



Basic Java Programming

40

Academic Hours

Basic Java Programming

Overview

This course is suitable for programmers who want to become Java programmer and take their knowledge to the next level. Topics such as object oriented programming, multithreading, Java I/O, and Data Access.



Target Audience

Developers with no experience in java



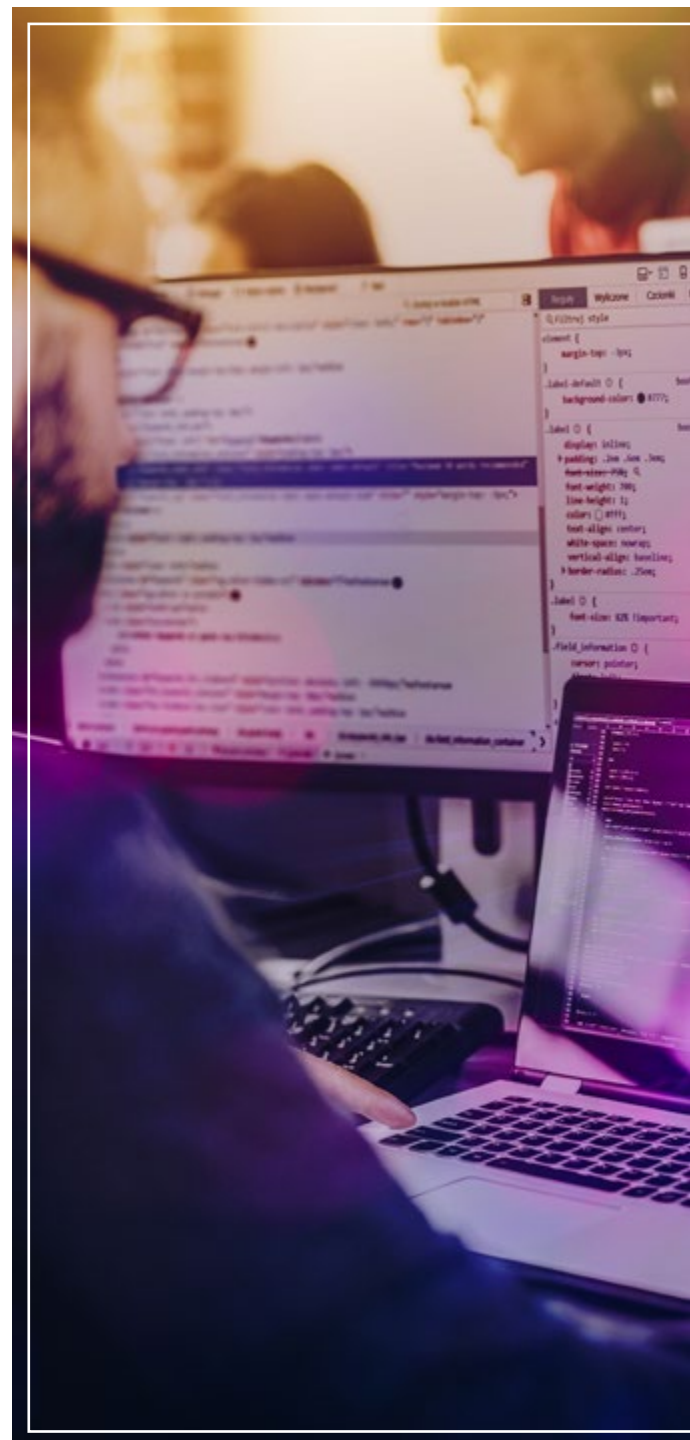
Prerequisites

Delegates should have a working knowledge in programming language.



