PEARSON Addison Wesley

Sun microsystems

The Java Tutorial

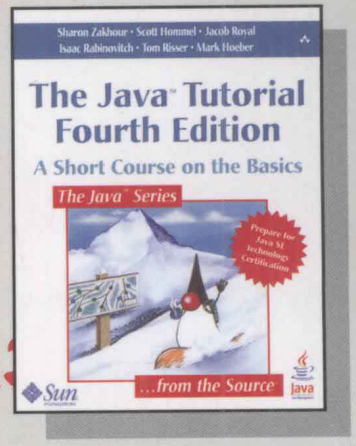
A Short Course on the Basics

4th Edition

[美] Sharon Zakhour Scott Hommel Jacob Royal
Isaac Rabinovitch Tom Risser Mark Hoeber 著

Java语言导学

(第4版)(英文版)



人民邮电出版社
POSTS & TELECOM PRESS

Java
Sun Microsystems

Java 语言导学

（第 4 版）（英文版）

[美] Sharon Zakhour Scott Hommel Jacob Roya Isaac Kabilovitch Tom Bisser Mark Hecker 著

江苏工业学院图书馆
藏书章

人民邮电出版社
北京

图书在版编目（CIP）数据

ava 语言导学：第 4 版：英文 /（美）扎克霍尔（Zakhour,S.）
等. —北京：人民邮电出版社，2008.4
SBN 978-7-115-17307-2

Ⅰ. J… Ⅱ. 扎… Ⅲ. JAVA 语言—程序设计—英文
TP312

中国版本图书馆 CIP 数据核字（2008）第 000459 号

权 声 明

ginal edition, entitled The Java Tutorial: A Short Course on the Basics, 4th Edition, 0321334205 Sharon Zakhour; Scott Hommel; Jacob Royal; Isaac Rabinovitch; Tom Risser; Mark Hoeber,)lished by Pearson Education, Inc, publishing as Addison Wesley Professional, Copyright ©)6–2006 Sun Microsystems, Inc.

rights reserved. No part of this book may be reproduced or transmitted in any form or by any ans, electronic or mechanical, including photocopying, recording or by any information storage ieval system, without permission from Pearson Education, Inc.

ina edition published by PEARSON EDUCATION ASIA LTD., and POSTS & LECOMMUNICATIONS PRESS Copyright © 2007.

s edition is manufactured in the People's Republic of China, and is authorized for sale only in)ple's Republic of China excluding Hong Kong, Macau and Taiwan.

限于中华人民共和国境内（不包括中国香港、澳门特别行政区和中国台湾地区）销售。

书封面贴有 **Pearson Education**（培生教育出版集团）激光防伪标签。无标签者不得销售。

Java 语言导学（第 4 版）（英文版）

◆ 著 ［美］Sharon Zakhour Scott Hommel
Jacob Royal Isaac Rabinovitch
Tom Risser Mark Hoeber

责任编辑 付 飞

◆ 人民邮电出版社出版发行 北京市崇文区夕照寺街 14 号
邮编 100061 电子函件 315@ptpress.com.cn
网址 http://www.ptpress.com.cn
三河市海波印务有限公司印刷
新华书店总店北京发行所经销

◆ 开本：800×1000 1/16
印张：41.25
字数：878 千字 2008 年 4 月第 1 版
印数：1 – 3 500 册 2008 年 4 月河北第 1 次印刷
著作权合同登记号 图字：01-2008-0492 号

ISBN 978-7-115-17307-2/TP

定价：69.00 元

读者服务热线：(010)67132705 印装质量热线：(010)67129223
反盗版热线：(010)67171154

内容提要

本书是 Sun 公司指定 Java 教程的最新版。书中除了讲解面向对象的编程概念、语言基础、类和对象、接口和继承、包、数字和字符串、异常、基本 I/O、集合、并发、Swing、把程序打包到 JAR 文件中、applet 之外，还介绍了 Java Web Start、平台环境和正则表达式，同时涵盖了 Java 5.0 和 6.0 引入的新特性，比如泛型和并发、注解。附录 B 中还给出如何准备 Java 编程语言认证考试方面的内容。此外，本书配套的网上资源还包含本书的示例以及问题和练习的答案、在线 Java SE 指南、Java SE 开发工具包（Java SE Development Kit，JDK）、相应的 API 规范和指导文档等。

本书既适合作为高校相关专业 Java 程序设计语言课程的教材，也适合各种层次的 Java 程序员阅读。

Foreword

IT is with some pleasure that I write this foreword to the new edition of the *Java Tutorial.*

One of the distinguishing characteristics of the Java platform has been the quality of its documentation. This has included the tutorials, as well as the detailed documentation of the APIs by means of JavaDoc, and the many books published in the Java series. One could argue that the quality of the documentation resources has been every bit as important to the widespread adoption of the Java platform as the quality of the language and libraries themselves. Indeed, they are all of a piece, and each deserves recognition and credit for the qualities it manifests.

