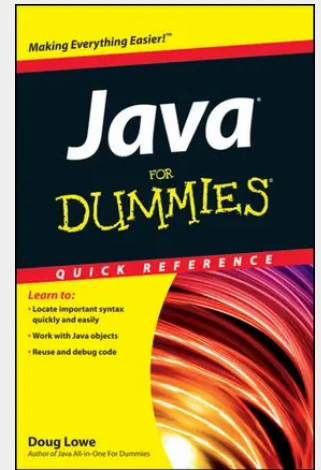


Java for Dummies Quick Reference

A reference that answers your questions as you move through your coding. The demand for Android programming and web apps continues to grow at an unprecedented pace and Java is the preferred language for both. Java For Dummies Quick Reference keeps you moving through your coding while you solve a problem, look up a command or syntax, or search for a programming tip. Whether you're a Java newbie or a seasoned user, this fast reference offers you quick access to solutions without requiring that you wade through pages of tutorial material. * Leverages the true reference format that is organized with quick answers and solutions so you can read less and do more * Offers new elements such as a syntax guide, command guide, special generics and annotation section, and programming tips * Boasts a new, compact trim size that easily goes where you go for convenient referencing Java For Dummies Quick Reference helps you move quickly and efficiently through Java without missing a beat!

Quick answers and solutions to help you zip through Java programming. Whether you're programming for Android, building a web app, or going to the cloud, this reference arms you with must-have Java commands, tips, syntax, and more to get the job done. You'll find clear and concise solutions instead of lengthy tutorials, so you can keep moving. This approach will help you read less and do more! * Ready, set, go -- set up your Java development environment for compiling and running programs * Go to class -- find classes for manipulating strings, managing execution threads, and more * Get to work -- use classes that work with file and network I/O * Start the swing -- create programs that use a graphical user interface with Swing Visit the companion website atwww.dummies.com/go/javafdqrto to find all the code samples shown in this book, ready to use. Open the book and find: * Tips for using Java commands * The most commonly used Java classes * Classes that get input or display output via a console * Ways to handle events, such as button clicks * Steps for displaying windows and dialog boxes Learn to: * Locate important syntax quickly and easily * Work with Java objects * Reuse and debug code



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