Java Design: Building Better Apps and Applets (2nd Edition)

By Peter Coad, Jill Nicola, Jon Kern

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27114-8 The first true design book inspired by Java(tm) Meet Charlie and Zoe, two users with highly individual User Interface needs. Follow them through the process of designing complex systems that use the power of Java to create unique online solutions. They'll introduce you to the brand-new design paradigm made possible by Java. Explore new concepts in development on the theoretical level, then put them to work with Charlie and Zoe to see their practical applications. Java-inspired design has some basic maxims that are carried out throughout this book. *Interfaces: Java's most significant aspect for designers is its freedom. Object connections and scenario interactions don't need to be hardwired to a single class of objects anymore-learn to use this freedom to gain flexibility, extensibility, and pluggability in your designs. *Composition: Basing your Java designs on composition, rather than inheritance, allows you to maximize this free structure. Java Design offers a five-fold checklist for determining which strategy is "the better one to apply." *Threads: Learn to manage multiple streams of program execution cleanly, efficiently, and safely.* Notification: Manage notification in ways that maximize the loose coupling supported by Java. Learn to identify the flaws in Java's own mechanism to keep your systems in sync. Java Design also includes a CD-ROM filled with cool code ready to use in your own apps, as well as a Strategies and Patterns Handbook with 177 strategies and 31 object-model patterns to guide your own app design.

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Editorial Review

From the Publisher
Understand Java as a serious client/server development language. In this book, internationally-respected object oriented development experts Peter Coad and Mark Mayfield show programmers the best way to design Java client/server applications and applets that are as efficient and reliable as possible. The book covers object models and scenario views as they apply to Java programming. It introduces threads and concurrency, and shows how to design software that makes the most effective, reliable use of multithreading. Developers will learn better ways to think about Java exceptions -- and when and how to use them. The book also covers Java's implementation of notification. Java: Designing Better Apps and Applets will be invaluable to any professional software developer interested in client/server programming with Java.

From the Inside Flap
It's been two years since the writing of the first edition of Java Design. Java is growing up nicely and is gaining widespread acceptance in many industries around the globe. All of our workshops and mentoring are with Java projects now, an exciting transition from the "just getting started" times of two short years ago. In the first edition, we set out to write a book on design rather than programming. We did this for several reasons. One, we are designers at heart; we architect and shape large software systems for a living and truly love what we do. Two, we realize that there are hundreds (and hundreds) of Java programming books today- and that we have little to add to that genre. Three, we seek to write books that have lasting value, and so, did our best to insulate valuable design content from the evolution of Java and related technologies. The first edition has stood the test of time. While some Java programming books have gone through as many as four editions, Java Design has continued as a best-seller for two years running. The biggest visual change is the second edition's complete transition to UML notation. We've worked with UML (currently version 1.2) for some time now on real projects. We've looked for ways to use it more effectively, still communicating some of the subtleties of earlier notations. More and more readers have asked for us to make this move. In this edition we do so. The biggest content change is the second edition's many new sections, 68 pages of new material, delivering:

Eight new "design with interfaces" strategies (Chapter 3) 1. Design-in: common features 2. Design-in: role doubles 3. Design-in: behavior across roles 4. Design-in: collections and members 5. Design-in: common interactions 6. Design-in: intra-class roles 7. Design-in: plug-in algorithms 8. Design-in: feature sequences

How to design a "responsible thread," one that knows when it can safely terminate itself (Chapter 4) How to use inner classes to encapsulate interface adapters (Chapter 5) Five additional notification mechanisms (Chapter 5) 1. Source-listener 2. Source-support-listener (JavaBeans-style notification) 3. Producer-bus-consumer (InfoBus-style notification) 4. Model-view-controller (Swing-style notification) 5. Source-listener across a network (Enterprise JavaBeans-style notification) We hope you enjoy this new material as much as we have enjoyed developing it in practice. Thank you to each of you who have taken the time to write with feedback, suggestions, kind words, and gentle nudges. We value you and your input. Yours for better design, Peter Coad President, Object International, Inc. coad@oi oi Mark Mayfield Senior Object-Model Architect, Net Explorer., Inc. mmayfield@netexplorer netexplorer

From the Back Cover

Praise for Java Design: Building Better Apps & Applets, Second Edition:

"This is a revolutionary book in the Java programming book market since it doesn't teach you how to program ... This is a book for those who need to implement large and complex applications and want to learn how to use all the powerful mechanisms offered by the language in order to create better and well-organized applications." —*Book Review, Java Universe Developer*

"Just finished devouring Java Design and I loved it! I think it is one of those books that will influence my thinking for years to come. (And there have only been a few other books like it in my experience.)" —John Pinto, *Director of R&D, Precision Programming, Inc.*

"I read with great pleasure your new book. Being an enthusiastic Java programmer I really appreciated your excellent combination of OO design principles and Java concepts like interfaces." —Harald Nekvasil, *TAB Ltd.*

Get down to business with Coad and Mayfield as they systematically unfold essential strategies for designing better Java apps.

Key Features:

- How to develop an overall design-model shape fast, effectively, efficiently.
- How to get the most from composition and inheritance. If you are in a hurry, be sure to read Chapters 2 and 3. These chapters will move you and will forever change the way you design. Your designs will be far more flexible; you'll gain the recognition and rewards that follow.
- How to design responsible threads. When, how, and why to design-in threads. When you must have threads, when to avoid them.
- How to design appropriate notification mechanisms. Especially important when you want design-in loose coupling among the major subsystems in your design.

New in the Second Edition:

- UML 1.2 notation throughout.
- 8 new strategies for designing with interfaces (12 total).
- Responsible threads.
- Inner classes for adapters.
- 5 new notification mechanisms.

Users Review

From reader reviews:

Malcolm Khan:

The book Java Design: Building Better Apps and Applets (2nd Edition) make you feel enjoy for your spare time. You can utilize to make your capable more increase. Book can to get your best friend when you getting stress or having big problem together with your subject. If you can make examining a book Java Design: Building Better Apps and Applets (2nd Edition) to be your habit, you can get a lot more advantages, like add your current capable, increase your knowledge about a number of or all subjects. You could know everything if you like wide open and read a book Java Design: Building Better Apps and Applets (2nd Edition). Kinds of book are a lot of. It means that, science publication or encyclopedia or others. So , how do you think about this reserve?

Nick Zapata:

In this 21st millennium, people become competitive in every single way. By being competitive currently, people have do something to make these individuals survives, being in the middle of often the crowded place and notice by surrounding. One thing that at times many people have underestimated that for a while is reading. Yep, by reading a e-book your ability to survive enhance then having chance to remain than other is high. In your case who want to start reading a book, we give you this kind of Java Design: Building Better Apps and Applets (2nd Edition) book as nice and daily reading book. Why, because this book is more than just a book.

Maria Clyburn:

With this era which is the greater man or who has ability in doing something more are more valuable than other. Do you want to become one of it? It is just simple strategy to have that. What you need to do is just spending your time not very much but quite enough to possess a look at some books. Among the books in the top collection in your reading list is usually Java Design: Building Better Apps and Applets (2nd Edition). This book that is certainly qualified as The Hungry Mountains can get you closer in turning out to be precious person. By looking upwards and review this book you can get many advantages.

Michael Clark:

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