Millions of developers spend their professional lives enveloped in the ecosystem engendered by the Java platform. There are myriad standards, APIs and tools. There is so much to learn! What's more, the amount of information you need to know keeps on growing. While this growth is something we software professionals should all be thankful for, it is an ongoing challenge for developers. I hope this tutorial will make it easier to meet this challenge and obtain competence and even mastery of the Java platform.

Whether you become a truly "competent programmer," as Edsger Dijkstra put it many years ago, is up to you; but if you don't, it cannot be blamed on the lack of a good Java tutorial. A number of dedicated professionals have done their best to see to that.

I hope this new edition meets and even exceeds the high standards set by its predecessors. Ultimately, it is you, the reader, who must be the judge. I expect you will not be disappointed.

Gilad Bracha
Los Altos, California
June 2006

试读结束：需要全本请在线购买： www.ertongbook.com

Acknowledgments

Many Internet readers have helped us maintain and improve the quality of the tutorial by sending us email and cheerfully pointing out typos, broken links, and areas of the tutorial that caused confusion or could benefit from rewriting.

Many current and former members of the Java Software engineering and documentation teams have given us counsel, answered our many questions, reviewed our material, and even made contributions to it. The list is long, but we would particularly like to note the contributions of Eric Armstrong, David Bristor, Martin Buchholz, Mandy Chung, Iris Garcia Clark, Margarita Fischer, Amy Fowler, Andy Herrick, Shannon Hickey, David Holmes, Jim Holmlund, Patrick Keegan, Peter Korn, Masayoshi Okutsu, Scott Seligman, Xueming Shen, Sundar Sivasubramanian, Pete Soper, Scott Violet, and Kathy Walrath. We are also grateful for the talented writers and programmers at Sun who have contributed to the online tutorial as guest authors.

We want to thank our former colleague, Joshua Bloch, the original author of the Collections chapter who made the time to provide us with updated information. Thanks also to our external reviewers and longtime supporters, Doug Lea and Brian Goetz.

Debra Scott, our manager, gave us encouragement and the support necessary to do our work — and bring it in on time.

Our program managers, Mary Lautner and Ian Hardie, tracked schedules, ran interference, and provided comic relief.

Illustrators Michael Quillman and Dwayne Wolff created the professional graphics, quickly and efficiently.

We also thank the members of the SQE team who have provided valuable feedback.

Finally, thanks to the managers in Java SE for allowing their engineers and illustrators time to devote to this effort, and particularly: Uday Dhanikonda, Frances Ho, James Hsieh, Janet Koenig, and Keith Yarwood.

About the Authors

Sharon Zakhour, the Tutorial team lead, has worked at Sun as a senior technical writer for seven years. She contributed to *The JFC Swing Tutorial, Second Edition*, and has worked with the Swing and AWT teams for several years. She graduated from UC Berkeley with a B.A. in Computer Science and has worked as a programmer, developer support engineer, and technical writer for more than twenty years.

Scott Hommel is a technical writer on staff at Sun Microsystems, where he documents the Java Platform, Standard Edition. Since 1999, he has contributed to every major

前　言

自从最初的 JDK（Java Development Kit，Java 开发工具包）于 1995 年 5 月发布以来，Sun 公司的工程人员为改进和增强 Java 平台付出了艰苦的努力。本版与 Java SE（Java Platform Standard Edition，Java 平台标准版）6 相一致，并且反映了这一版本的 API。

本版介绍了从第 3 版（对应 Java SE 1.3）出版以来 Java 平台添加的新特性，比如介绍泛型和注解的一章（第 6 章）。还有关于 Java Web Start（第 17 章）、平台环境（第 14 章）和正则表达式（第 13 章）的几章。并发（原来的“线程”）（第 12 章）、I/O（第 10 章）、面向对象的编程概念（第 2 章）和语言基础（第 3 章）这几章都完全重新编写了。集合（第 11 章）从附录中提取出来成为独立的一章。新的附录 B 包含如何准备 Java 编程语言认证（Java Programming Language Certification）考试的信息。

