

**Chapter 1: Introduction**

You will learn:

- Java features.
- Java and its associated components.
- Features of a Java application and applet.
- Java data types.
- Java string implementation.
- Built-in thread components.

**Chapter 2: Programming Basics**

You will learn:

- Java language statements and syntax.
- Programming rules and conventions.
- Use of operators in mathematical, conditional, and string expressions.
- Use and coding of constants.
- Creation and use of an array.

**Chapter 3: Flow of Control Statements**

You will learn:

- How to code for, while, and do while loops.
- if statement and associated pitfalls.
- How to code the switch statement and its construct.

**Chapter 4: String Manipulation**

You will learn:

- Creating strings and StringBuffer objects.
- Searching and changing a string.
- Initializing a string.
- Differences between a string and a stringbuffer.

**Chapter 5: Class in Java**

You will learn:

- Object declaration.
- Creating an instance of an object.
- Initializing data members in an object.
- Coding a class.
- Use of an interface.
- Creating named constants.
- Controlling access to class members.

**Chapter 6: Error Handling**

You will learn:

- What an exception is.
- How to catch an exception.
- Coding a routine for clean up.
- The benefits of a Throwable class.

**Chapter 7: Coding an Applet**

You will learn:

- What an applet is and how it is invoked.
- Applet restrictions.
- Methods invoked at various milestones in the life of a browser.
- Branching to a url via JAVA.
- Passing parameters into an applet.
- Displaying information in the status bar.

**Chapter 8: Coding the UI Portion of an Applet**

You will learn:

- Using layouts to format the screen.
- Differences between the various layout schemes.
- Classes for the visual components.
- Handling events.

**Chapter 9: I/O and Streams**

You will learn:

- I/O streams.
- Uses of streams.
- Reading and writing a text file.
- Where streams can and cannot be used.

**Chapter 10: Creating a UI with JFC**

You will learn:

- Creating a top level container.
- Structure of a swing program.
- Using border and layouts.
- Coding for events.
- Adding items to a pane.