

Preface and Introduction to
Beginning Java Objects, Second Edition,

Preface

Welcome to the second edition of *Beginning Java Objects!* Since the first edition of B.J.O. was published back in November 2000, I've been delighted by the many emails and positive reviews that I've received from readers who found my book to be a perfect "jump start" into Java and object-oriented programming.

My book is based on timeless principles that are language version independent, which means that it needn't be revised every time a new version of Java is released by Sun Microsystems. That being said, Java version 5.0 introduced some important new features that have significantly increased the power and versatility of Java as an object-oriented programming language. For this reason, we've deemed this to be the right time to "freshen" B.J.O. in the form of a second edition.

I've also continued to teach the material of B.J.O. since the first edition was published, and as a result of working with many students in both university and corporate settings, I've refined my message in important ways. Teaching, as learning, is a work in progress; one's message can never be 100% complete!

Noteworthy enhancements to B.J.O. as of this edition include:

- * Emphasis on getting hands-on experience with Java much sooner (as of Chapter 2 vs. Chapter 13 of my first edition)
- * A significantly improved discussion of model – data layer separation in Chapter 15, including a conceptual introduction to the JDBC API (used to communicate with ODBC compliant databases)
- * Greater emphasis on model – view separation, including a conceptual introduction to J2EE technology in Chapter 17
- * Emphasis on the significant enhancements made to the Java language as of Java 5.0, highlighting their significance in OO terms

Recognizing that B.J.O. has enjoyed widespread academic adoption as a text book, we've made certain that the chapter outline of the second edition parallels that of the first edition, with only one exception: since the chapter formerly

* ***Teach you *everything* you'll ever need to know about Java:*** Java is a very rich language, consisting of hundreds of core classes and literally thousands of

You've built countless homes using more familiar materials, but you haven't got a *clue* about how to assemble a house using blue stars.

Scratching your head, you pull out a hammer and some nails and try to nail the blue stars together as if you were working with lumber, but the stars don't fit together very well. You then try to fill in the gaps with the same mortar that you would use to adhere bricks to one another, but the mortar doesn't stick to these blue stars very well. Because you're working under tight cost and schedule constraints for building this home for your client, however (and because you're too embarrassed to admit that you, as an *expert* home builder, don't know how to work with these modern materials), you press on. Eventually, you wind up with something that looks (on the surface, at least) like a house.

Your client comes to inspect the work, and is

What If You're Interested in Object Modeling, but Not Necessarily in Java Programming?

To round out the book, I've included a final chapter (18) entitled "Next Steps," which provides suggestions for how you might wish to continue your object-oriented discovery process after finishing my book. In that chapter, I furnish you with a list of recommended books that will take you to the next level of pr

There have been similar discontinuities in the way in which the **Java Developers Kit** – i.e., the software “bundle” used by developers to build Java applications, and consisting of

- * The Java Virtual Machine (JVM)
- * The Java compiler (`javac`)

The biggest challenge for *experienced* programmers in becoming proficient with objects is in