本书的所有资料都经过了 Sun 公司 Java 开发人员的仔细审核，以便确保信息是准确的和最新的。

本书包含的信息（经常被称为“核心教程”或者“基础”）针对初级到中级程序设计人员的需要。

像以往一样，我们的目的是编写容易阅读的实用程序员指南，并且用很多示例帮助读者理解程序。

■　本书面向的读者

本书既适合初学者，也适合有经验的程序员。

- 新程序员通过从头到尾阅读本书可以得到最大的收获，包括按照第 1 章中的分步讲解编译和运行自己的第一个程序。
- 有程序语言（比如 C）经验的程序员可以从 Java 编程语言的面向对象概念和特性开始学习。
- 经验丰富的程序员可以跳到更高级的主题，比如关于泛型、并发或者 Java Web Start 的内容。

本书包含的内容可以满足各种不同经验的程序员的学习需要。

■ 如何使用本书

本书的设计方式使读者既可以通读，也可以在各主题之间跳转。信息按照逻辑的顺序编排，并且尽可能避免向前引用。

书中的示例是在6.0版本下编译的。为了编译和运行大多数示例，读者需要下载这个版本。

本书的网上下载资源包含示例、问题和练习的答案，以及在线Java SE教程、Java SE开发工具包（Java SE Development Kit，JDK）、相应的API规范和指导文档。

在本书中你会看到这样的脚注：

```
docs/api/java/lang/Class.html
```

和

```
tutorial/deployment/applet/examples/TalkServer.java
```

要查看最新的在线页面，在docs脚注前面加http://java.sun.com/javase/6/；在tutorial脚注前面加http://java.sun.com/docs/books/即可：

```
http://java.sun.com/javase/6/docs/api/java/lang/Class.html
http://java.sun.com/docs/books/tutorial/deployment/applet/examples/TalkServer.java
```

Contents

Chapter 1 Getting Started **1**

The Java Technology Phenomenon 1
About the Java Technology 1
What Can Java Technology Do? 4
How Will Java Technology Change My Life? 5
The "Hello World!" Application 6
"Hello World!" for the NetBeans IDE 6
"Hello World!" for Microsoft Windows 14
"Hello World!" for Solaris OS and Linux 19
A Closer Look at the "Hello World!" Application 24
Source Code Comments 24
The HelloWorldApp Class Definition 25
The main Method 25
Common Problems (and Their Solutions) 27
Compiler Problems 27
Runtime Problems 29
Questions and Exercises: Getting Started 30

Chapter 2 Object-Oriented Programming Concepts **33**

What Is an Object? 33
What Is a Class? 35
What Is Inheritance? 37
What Is an Interface? 38
What Is a Package? 39
Questions and Exercises: Object-Oriented Programming Concepts 40

Chapter 3 Language Basics 43

Variables 43
Naming 44
Primitive Data Types 45
Arrays 49
Summary of Variables 53
Questions and Exercises: Variables 54
Operators 55
Assignment, Arithmetic, and Unary Operators 56
Equality, Relational, and Conditional Operators 59
Bitwise and Bit Shift Operators 62
Summary of Operators 63
Questions and Exercises: Operators 64
Expressions, Statements, and Blocks 66
Expressions 66
Statements 67
Blocks 68
Questions and Exercises: Expressions, Statements, and Blocks 68
Control Flow Statements 69
The if-then and if-then-else Statements 69
The switch Statement 71
The while and do-while Statements 74
The for Statement 75
Branching Statements 77
Summary of Control Flow Statements 82
Questions and Exercises: Control Flow Statements 82

Chapter 4 Classes and Objects 85

Classes 85
Declaring Classes 87
Declaring Member Variables 88
Defining Methods 90
Providing Constructors for Your Classes 92
Passing Information to a Method or a Constructor 93
Objects 97
Creating Objects 99
Using Objects 103
More on Classes 106
Returning a Value from a Method 106
Using the this Keyword 109
Controlling Access to Members of a Class 110
Understanding Instance and Class Members 112

