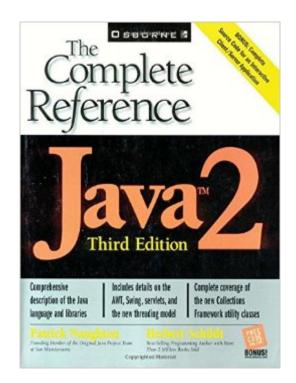
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Java 2: The Complete Reference, Third Edition





Synopsis

Gain complete coverage of the Java language and new JDK for all levels of programmers with "Java 1.2: The Complete Reference" that brings all the elements of learning and advancing with the popular programming language in one book.

Book Information

Series: Complete Reference Paperback: 1108 pages Publisher: Osborne Publishing; 3rd edition (March 29, 1999) Language: English ISBN-10: 0072119764 ISBN-13: 978-0072119763 Product Dimensions: 9.2 x 7.4 x 2.2 inches Shipping Weight: 4.2 pounds Average Customer Review: 4.3 out of 5 stars Â See all reviews (72 customer reviews) Best Sellers Rank: #3,394,662 in Books (See Top 100 in Books) #62 in Books > Computers & Technology > Programming > Languages & Tools > Java > Reference #8696 in Books > Textbooks > Computer Science > Programming Languages #8889 in Books > Computers & Technology > Databases & Big Data

Customer Reviews

I have waited to write this review until I had finished the book cover-to-cover in order to give a fair review. I bought this book because of the author Herbert Schildt. I have read several of his books and found them all to be informative, easy to understand and well written. While I was disappointed in some aspects of this book, overall I liked it. I think, however, everyone should know what this book has to offer prior to buying it. It may not suit the needs of some potential buyers. This book is broken up into four sections: The Java Language, The Java Library, Software Development Using Java, and Applying Java. The first section was the best and most detailed section of the book. It goes from page 4 to page 340 and is an excellent tutorial for learning the Java language. It doesn't talk about the AWT, applets, or any graphical programming for that matter, but gives the reader a firm foundation with which to move into those more interesting Java programming areas. This section alone was worth the price of the book. (while I agree with another reviewer that Bruce Eckel's Thinking in Java was a great book, I like this one better because it doesn't keep referring back to C/C++ all the time).From the start of the second section through the end of the book, this

book takes on a different approach. Instead of detailed descriptions as offered in the first section of the book, it begins to be an overview. Many topics are touched upon and many examples are given, but the reader is not given enough information or depth in these chapters to make them very useful. The bottom line is, this book provides a firm understanding of Java's syntax and object oriented programming.

When I needed to learn the Java programming language very quickly for work, I read many reviews and narrowed down my search to handful of few books. I looked at copies of my final possible choices in a local bookstore and finally purchased Herbert Schildt's "Java 2: A Beginner's Guide, Second Edition" and have absolutely no regrets. Along with this book, I realized that I would also need a more comprehensive reference book detailing the multitude of Java classes designed for many purposes. To this end, I chose Herbert Schildt's "Java 2: The Complete Reference, Fifth Edition" not only for its extensive library, but also because of Herbert Schildt's wonderful writing that is easy to read and understand guickly. Herbert Schildt subdivided "Java 2: The Complete Reference, Fifth Edition" into four parts: tutorial, library, software development and applications. Part I (the first 346 pages) is a Java tutorial, organized similarly to Herbert Schildt's other book that I purchased, "Java 2: A Beginner's Guide, Second Edition". However, the tutorial in this book is more condensed than in the guide, which has over 500 pages. Some readers may find the condensed approach in this book sufficient to learn the language, but if you want more comprehensive tutorial explanations, the guide is good companion. Part II (the next 539 pages) is an extensive library detailing most of Java's built-in classes dealing with everything from string handling, collections, utility classes, console I/O, file I/O, networking, applets, event handling (mouse movements, button use, and other interactive GUI objects), the AWT (Abstract Window Toolkit), images and other I/O types including Regular Expressions.

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