

Errata for *Practical Java™ Programming Language Guide*

First Edition, Third Printing¹

Date Reported	Type	Reported By	Page
2/23/00	Layout	Tara Haggar	xxviii

Description: Combined the sixth and seventh paragraphs.

Date Reported	Type	Reported By	Page
2/28/00	Typo	Ed Ford	80

Description: Change the fourth sentence of the second paragraph from: “The catch block in method2 is never....” to “The catch block in method1 is never...”

Date Reported	Type	Reported By	Page
2/28/2000	Correction	Don Flores	68

Description: Change the third sentence of the first paragraph from: “On Windows and UNIX...” to “On windows NT and UNIX...”

Date Reported	Type	Reported By	Page
4/6/00	Typo	David Wendt	154

Description: Change the last sentence from: “The generated bytecode for the line `a[i] + a[i] + x` is:” to “The generated bytecode for the line `a[i] = a[i] + x` is:”

Date Reported	Type	Reported By	Page
4/10/00	Correction	David Wendt	150

Description: In the `elementAt` method in the `Matrix2D` class, I show an incorrect algorithm to multiply two matrixes. Since matrix multiplication is not the point of the code, I have replaced the incorrect code with a method call.

First Edition, Fourth Printing

Date Reported	Type	Reported By	Page
5/2/00	Correction	Jean-Michel Decombe	10

Description: Changed second sentence of fourth paragraph from: “Arrays, by contrast, may contain both object references and primitive types.” to “Arrays, by contrast, may contain either object references or primitive types.”

Date Reported	Type	Reported By	Page
5/15/00	Formatting	Peter Haggar	174

Description: In the fourth sentence of the third paragraph, the class name `Test` was not in code font.

1. The first and second printings are the same. The first changes were entered for the third printing.

Date Reported	Type	Reported By	Page
6/1/00	Correction	David Biesack	68

Description: Changed `fnfe.printStackTrace();` to `fnfe.printStackTrace(System.err);`

Date Reported	Type	Reported By	Page
6/1/00	Correction	David Biesack	71

Description: Changed the `ReadFileException` class to extend `IOException` instead of `Exception`.

Date Reported	Type	Reported By	Page
6/1/00	Correction	David Biesack	81

Description: Changed `throw new MyException;` to `throw new MyException();`

Date Reported	Type	Reported By	Page
6/1/00	Improvement	David Biesack	141

Description: Change to code in the `salary` method from:

```
int salary = 0;
salary = querydb(this);
return salary;
```

to:

```
return querydb(this);
```

Date Reported	Type	Reported By	Page
6/1/00	Improvement	David Biesack	157

Description: Changed the code at the top of the page from:

```
SomeObject[] someObj = new SomeObject[N];
someObj[i+j] = new SomeObject();
SomeObject tempObj = someObj[i+j];
```

to:

```
SomeObject[] someObj = new SomeObject[N];
SomeObject tempObj = new SomeObject();
someObj[i+j] = tempObj;
```

Date Reported	Type	Reported By	Page
6/1/00	Improvement	David Biesack	184

Description: Changed code to remove the loop invariants from:

```
synchronized(first) { //Lock the objects in correct order.
    synchronized(last) {
        for (int i=0; i<size; i++)
            value += (a1.array())[i] + (a2.array())[i];
```

to:

```
synchronized(first) { //Lock the objects in correct order.
    synchronized(last) {
        int[] arr1 = a1.array();
        int[] arr2 = a2.array();
        for (int i=0; i<size; i++)
            value += arr1[i] + arr2[i];
```

Date Reported	Type	Reported By	Page
6/1/00	Improvement	David Biesack	188

Description: Change the `loadCommands` method to a `synchronized` method and removed its `synchronized` block.

Date Reported	Type	Reported By	Page
6/1/00	Change	Peter Haggar	189

Description: Change the text of the first paragraph to reflect the fact that the `LoadCommands` method was changed to be a synchronized method instead of using a synchronized block per the previous change.

Date Reported	Type	Reported By	Page
6/12/00	Clarification	Dominik Gruntz	170

Description: Changed the last sentence of the first paragraph from: “In addition, a `byte` array is used because it is often represented more compactly than an `int` array.” to: “In addition, `byte` arrays that contain elements are often represented more compactly in the JVM than `int` arrays.”

Date Reported	Type	Reported By	Page
6/13/00	Correction	Michael Bracuti	3

Description: The last sentence says: “This code declares an instance variable...” This was changed to: “This code declares a `static` class variable...”

Date Reported	Type	Reported By	Page
6/13/00	Correction	Michael Bracuti	6

Description: Second sentence of second paragraph was changed from: “It can be used on instance variables...” to “It can be used on instance and static class variables...”