Initializing Fields 117
Summary of Creating and Using Classes and Objects 118
Questions and Exercises: Classes 119
Questions and Exercises: Objects 121
Nested Classes 122
Why Use Nested Classes? 122
Static Nested Classes 123
Inner Classes 123
Inner Class Example 124
Summary of Nested Classes 127
Questions and Exercises: Nested Classes 128
Enum Types 128
Questions and Exercises: Enum Types 132
Annotations 132
Documentation 133
Annotations Used by the Compiler 134
Annotation Processing 136
Questions and Exercises: Annotations 136

Chapter 5 Interfaces and Inheritance 139

Interfaces 139
Interfaces in Java 140
Interfaces as APIs 141
Interfaces and Multiple Inheritance 141
Defining an Interface 142
Implementing an Interface 143
Using an Interface as a Type 145
Rewriting Interfaces 146
Summary of Interfaces 146
Questions and Exercises: Interfaces 147
Inheritance 147
The Java Platform Class Hierarchy 148
An Example of Inheritance 148
What You Can Do in a Subclass 150
Private Members in a Superclass 151
Casting Objects 151
Overriding and Hiding Methods 152
Hiding Fields 154
Using the Keyword super 154
Object as a Superclass 156
Writing Final Classes and Methods 160
Abstract Methods and Classes 161

试读结束：需要全本请在线购买： www.ertongbook.com

Summary of Inheritance 164
Questions and Exercises: Inheritance 164

Chapter 6 Generics 167

Introduction 167
A Simple Box Class 168
Generic Types 169
Type Parameter Conventions 171
Generic Methods and Constructors 172
Bounded Type Parameters 173
Subtyping 175
Wildcards 177
Type Erasure 178
Summary of Generics 179
Questions and Exercises: Generics 180

Chapter 7 Packages 183

Creating and Using Packages 183
Creating a Package 184
Naming a Package 186
Using Package Members 187
Managing Source and Class Files 191
Summary of Creating and Using Packages 193
Questions and Exercises: Creating and Using Packages 194

Chapter 8 Numbers and Strings 195

Numbers 195
The Numbers Classes 195
Formatting Numeric Print Output 198
Beyond Basic Arithmetic 203
Summary of Numbers 208
Questions and Exercises: Numbers 209
Characters 210
Escape Sequences 212
Strings 212
Creating Strings 213
String Length 213
Concatenating Strings 214
Creating Format Strings 215
Converting Between Numbers and Strings 216
Manipulating Characters in a String 218
Comparing Strings and Portions of Strings 224

The StringBuilder Class 226
Summary of Characters and Strings 230
Questions and Exercises: Characters and Strings 231

Chapter 9 Exceptions 233

What Is an Exception? 233
The Catch or Specify Requirement 235
The Three Kinds of Exceptions 235
Bypassing Catch or Specify 236
Catching and Handling Exceptions 236
The try Block 238
The catch Blocks 239
The finally Block 240
Putting It All Together 241
Specifying the Exceptions Thrown by a Method 245
How to Throw Exceptions 246
The throw Statement 247
Throwable Class and Its Subclasses 247
Error Class 248
Exception Class 248
Chained Exceptions 249
Creating Exception Classes 250
Unchecked Exceptions—The Controversy 252
Advantages of Exceptions 253
Advantage 1: Separating Error-Handling Code from "Regular" Code 253
Advantage 2: Propagating Errors Up the Call Stack 255
Advantage 3: Grouping and Differentiating Error Types 257
Summary 258
Questions and Exercises: Exceptions 259

Chapter 10 Basic I/O 261

I/O Streams 261
Byte Streams 263
Character Streams 265
Buffered Streams 269
Scanning and Formatting 270
I/O from the Command Line 276
Data Streams 279
Object Streams 282
File I/O 286
File Objects 286
Random Access Files 289

The New I/O Packages 291
Summary 292
Questions and Exercises: Basic I/O 292

Chapter 11 Collections 293

Introduction to Collections 293
What Is a Collections Framework? 294
Benefits of the Java Collections Framework 294
Interfaces 295
The Collection Interface 298
The Set Interface 301
The List Interface 306
The Queue Interface 316
The Map Interface 319
Object Ordering 328
The SortedSet Interface 335
The SortedMap Interface 338
Summary of Interfaces 340
Questions and Exercises: Interfaces 340
Implementations 342
Set Implementations 344
List Implementations 346
Map Implementations 347
Queue Implementations 349
Wrapper Implementations 350
Convenience Implementations 352
Summary of Implementations 354
Questions and Exercises: Implementations 355
Algorithms 355
Sorting 356
Shuffling 358
Routine Data Manipulation 359
Searching 359
Composition 360
Finding Extreme Values 360
Custom Collection Implementations 360
Reasons to Write an Implementation 360
How to Write a Custom Implementation 361
Interoperability 364
Compatibility 364
API Design 366

