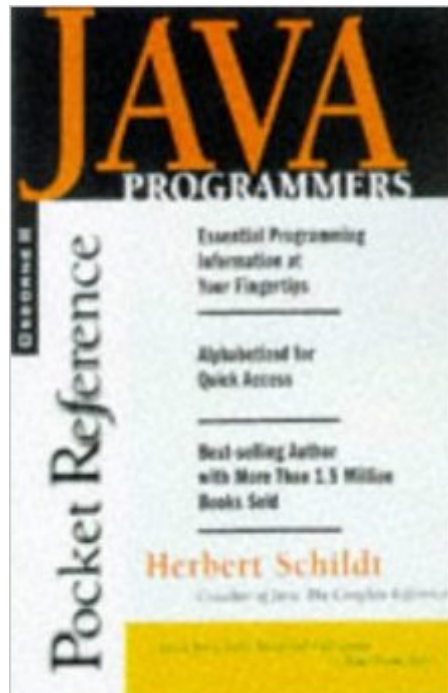


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# Java Programmer's Reference: Programmer's Reference



## Synopsis

This reference guidebook covers the Java API libraries, Java classes and interfaces, together with a broad range of programming information. The text is alphabeticized by keyword. Java is an object-oriented programming language for the Internet that came into existence only recently and has swept the programming community. It has many elements in common with C and C++. It is also a secure language, which means that it is possible to restrict the access of Java programs to parts of the system, such as files and memory address, without limiting the capabilities of the language. This is one of the most important reasons why Java is so well suited for use on the Web. Java is also a solid general purpose language, which Sun Microsystems intends to use in a variety of applications, and which will (through Sun's licensing efforts) turn up in a wide range of products. Herbert Schildt is the author of "C: The Complete Reference", "Teach Yourself C++" and "C++: The Complete Reference", and is co-author (with Patrick Naughton) of "Java: The Complete Reference".

## Book Information

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There are several categories of programming books. There are design books like "Design Patterns", by Gamma & co; specialized books like "JDBC Database access with Java", by Hamilton. I think the best core Java language book is: "The Java Programming Language", by Gosling. This book is in a different category."Java Programmer's Reference" is the perfect quick reference for the general, non-graphic, standard class libraries. Strings, Files, Collections - I find this book a handy source of brief explanations. It is not just a re-written set of javadocs, and it is not much larger than the javadocs either. I think this book will be most useful for the experienced programmer who has trouble

remembering all 6 trillion standard class interfaces, and who wants a reminder when the standard documentation is too vague. Beginning programmers might prefer a book with more examples, but as a reference I think it is much more useful without them. The awt library is covered by this book, but I find for most graphics questions I need a more detailed answer.

It is very useful for daily use and convenient to look up a keyword or a class. Very user-friendly!

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