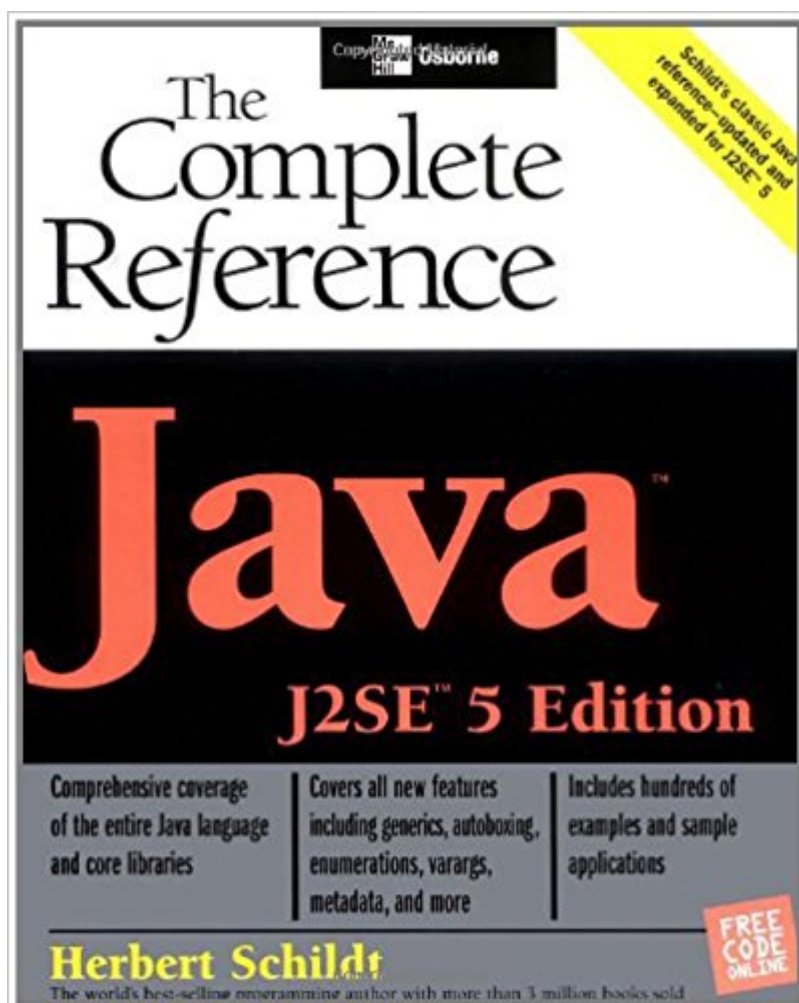


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# Java: The Complete Reference, J2SE 5 Edition



## Synopsis

In this completely up-to-date volume, Herb Schildt, the world's leading programming author, shows you everything you need to know to develop, compile, debug, and run Java applications and applets. You'll get complete details on the Java language, its class libraries, and its development environment along with hundreds of examples and expert techniques.

## Book Information

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## Customer Reviews

I thought this book would help me learn Java when I first bought it, but I think the examples are skimpy. A more complete reference and tutorial is Cay Horstman's and Gary Cornell's 7 ed. of Core Java 2: Volumes 1 and 2. These 2 volumes have great examples, and go more in-depth into Java. Skip Schildt's book, and buy the Core Java Volumes even if you need just a reference. You will be happier, and learn more.

This book as the name suggest gives you complete overview for learning and understanding Java. It clearly points out the differences between Java 1.4 and Java 1.5 (J2SE 5.0). It highlights the important points and gives introduction to Swings, Servlets and a good financial application using java. Good for any beginner !!

The product was marked as used, but I seriously doubt that. The book was in such good condition

that it could have been sold as new and no one would have known the difference. The book is an easy read, and really helps clear up your concepts. For 5 dollars this was a steal.

This book is a good, by example book for you to learn Java and understand how and why it includes certain features/functions in the language. If you are looking for a reference book, this one is a bit hard to navigate to find detailed information about class interfaces. Another thing it is lacking is in-depth design patterns. If you are looking for detailed information on writing Swing interfaces, look elsewhere as well. However, all in all, this book will successfully guide you through the Java language. You should be able to write multi-threaded programs that are networked and can successfully use file IO by the end of the book. It is especially useful if you have written software in other languages. If you are a beginner at writing software, you should probably buy a beginner's book before this.

The book arrived promptly and in good condition. The subject matter of the book is well covered. I like the inclusion of informative background information.

Very good book if you are a beginner. It gives you the basics for everything you need. I haven't given it 5 stars because it lacks some of the advanced stuff, you end up referring to some other books for that. Certainly recommended if you are planning to use this as a reference too.

If you are a core Java programmer, then this is a must have. Great examples!!

This book is a decent reference and a semi-fair tutorial, even though it only claims to be a reference. What it is not is complete, the basics of the language and a small amount of the available classes in v1.5.x is listed. A complete reference would take at least 2 volumes, but would be just that, complete. IMO, a huge problem is in the Collections section. Simply learning the basics of more advanced Data Structures does not come close to making a complete programmer. A programmer has to know exactly how a hashtable or an AVL-tree works, not just learn how to sort-of use the versions in the API. If you can't write your own version of the class you are going to use, you shouldn't be using it, until you learn how that class really operates. This doesn't really apply to simpler Classes, but especially applies to more advanced topics like Data Structures and Networking. Java abstracts them to a point where you do not really have to learn them. Abstracting is a good thing, and so is the simplicity of the SE API, but it makes it hard for people learning on their

own how to be real programmers. Any monkey can use an API, it takes a bit more to take the next step and learn how they work and how to write them. In the long run, that will make you a more efficient and professional programmer. The basic classes are covered, but not even all the methods in those classes are covered. There are too many classes missing from this book to be able to call it a complete reference. If you think it is complete, you don't know the language well enough. I really like how he points out similarities to C++ and most importantly differences. Too many people treat Java like a subset of C++ and end up writing poor Java code. It is a completely different languages and pointing out the differences, especially on new features that, on the surface, look like C++(enumerations and generics). It is written fairly well, and the explanations are always at least good. Mr. Schildt has finally learned how to write and is a decent author. Not bad considering he was considered a complete joke 5 years ago. I would probably give it four stars, except for two reasons. 1) Like I said before, it is not complete. 2) I also have a serious issue with the self-appointed "leading authority on C, C++, Java and C#". What a stupid and outlandish claim. Dennis Ritchie, Bjarne Stroustrup, James Gosling, Andrew Keonig could all be called leading authorities, but only in a single language. Not coincidentally, they are all far better authors than Mr. Schildt is. No one, and I mean no one, could be a master of all four, to the extent of being able to claim 'leading authority' status in each one. Arrogance.

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