Chapter 12 Concurrency 369

Processes and Threads 369
Processes 370
Threads 370
Thread Objects 371
Defining and Starting a Thread 371
Pausing Execution with sleep 372
Interrupts 373
Joins 375
The SimpleThreads Example 375
Synchronization 377
Thread Interference 377
Memory Consistency Errors 379
Synchronized Methods 380
Intrinsic Locks and Synchronization 381
Atomic Access 383
Liveness 384
Deadlock 384
Starvation and Livelock 385
Guarded Blocks 386
Immutable Objects 391
A Synchronized Class Example 391
A Strategy for Defining Immutable Objects 393
High-Level Concurrency Objects 395
Lock Objects 395
Executors 397
Concurrent Collections 400
Atomic Variables 401
For Further Reading 402
Questions and Exercises: Concurrency 403

Chapter 13 Regular Expressions 405

Introduction 405
What Are Regular Expressions? 405
How Are Regular Expressions Represented in This Package? 406
Test Harness 406
String Literals 407
Metacharacters 408
Character Classes 409
Simple Classes 410
Predefined Character Classes 414
Quantifiers 416

Zero-Length Matches 417
Capturing Groups and Character Classes with Quantifiers 420
Differences among Greedy, Reluctant, and Possessive Quantifiers 421
Capturing Groups 422
Numbering 422
Backreferences 423
Boundary Matchers 424
Methods of the Pattern Class 425
Creating a Pattern with Flags 426
Embedded Flag Expressions 427
Using the matches(String,CharSequence) Method 428
Using the split(String) Method 428
Other Utility Methods 430
Pattern Method Equivalents in java.lang.String 430
Methods of the Matcher Class 431
Index Methods 431
Study Methods 431
Replacement Methods 432
Using the start and end Methods 432
Using the matches and lookingAt Methods 434
Using replaceFirst(String) and replaceAll(String) 434
The appendReplacement(StringBuffer,String) and appendTail(StringBuffer) Methods 436
Matcher Method Equivalents in java.lang.String 436
Methods of the PatternSyntaxException Class 437
Summary 439
Additional Resources 440
Questions and Exercises: Regular Expressions 440

Chapter 14 The Platform Environment 443

Configuration Utilities 443
Properties 443
Command-Line Arguments 448
Environment Variables 449
Other Configuration Utilities 451
System Utilities 452
Command-Line I/O Objects 452
System Properties 452
The Security Manager 455
Miscellaneous Methods in System 457
PATH and CLASSPATH 457
Update the PATH Variable (Microsoft Windows NT/2000/XP) 458

Update the PATH Variable (Solaris and Linux) 458
Checking the CLASSPATH Variable (All Platforms) 460
Questions and Exercises: The Platform Environment 460

Chapter 15 Swing 463

A Brief Introduction to the Swing Package 463
What Is Swing? 463
A Swing Demo 466
Swing Features 470
A Visual Guide to Swing Components 470
Pluggable Look and Feel 476
Drag and Drop and Data Transfer 480
Internationalization and Localization 480
Accessibility 482
Integrating with the Desktop 483
System Tray Icon Support 484
Questions: Graphical User Interfaces 485

Chapter 16 Packaging Programs in JAR Files 487

Using JAR Files: The Basics 488
Creating a JAR File 490
Viewing the Contents of a JAR File 493
Extracting the Contents of a JAR File 495
Updating a JAR File 496
Running JAR-Packaged Software 498
Working with Manifest Files: The Basics 500
Understanding the Default Manifest 500
Modifying a Manifest File 501
Setting an Application's Entry Point 502
Adding Classes to the JAR File's Classpath 503
Setting Package Version Information 504
Sealing Packages Within a JAR File 506
Signing and Verifying JAR Files 507
Understanding Signing and Verification 508
Signing JAR Files 511
Verifying Signed JAR Files 513
Using JAR-Related APIs 514
An Example—The JarRunner Application 514
The JarClassLoader Class 515
The JarRunner Class 518
Questions: JAR Files 520

试读结束：需要全本请在线购买： www.ertongbook.com