# Errata for The Design and Implementation of Multimedia Software David Bernstein Jones & Bartlett Learning First Edition, 2011 ISBN-13: 978-0-7637-7812-5 ISBN-10: 0-7637-7812-5



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# **Errata**

# Preface

Page vii

Last line: "Fielder" should be "Fiedler".

# **Chapter 2**

### Page 24

The second paragraph should start with:

Swing has many other components including JCheckBox, JList, JSlider, JSpinner, JTextArea, and JTextField.

### Page 41

Question 12: Should be deleted. (A variant of this question is included in Chapter 3 where it belongs.)

# **Chapter 4**

### Page 74

Figure 4.2 should appear as follows:



Figure 1 The Visible Spectrum

#### 4 Chapter 0 Errata

#### Page 98

The repaint() method in the visualization class should be public so that objects other than descendants can start the rendering process.

# **Chapter 5**

### Page 133

Figure 5.15 should use the (more recent) HashMap class rather than the Hashtable class.

### Page 134

createOp() should use the (more recent) HashMap class rather than the Hashtable class.

### Page 138

BufferedImageOpFactory class should use the (more recent) HashMap class rather than the Hashtable class.

The code fragment is incomplete (i.e., does not include the declaration and construction of the HashMap of HashMap objects.

# **Chapter 6**

### Page 160

Equations (6.14) and (6.15) should be:

$$\begin{aligned} x(u) &= (1-u)^3 p_x + 3(1-u)^2 u r_x + 3(1-u) u^2 s_x + u^3 q_x \\ y(u) &= (1-u)^3 p_y + 3(1-u)^2 u r_y + 3(1-u) u^2 s_y + u^3 q_y \end{aligned}$$

### Page 170

The second example includes the comment: // Fill in gray

It should say: // Fill in yellow

# Chapter 7

### Page 188

In the first paragraph, the sentence that begins "The biggest shortcoming" should be: The biggest shortcoming of this design is that both the Visualization and VisualizationView classes must now distinguish between Content objects (or, really, objects that implement the SimpleContent interface) and AggregateContent objects.

# **Chapter 8**

### Page 218

In the first paragraph of the aside, FilenamFilter should be FilenameFilter.

# **Chapter 9**

### Page 243

In the text immediately following F9.3, the phrase "described dynamic content" should be replaced with "sampled dynamic content" in two places.

#### Page 244

In the second paragraph of the aside, the phrase "subinterface extends to superinterfaces" should be replaced with "subinterface extends two superinterfaces".

#### Page 266

The handleTick() method should immediately return for small values of time [e.g., add the statement if (time < 100) return;] to ensure that the initial rendering occurs before intersections are checked.

### Page 267

speed should be assigned the value 1 + rng.next(10) to ensure that the balloon does not have a speed of 0.

#### Pages 268-269

The TweeningSprite class should use ArrayList objects rather than Vector objects since these collections to not need to be thread safe.

#### 6 Chapter 0 Errata

#### Pages 276-277

The SampledSprite class should use an ArrayList object rather than a Vector object since the collection does not need to be thread safe.

#### Pages 280-281

The DescribedSprite class should use an ArrayList object rather than a Vector object since the collection does not need to be thread safe.

#### Pages 281-282

The getContent() should not use the local variable result. Instead, it should always update the attribute tweened and return it, as follows:

```
public visual.statik.TransformableContent getContent()
{
                         current, next;
   int
   AggregateContent
                         currentCTC, nextCTC;
   current = getKeyTimeIndex();
           = getNextKeyTimeIndex();
   next
   tweened = null;
   if (current >= 0)
   {
      currentCTC = content.get(current);
               = content.get(next);
      nextCTC
      tweened
                 = currentCTC;
      if (currentCTC != nextCTC)
      {
         tweenShape(currentCTC, nextCTC, getInterpolationFraction());
      }
   }
   return tweened;
}
```

### Page 285

In question 11, actionPerformed() should be handleTick().

# Chapter 11

Page 301

The InputStream should be decorated as a BufferedInputStream (which supports mark() and skip()) before the AudioInputStream is constructed.

# Chapter 12

## Page 334

The text "-idx footnote" should not be in footnote 2.

### Page 340

```
The startPlaying() and stopPlaying() methods should be as follows (to account for
rests):
    protected void startPlaying(MidiChannel channel)
    {
        if (midiNumber >= 0) channel.noteOn(midiNumber, 127);
    }
    protected void stopPlaying(MidiChannel channel)
    {
        if (midiNumber >= 0) channel.noteOff(midiNumber, 127);
    }
```

### Page 346

The example of how to construct the F-Major scale should appear as follows: To construct the F-Major scale, start with F G A B C D E F T T T S T T S

and then add sharps or flats to adjust for the desired pattern: T T S T T T S F G A Bb C D E F

#### Pages 352-356

The Score and Orchestra classes should use the (more recent) HashMap class and Iterator interface rather than the Hashtable class and Enumeration interface.

#### 8 Chapter 0 Errata

### Page 355

The constructor in the Orchestra class uses a method called findSoundbank() the implementation of which is not discussed. The original implementation was as follows.

```
private Soundbank findSoundbank() throws MidiUnavailableException
{
   InputStream
                         is;
   ResourceFinder
                          finder;
   Soundbank
                         sb;
   URL
                         url;
   sb
          = null;
   finder = ResourceFinder.createInstance(this);
          = finder.findInputStream("soundbank-mid.gm");
   is
   try
   {
         = MidiSystem.getSoundbank(is);
      sb
   }
   catch (Exception e)
   {
      throw(new MidiUnavailableException());
   }
   return sb;
}
```

This implementation will not load the default soundbank (i.e., soundbank-mid.gm) in versions 1.7 and later of Java because the format of that soundbank is not supported in those version of Java. Hence, you may need to use a a (more recent) sound font instead (and modify the code accordingly).