

# Instructor's Summary for *Murach's Java SE 6*

This summary provides information about the student materials that are available with *Murach's Java SE 6*, about the materials on the Instructor's CD, and about upgrading from *Murach's Beginning Java 2, JDK 5* to the SE 6 edition.

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## What the students can download

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To help your students get the most from our book, we provide several components that can be downloaded from our web site.

### Book applications and exercise starts

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The primary student download provides (1) the Java source code, class files, and data for the applications that are presented in the book; and (2) the starting source code and data for the exercises that are presented in the book. This lets the student compile and run the applications that are presented in the book. It also prepares the student for doing the exercises.

To install and use these files, the student can refer to appendix A in the book. In brief, this download consists of one executable file that creates the required folders and stores the right files in each folder. For those students with systems that won't run exe files, our web site also provides a zip file that can be downloaded and unzipped.

### Student workbook

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At the end of each chapter in the book, you'll find a chapter summary and the exercises for the chapter. For those who find that too limited, though, we provide a Student Workbook in PDF format that can be downloaded from our web site.

For each chapter, this Workbook contains instructional objectives, the chapter summaries from the book, terms lists, and the exercises from the book. It also includes student projects that require the students to develop complete Java applications from scratch. In contrast to the exercises, the student projects provide the specifications for the application without any guidance. That way, they are the surest test of whether a student has mastered the skills that are presented in the book.

The download for the Student Workbook also includes the starting classes and data that are required for the student projects. That way, the students have everything they need for doing the projects.

### IDE tutorials

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In chapter 1, the book shows how to download and use an inexpensive product called TextPad to enter, edit, compile, and run Java classes. Although it doesn't provide any debugging tools, we think this is an excellent product for students who are learning Java.

However, if you prefer that your students use an IDE for developing their Java applications, we have also developed free tutorials for Eclipse, NetBeans, and BlueJ that can be downloaded from our web site. Each tutorial is specifically designed to show how to use the IDE with our book, so the students quickly get up-to-speed with the IDE. For more information, please go to the Java SE 6 book page at our web site, and click on "How to use an IDE with this book."

## What's on the Instructor's CD

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As we see it, the Instructor's CD for *Murach's Java SE 6* contains a starting set of instructional materials that by themselves will help any corporate trainer or college instructor run an effective course. Those materials include the applications in the book, instructional objectives, tests, exercise solutions, projects, and PowerPoint slides. A summary of these materials follows.

### Book applications

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So you can demonstrate the applications that are presented in the book, the Instructor's CD includes those applications, plus the files and Access database that they require. The easiest way for your students to get these applications, files, and database is to download them from our web site.

### Objectives

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Since we believe that instructional objectives should be the start of any educational methodology, we provide a set of objectives for each chapter in the book. We prepared these objectives based on the principles presented by Robert F. Mager in his classic book, *Preparing Instructional Objectives*. As a result, our objectives describe the skills that your trainees or students should be able to do when they complete a chapter, and you should be able to test whether they can do those skills.

If you review the objectives for one of the chapters, you'll see that the first objectives for each chapter are what we refer to as *applied objectives*. These ask the students to apply what they've learned as they develop Java applications. These of course are the critical objectives of a programming course, and they are best tested by having the trainees or students do projects like the ones that we provide.

After the applied objectives for each chapter, you'll find what we refer to as *knowledge objectives*. These objectives define skills like identifying, describing, and explaining the required concepts, terms, and procedures. These objectives determine whether your students are able to talk intelligently about the topics that are presented. And these objectives can be tested by the questions in our test banks.

To help you get the most from the instructional objectives, we have included them at the start of the PowerPoint slides for each chapter. As we see it, if you can convince your students that they only need to be able to do the skills that are described by the objectives, their study becomes far more focused and efficient.

### Test banks

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To test comprehension, the Instructor's CD includes one test bank for each chapter in the book. Each test bank provides questions that are designed to test the skills that are described by the objectives for that chapter, and each test question is designed to test the skill described by one objective. This keeps the promise to the students that they will only be expected to do the skills that are described by the objectives.

We developed these test banks in ExamView (which is a terrific product), and we provide them on the CD in three different formats: ExamView, Rich Text (RTF), and Blackboard.

## Exercise solutions

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For each exercise in the book, the Instructor's CD provides a solution. That way, you can present the solutions in class and compare our solutions with the solutions that the students come up with. You can also demonstrate the applications before your students develop them to show how they're supposed to work.

## Student projects

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To test your students' abilities to develop Java applications from scratch, the Instructor's CD includes a Word document that presents a wide range of projects that you can assign as your students progress through the book. These projects are numbered by chapter, and you can simplify or enhance them to suit your purposes. You can also use short projects or portions of projects as tests that are administered in your computer lab.

## Project solutions

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All of the solutions to the student projects are on the Instructor's CD. Then, you can present them in class or compare them with the student solutions. And you can run them to demonstrate how they are supposed to work before your students start work on them.