Date Reported	Type	Reported By	Page
6/20/00	Correction	Peter Haggar	150

Description: In the `performAction` method in the `Matrix2D` class, I show an incorrect algorithm to multiply two matrixes. Since matrix multiplication is not the point of the code, I have replaced the incorrect code with a method call.

Date Reported	Type	Reported By	Page
6/20/00	Correction	Peter Haggar	247

Description: Changed “John Louis Bentley” to “John L. Bentley” for consistency.

Date Reported	Type	Reported By	Page
6/27/00	Correction	Rex Jaeschke	6

Description: Changed the first sentence from: “By default, all non-`static` methods...” to: “By default, all non-`private`, non-`static` methods...”

Date Reported	Type	Reported By	Page
7/5/00	Correction	Jim Yingst	86

Description: Placed the `try/catch` block outside of the `while` loop and changed the first sentence slightly to reflect this.

Date Reported	Type	Reported By	Page
7/5/00	Correction	Jim Yingst	186

Description: Changed the last sentence of the third paragraph from the bottom from: “It simply means they all return from the call to the `wait` method to retest their wait condition.” to: “It simply means they all wake up and compete for the lock.”

Date Reported	Type	Reported By	Page
7/5/00	Correction	Jim Yingst	187-189

Description: Changed the run method from:

```

public void run()
{
    while(true)
    {
        synchronized(controller) {
            if (commands == null)
            {
                try {
                    controller.wait();
                }
                catch(InterruptedException e){} //Exception is ignored
                //purposefully.
            }
            //Now we have commands for the robot.
            int size = commands.length;
            for (int i=0; i<size; i++)
                processCommand(commands[i]); //Move the robot.
            commands = null;
        }
    }
}

```

to:

```

public void run()
{
    byte[] cmds;
    while(true)
    {
        synchronized(controller) {
            if (commands == null)
            {
                try {
                    controller.wait();
                }
                catch(InterruptedException e){} //Exception is ignored
                //purposefully.
            }
            cmds = new byte[commands.length];
            for (int i=0; i<commands.length; i++)
                cmds[i] = commands[i];
            commands = null;
        }
        //Now we have commands for the robot.
        int size = cmds.length;
        for (int i=0; i<size; i++)
            processCommand(cmds[i]); //Move the robot.
    }
}

```

Date Reported	Type	Reported By	Page
7/5/00	Correction	Jim Yingst	190-191

Description: Changed the run method from:

```

public void run()
{
    while(true)
    {
        synchronized(controller) {
            while (commands == null)
            {
                try {
                    controller.wait();
                }
                catch(InterruptedException e){} //Exception is ignored
                //purposefully.
            }
        }
    }
}

```

```

        //Now we have commands for the robot.
        int size = commands.length;
        for (int i=0; i<size; i++)
            processCommand(commands[i]);          //Move the robot.
        commands = null;
    }
}
}
to:
public void run() {
    byte[] cmds;
    while(true) {
        synchronized(controller) {
            while (commands == null) {                //1
                try {
                    controller.wait(); }
                catch(InterruptedException e){} //Exception is ignored
                                                //purposefully.
            }
            cmds = new byte[commands.length];
            for (int i=0; i<commands.length; i++)
                cmds[i] = commands[i];
            commands = null;
        }
        //Now we have commands for the robot.
        int size = cmds.length;
        for (int i=0; i<size; i++)
            processCommand(cmds[i]);          //Move the robot.
    }
}

```

Date Reported	Type	Reported By	Page
7/5/00	Correction	Jim Yingst	192

Description: Changed the code at the top of the page from:

```

class ReadFromPipe extends Thread
{
    private Pipe pipe;

    //...
    public void run()
    {
        int data;
        while(true)
        {
            while((data = pipe.getData()) == 0)
            {
                //No data, so sleep for a while and try again.
                try {
                    sleep(200);
                }
                catch(InterruptedException e){} //Exception is ignored
                                                //purposefully.
            }
            synchronized(pipe) {
                //Process data
            }
        }
    }
}
}
to:
class ReadFromPipe extends Thread
{
    private Pipe pipe;

    //...
    public void run()
    {

```

```

int data;
while(true)
{
    synchronized(pipe) {
        while((data = pipe.getData()) == 0)
        {
            //No data, so sleep for a while and try again.
            try {
                sleep(200);
            }
            catch(InterruptedException e){} //Exception is ignored
                                           //purposefully.
        }
        //Process data
    }
}
}
}

```

Date Reported	Type	Reported By	Page
7/12/00	Clarification	Paul Keyser	168

Description: Changed the second sentence of the last paragraph from: “For example, if these two methods were updating a global object,...” to: “For example, if these two methods were updating the same object,...”