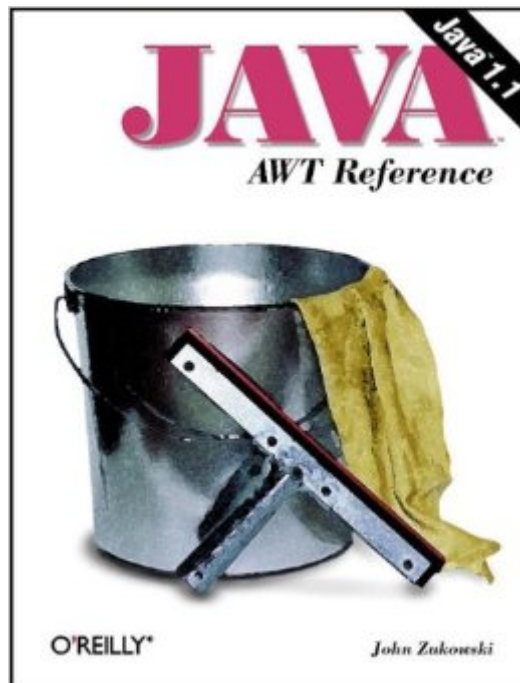


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Java AWT Reference (Java Series)



Synopsis

The Java AWT Reference provides complete reference documentation on the Abstract Window Toolkit (AWT), a large collection of classes for building graphical user interfaces in Java. With AWT, you can create windows, draw, work with images, and use components like buttons, scrollbars, and pulldown menus. The Java AWT Reference covers the classes that comprise the `java.awt`, `java.awt.image`, `java.applet`, `java.awt.event`, and `java.awt.datatransfer` packages. These classes provide the functionality that allows a Java application to provide user interaction in a graphical environment. This book takes you beyond what you'd expect from a standard reference manual. Classes and methods are, of course, described in detail. But the book does much more. It offers a comprehensive explanation of how AWT components fit together. In working with components, for example, you'll see how events fit into the overall picture, what they mean, and how to use them. The book includes lots of sample code, so that you can learn by example. In addition to descriptions of the standard layout managers, for instance, you'll find an extended code example for writing your own layout manager. The Java AWT Reference is part of O'Reilly's Java documentation series. This edition describes both Version 1.0.2 and Version 1.1 of the Java Development Kit and includes:

- Easy-to-use reference material on every AWT class
- Extended examples that demonstrate important AWT functionality
- A detailed explanation of Java's image processing mechanisms
- Coverage of every AWT component and container, showing how to use them in various combinations to create effective interfaces
- Descriptions of all the layout managers, including `GridBagLayout`

The Java AWT Reference is meant to be used in conjunction with the Java Fundamental Classes Reference. Together, these two reference manuals cover all of the classes in the the Java Core API. The Java Language Reference completes the package, providing a complete reference on the Java programming language. These manuals comprise the definitive set of Java documentation that you need to do serious programming with Java. O'Reilly & Associates also publishes an introductory text, *Exploring Java*, if you need to get up to speed with this exciting new technology. For advanced Java programming topics, look for upcoming books from O'Reilly on network programming, distributed computing, and database programming. And as new Java APIs become available, O'Reilly is committed to expanding the Java series to cover those as well.

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Customer Reviews

If you want to do AWT 1.1 programming, get this book. I spent the past four months implementing the new 1.1 AWT features in Metrowerks Java for the Macintosh, and only this book described the new features in enough detail to give me the specification that is sorely lacking in the Sun documentation. Plus, the sample code provided not only an excellent tutorial, but also gave me lots of test cases to work with. This book isn't just a reference with the API's and constants listed for you. It also has excellent descriptions of the classes, and how they work, along with samples that demonstrate the new features. Many chapters (notable the printing chapter) document bugs in Sun's JDK that you'll run into as well. The appendices on internationalization using resource bundles and properties is also excellent, and the table on platform-specific event handling (i.e., which VM's/browsers support which events) will save you many hours in debugging.

If you have been waiting for a good JDK 1.1 reference book, wait no longer. The Java Awt Reference by John Zukowski is an outstanding book. I have been working on an AWT-intensive consulting assignment for about the past three weeks and have found this book to be invaluable. I was able to find the answer to almost all of my questions in Mr. Zukowski's book, including, for example, answers on how to drive a printer using the new features of the JDK 1.1 AWT. O'Reilly & Associates has a knack for working with outstanding authors and publishing outstanding books and this one is no exception to that rule.

This book is 1045 pages long and has a split personality. The first 519 pages do a wonderful job covering all aspects of the AWT with fine explanations and concise examples. It's even peppered

with helpful diagrams to explain the example code further. Unfortunately, the last half of the book leaves a lot to be desired. It's ALL reference material virtually airlifted from Java in a Nutshell. It does give a little more detail than Nutshell, but not by much. If this book had been cut in half (and reduced in price accordingly), it would be a perfect AWT book. I just hope the upcoming O'Reilly Swing book doesn't have the same waste of space.

Although this book does a good job of presenting the AWT API, most of what is presented is available in pretty much the same form as part of the standard Java AWT documentation. More examples that tie together all the concepts would have been appreciated. A good example of this is Dan Heller's excellent Motif book (Vol. 6A) from ORA.

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