## PowerPoint slides

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Because our book uses the paired-pages method of presentation, all of the critical information is presented in the figures. Then, the PowerPoint slides present abridged versions of that information. That includes all of the diagrams, screens, tables, and code that you may want to review in class. As a result, these slides make it easy to review any of the skills that your students have difficulty with. In addition, the slides for each chapter start with the instructional objectives so you can review them in class.

If you want to modify any of the PowerPoint slides, you should know that we prepared the slides by copying the Word text from our figures into PowerPoint. As a result, you can't use PowerPoint to modify the text in the normal way. Instead, you need to double-click on the text for a slide to open it up in Word, make modifications to the text in Word, and click outside the text to return to PowerPoint. If you try this, though, you'll see that it's quite easy to do. You can also use PowerPoint in the normal way to add slides, delete slides, or add your own presentation notes to the slides.

Unfortunately, we've found that this Word and PowerPoint link is occasionally quirky as you move the slides from one system to another. In the worst case, you lose the Word formatting when you double-click on a slide, so you have to undo the changes to get back to where you were. If you have that problem as you try to modify our slides, we recommend that you use our slides without modification. But you can still use PowerPoint to add slides, delete slides, or add your own presentation notes to our slides.

## Student workbook

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We've also put the downloadable Student Workbook on the Instructor's CD so you don't have to download it. It includes the chapter summaries and exercises from the text plus the objectives and student projects that are on the Instructor's CD. So if your students have this workbook, you won't have to distribute the objectives and projects.

## How to get started

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To get started with the instructional materials, you need to install the files on the CD onto your PC. The topics that follow describe this procedure and the directories and files that get installed.

### How to install the files and directories of the CD

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From the root directory of the Instructor's CD, double-click on the file named `Install.exe` and respond to the dialog boxes that follow. This will install the directories and files of the Instructor's CD onto your C drive in a directory structure that starts with `C:\Murach\Java6\Instructors`.

### The directories and files that get installed on your PC

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<b>C:\Murach\Java6\Instructors\...</b>	<b>Contents</b>
Instructor's summary.doc	This Word document.
Objectives.doc	A Word document that contains all of the instructional objectives.
Projects.doc	A Word document that contains the descriptions for all of the student projects.
Student workbook.pdf	The Student Workbook in PDF format.
Book applications	Subdirectories that contain the applications presented in this book, along with the required files and database.
Exercise solutions	Subdirectories that contain our solutions for the exercises.
Exercise starts	Subdirectories that contain the starting classes and required data for the exercises.
Project solutions	Subdirectories that contain our solutions for the projects.
Project starts	Subdirectories that contain the classes, files, and database needed for the projects.
Slides	One PowerPoint file for each chapter.
Test banks	ExamView, RTF, and Blackboard subdirectories that contain one test bank for each chapter in the book in each of the three formats.

## If you're upgrading from the previous edition...

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The previous edition of *Murach's Java SE 6* was titled *Murach's Beginning Java 2, JDK 5*. In the new edition, we dropped the word *Beginning* because our customers pointed out that our book went way beyond what a "beginning" book normally does. We also changed the way of referring to the Java version to the new convention that's used by the Java web site.

Please note, however, that Java SE 6 doesn't provide many enhancements that apply to our book. In fact, the primary enhancements are the new StAX API for working with XML documents, which is presented in chapter 20, and the new Derby database that comes with Java SE 6, which is presented in chapter 22. As a result, if you've been

running a course with the previous edition, you need to make only minor adjustments to your course when you change to the SE 6 edition.

In fact, all of the Java 1.5 code for the JDK 5 book runs under Java SE 6 without any changes. And most of our Java SE 6 code runs under Java 1.5 except for the new features listed in the table below.

## What's new in the book

Chapter s	Figures	Description
1	1, 4-7, 15	Updated naming conventions and procedures for installing and using Java SE 6.
1	17, 18	Updated information on using Java IDEs.
10	5, 8	New array reallocation feature ( <code>copyOf</code> method).
12	8-9	New empty string checking feature ( <code>isEmpty</code> method).
20	7-11	New material on using the StAX API replaces the material on using the DOM API.
21	9	New automatic driver loading feature and iterable SQL exceptions.
22	All	New chapter on using the Derby database that comes with Java SE 6.

## What's new in the student and instructor's materials

All of the materials have been updated to reflect the changes in the book. That includes the objectives, test banks, slides, and workbook. Please note, however, that we did drop the self-study questions from the workbook. On the other hand, the exercise and project solutions for chapters 2-19 are unchanged because they work the same with Java SE 6 as they did before.

The only addition to the student and instructor's materials are the IDE tutorials for Eclipse and NetBeans (the BlueJ tutorial was available with the previous edition). But if you want your students to use an IDE for your course, these can lead to significant course improvements.

## Any comments?

If you have any comments about or suggestions for *Murach's Java SE 6* or any of its student or instructor's materials, we would appreciate hearing from you. We'll also be glad to answer any questions that you have. The easiest way to reach us is to e-mail or call us. And thanks for reviewing our book and course materials.

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