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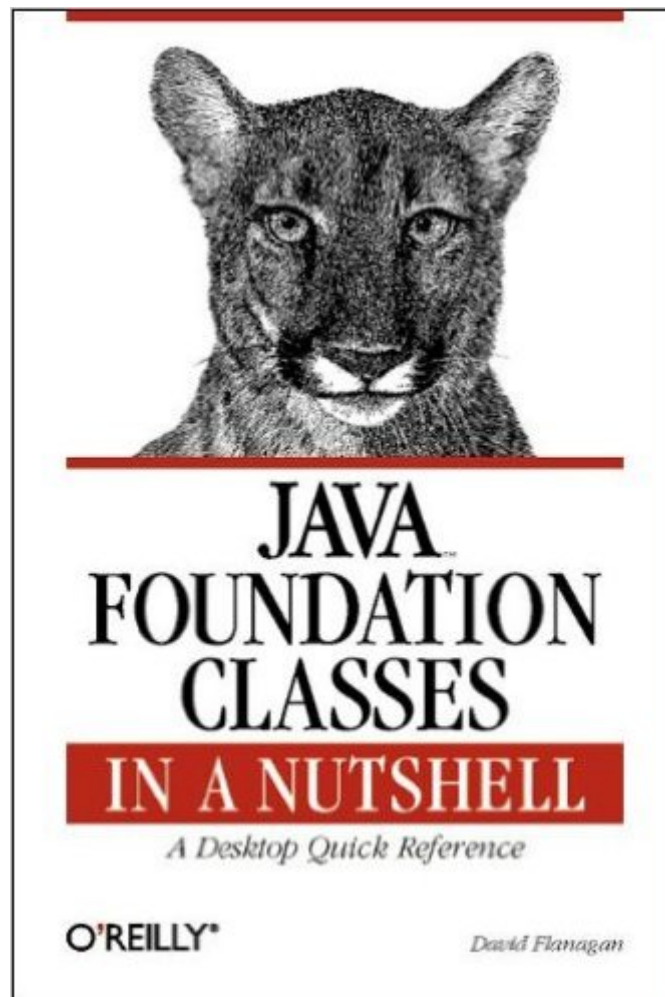
Java Foundation Classes In A Nutshell: A Desktop Quick Reference (In A Nutshell (O'Reilly))

Synopsis

Java Foundation Classes in a Nutshell is an indispensable quick reference for Java programmers who are writing applications that use graphics or graphical user interfaces. The author of the bestsellingJava in a Nutshell has written fast-paced introductions to the Java APIs that comprise the Java Foundation Classes (JFC), such as the Swing GUI components and Java 2D, so that you can start using these exciting new technologies right away.This book also includes O'Reilly's classic-style, quick-reference material for all of the classes in the javax.swing and java.awt packages and their numerous subpackages. This reference material covers all of the new JFC classes in the Java 2 platform, as well as the existing Java 1.1 AWT classes. Once you've learned about the JFC, you'll keep this book next to your keyboard for handy reference while you program.Java Foundation Classes in a Nutshell contains the following:An overview of the architecture of graphical user interfaces built with both the new Swing API and the older AWTAn introduction to the important components and application services provided by the Swing APIAn comprehensive explanation of the features of the new Java 2D graphics APIA complete quick reference for the graphics- and GUI-related classes in the Java 2 platformThis book is part of the two-volume set of quick references that every Java programmer needs. It is an essential companion to Java in a Nutshell, 3rd Edition, which covers the key nongraphical APIs in Java 1.2. 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.

Book Information

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Customer Reviews

This title is meant to be the second volume of a three volume set that covers the entire language. Volume one covers the basic core Java APIs, while volume three covers the enterprise classes.Like all "In A Nutshell" books, this isn't probably where you want to start if you are trying to learn the language. Part 1 is set up such that topics are introduced and discussed with code examples, but it is not a "hand-holding" type of explanation. It assumes you are at least familiar with the information at a high-level, and understand the basic core Java fundamentals. If you are at that point, you should be able to learn a lot from the first section.Part 2 is where an experienced Java GUI programmer will live and breath. There is detailed documentation on each of the classes that are covered, as well as a diagram that shows the class hierarchy within the class, and where the class fits into the overall Java class hierarchy. Once again, it's strictly documentation with no explanation. Don't expect the author to explain how each method in the class works. It's up to you to figure out how the method best integrates into your project.I can pose the same question I did when I reviewed Java In A Nutshell... Why get this book if I have the online API documentation from Sun? I see them as complimentary. You can probably find much of the reference material in either source. Some will prefer the online hyperlink navigation, while others will appreciate having all the information on a subject in four or five pages that can be thumbed through. I know when I'm stuck on a problem I want both sources!For Notes/Domino 5 developers, I would say that there is little in this book that would be of value to you as you code a typical Notes/Domino application.

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