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Pearson Education (US), United States, 1999. Mixed media product. Condition: New. 3rd edition. Language: English . Brand New Book. Graphic Java 2 is quite simply the most comprehensive guide to the Java Foundation Classes available. Written for experienced programmers looking for thorough and detailed explanations of the JFC libraries, Volume 2 covers all aspects of the swing framework. Swing is the long-awaited successor to the AWT s heavyweight components. It provides many components that AWT developers could previously only dream about -- or purchase -- such as Tooltips, tables, trees, sliders, a complete document framework, and more. This book provides comprehensive coverage of the Swing framework, the designs behind it, and the use of Swing components. Thousands of experienced Java developers are ready to move beyond AWT s limits. This book shows them how to do so. Together with Graphic Java Volume 1 (AWT) and Volume 3 (2D API), it gives developers all the tools they need to build professional, customizable cross-platform applications that fully leverage the new Java Foundation Classes -- and to deliver those applications fast.

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