

# Contents

## Chapter 6

6.1	Java AWT Components(Container Class)	2
6.2	Using The AWT Components Buttons	11
6.3	Using The AWT Components,FlowLayout Illustrate	17
6.3.1	Demonstrating FlowLayout alignments	23
6.4	Using The AWT BorderLayout	26
6.5	Demonstrate The AWT Dialog Method	32
6.6	Demonstrate The AWT Windows And Frame	40
6.6.1	Studying The FileBrowser Dialog Method	47
6.6.2	Using The JAVA Swing Components	53

## Chapter 7

7.1	Events Listeners In Java Language	60
7.2	Working With Methods And Events	71
7.3	Focus Events, Item Events, Key Events, Mouse Events, Mouse Motion Events and Window Events	78
7.4	Color, Fonts And Graphics	86
7.5	Finding Information About a Font	93
7.6	JAVA Programming,Working With Command Prompt On Windows XP and Windows 7	102
7.6.1	Create Of The Swing & AWT In The Project	114

## Chapter 8

8.1	Reading and Writing Data using JDBC<Java DataBase Connectivity>	134
8.2	Crreating a DataBase Project and Connect to JDBC,ODBC DataBase Source	140
8.3	Write A JAVA Program Code_Line and Connect To DataBase Source	155
8.4	Write A JAVA Program Code_Line and Read Data to DataBase Source File	160
8.5	Write a JAVA Program Code_Line and Insert Data to DataBase Source File	166
8.6	Write A JAVA Program Code_Line And Delete Data To DataBase Source File	171

## Chapter 9

9.1	Installing the Sun ONE Studio , JAVA IDE_Tools	176
9.2	Creating Sample Program , Using the Sun ONE Studio	184
9.3	Writing the JAVA Applets	197
9.4	Advanced Creating in Java Applet	217
9.4.1	Simplified the HyperText Markup Language (HTML) Writing Rules	224
9.4.2	Formatting the Text in the HTML Editor	230
9.4.3	Adding The Java Applet,In The HTML Text Editor	236
9.5	Writing the Java applet , Advanced Features	240
9.6	Writing The Graph,In The JAVA Applet	247

## Chapter 10

10.1	Using the Accessibility Features in JAVA	258
10.1.1	Caching the Exception Handling in Java Language	264
10.2	Create the Database Application in Simple Structure Type	271
10.3	Using the Regular Expressions in Java Language	297
10.3.1	Understanding the Splitting Strings with Patterns	306
10.4	Using the Pattern and Matcher Class in the java.util.regex Package	310
10.5	Using the Input and Output Features of JAVA	317
10.5.1	Using FileInputStream Class, to Read Data from a File	323
10.5.2	Using the API( ) method	327
10.5.3	Using the FileReader Class and FileWriter Class	337
10.6	Using The File Copy Method In JAVA	342
10.6.1	Relational of the Character Input and Output Stream FileReader Class	345
10.6.2	InputStreamReader Class	352
10.6.3	PrintWriter Class of JAVA	359
10.6.4	System Attributes in JAVA Language	363