Objectives

- Create basic java application
- Create java based applications using oop





Content

Module 01 Introduction to Java

- | Java History
- | Language features

Module 02 The Java Environment

- | Java Virtual Machine
- | First Java Program
- | Java compiler
- | Garbage collection
- | Installation and distribution

Module 03 Java Syntax

- | Comments
- | Variables
- | Primitive types
- | Operations
- | Flow control
- | Strings
- | Arrays

Module 04 Java Class Definition

- | Methods
- | Constructors
- | Encapsulation
- | static and final variables
- | Javadoc
- | Objects references
- | The this keyword

Module 05 Packages, Jar files, Classpath

- | Packages
- | The import statement
- | Class loading and CLASSPATH
- | Package-friendly access
- | JAR files

Module 06 Inheritance and Polymorphism

- | Inheritance in Java
- | The super keyword
- | Single inheritance
- | protected access
- | Implementing polymorphism

Module 07

Abstract classes & Interfaces

- | Abstract classes
- | Interfaces
- | Simulating multiple inheritance

Module 08

Advanced Class issues

- | Final members and methods
- | The Object class
- | Inner classes

Module 09

Error Handling

- | The Throwable class
- | Checked and unchecked exceptions
- | Multiple catch blocks
- | Custom exceptions
- | finally clause
- | Assertions

Module 10

Strings

- | String, StringBuffer, StringBuiler
- | Wrapper classes
- | StringTokenizer

Module 11

Data structure

- | Java data structures
- | Iterators
- | JDK1.1 data structures
- | Generics

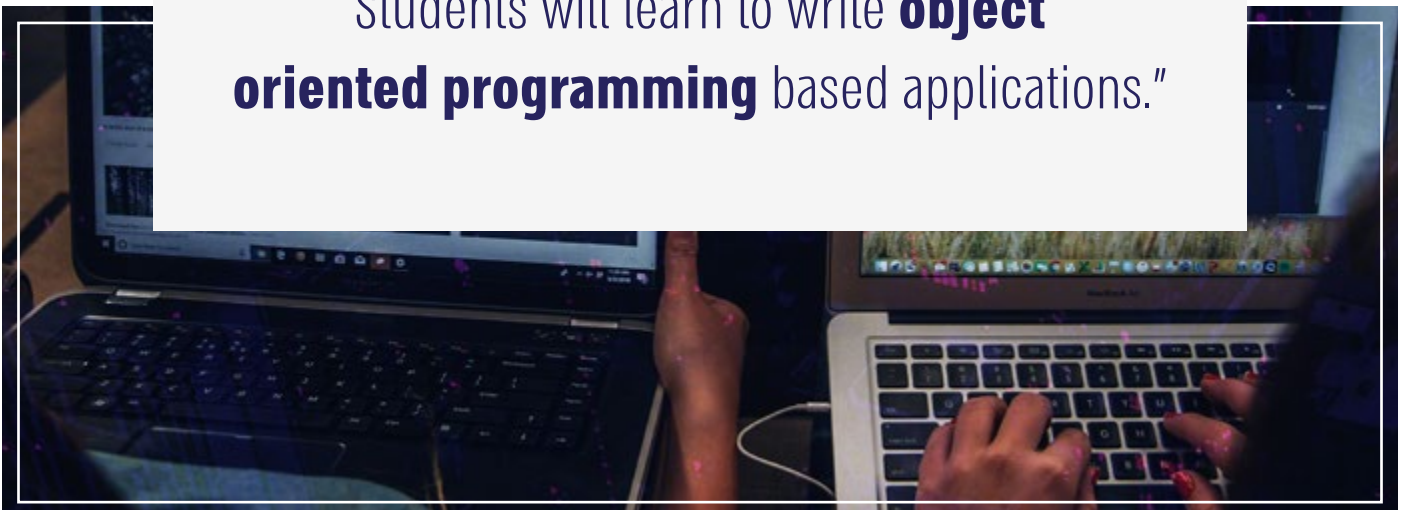
Module 12

Multi Threading

- | Java Thread API
- | The Runnable interface
- | Threads lifecycle
- | Synchronization
- | Wait/notify



Students will learn to write **object oriented programming** based applications."



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