10.4 Pivot Tables and Cross-Tabulation	313
Cross-Tabulations: Crosstab	315
10.5 Conclusion	316

Reshaping with Hierarchical Indexing	243
Pivoting "Long" to "Wide" Format	246
Pivoting "Wide" to "Long" Format	249
8.4 Conclusion	251
9. Plotting and Visualization.....	253
9.1 A Brief matplotlib API Primer	253
Figures and Subplots	255
Colors, Markers, and Line Styles	259
Ticks, Labels, and Legends	261
Annotations and Drawing on a Subplot	265
Saving Plots to File	267
matplotlib Configuration	268
9.2 Plotting with pandas and seaborn	268
Line Plots	269
Bar Plots	272
Histograms and Density Plots	277
Scatter or Point Plots	280
Facet Grids and Categorical Data	283
9.3 Other Python Visualization Tools	285
9.4 Conclusion	286
10. Data Aggregation and Group Operations.....	287
10.1 GroupBy Mechanics	288
Iterating Over Groups	291
Selecting a Column or Subset of Columns	293
Grouping with Dicts and Series	294
Grouping with Functions	295
Grouping by Index Levels	295
10.2 Data Aggregation	296
Column-Wise and Multiple Function Application	298
Returning Aggregated Data Without Row Indexes	301
10.3 Apply: General split-apply-combine	302
Suppressing the Group Keys	304
Quantile and Bucket Analysis	305
Example: Filling Missing Values with Group-Specific Values	306
Example: Random Sampling and Permutation	308
Example: Group Weighted Average and Correlation	310
Example: Group-Wise Linear Regression	312
10.4 Pivot Tables and Cross-Tabulation	313
Cross-Tabulations: Crosstab	315
10.5 Conclusion	316

11. Time Series.....	311
11.1 Date and Time Data Types and Tools	311
Converting Between String and Datetime	311
11.2 Time Series Basics	321
Indexing, Selection, Subsetting	321
Time Series with Duplicate Indices	321
11.3 Date Ranges, Frequencies, and Shifting	324
Generating Date Ranges	327
Frequencies and Date Offsets	328
Shifting (Leading and Lagging) Data	330
11.4 Time Zone Handling	332
Time Zone Localization and Conversion	335
Operations with Time Zone-Aware Timestamp Objects	335
Operations Between Different Time Zones	338
11.5 Periods and Period Arithmetic	339
Period Frequency Conversion	340
Quarterly Period Frequencies	342
Converting Timestamps to Periods (and Back)	344
Creating a PeriodIndex from Arrays	345
11.6 Resampling and Frequency Conversion	348
Downsampling	349
Upsampling and Interpolation	352
Resampling with Periods	353
11.7 Moving Window Functions	354
Exponentially Weighted Functions	358
Binary Moving Window Functions	359
User-Defined Moving Window Functions	361
11.8 Conclusion	362
12. Advanced pandas.....	363
12.1 Categorical Data	363
Background and Motivation	363
Categorical Type in pandas	365
Computations with Categoricals	367
Categorical Methods	370
12.2 Advanced GroupBy Use	373
Group Transforms and “Unwrapped” GroupBys	373
Grouped Time Resampling	377
12.3 Techniques for Method Chaining	378
The pipe Method	380
12.4 Conclusion	381

13. Introduction to Modeling Libraries in Python.....	383
13.1 Interfacing Between pandas and Model Code	383
13.2 Creating Model Descriptions with Patsy	386
Data Transformations in Patsy Formulas	389
Categorical Data and Patsy	390
13.3 Introduction to statsmodels	393
Estimating Linear Models	393
Estimating Time Series Processes	396
13.4 Introduction to scikit-learn	397
13.5 Continuing Your Education	401
14. Data Analysis Examples.....	403
14.1 1.USA.gov Data from Bitly	403
Counting Time Zones in Pure Python	404
Counting Time Zones with pandas	406
14.2 MovieLens 1M Dataset	413
Measuring Rating Disagreement	418
14.3 US Baby Names 1880–2010	419
Analyzing Naming Trends	425
14.4 USDA Food Database	434
14.5 2012 Federal Election Commission Database	440
Donation Statistics by Occupation and Employer	442
Bucketing Donation Amounts	445
Donation Statistics by State	447
14.6 Conclusion	448
A. Advanced NumPy.....	449
A.1 ndarray Object Internals	449
NumPy dtype Hierarchy	450
A.2 Advanced Array Manipulation	451
Reshaping Arrays	452
C Versus Fortran Order	454
Concatenating and Splitting Arrays	454
Repeating Elements: tile and repeat	457
Fancy Indexing Equivalents: take and put	459
A.3 Broadcasting	460
Broadcasting Over Other Axes	462
Setting Array Values by Broadcasting	465
A.4 Advanced ufunc Usage	466
ufunc Instance Methods	466
Writing New ufuncs in Python	468
A.5 Structured and Record Arrays	469

Nested dtypes and Multidimensional Fields	469
Why Use Structured Arrays?	470
A.6 More About Sorting	471
Indirect Sorts: argsort and lexsort	472
Alternative Sort Algorithms	474
Partially Sorting Arrays	474
numpy.searchsorted: Finding Elements in a Sorted Array	475
A.7 Writing Fast NumPy Functions with Numba	476
Creating Custom numpy.ufunc Objects with Numba	478
A.8 Advanced Array Input and Output	478
Memory-Mapped Files	478
HDF5 and Other Array Storage Options	480
A.9 Performance Tips	480
The Importance of Contiguous Memory	480
B. More on the IPython System.....	483
B.1 Using the Command History	483
Searching and Reusing the Command History	483
Input and Output Variables	484
B.2 Interacting with the Operating System	485
Shell Commands and Aliases	486
Directory Bookmark System	487
B.3 Software Development Tools	487
Interactive Debugger	488
Timing Code: %time and %timeit	492
Basic Profiling: %prun and %run -p	494
Profiling a Function Line by Line	496
B.4 Tips for Productive Code Development Using IPython	498
Reloading Module Dependencies	498
Code Design Tips	499
B.5 Advanced IPython Features	500
Making Your Own Classes IPython-Friendly	500
Profiles and Configuration	501
B.6 Conclusion	503
Index.....	505