Corporate Training
Main #:
239-433-6963



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School of Business and Technology

Department of Corporate Training

Java Programming 2

Description

This five day intensive and hands-on course emphasizes becoming productive quickly as a Java™ application developer. This course covers the Java language syntax and then moves into the object-oriented features of the language. Students will then use several of the provided API packages, such as I/O streams, collections, Swing GUI programming, threads, and accessing a database with JDBC. This course is current to Java 7 and uses the Eclipse IDE.

Audience: Programmers moving to object-oriented programming using Java.

Prerequisites: Professional programming experience in C, C++ or C#® is required.

Knowledge of Object-Oriented concepts is required.

Duration: 5 days

1. Course Introduction Course Objectives Course Overview Using the Workbook Suggested References

Getting Started with Java
 What is Java?
 How to Get Java
 A First Java Program
 Compiling and Interpreting Applications
 The JSDK Directory Structure

3. Eclipse
Introduction to Eclipse
Installing Eclipse
Running Eclipse for the First Time
Editors, Views, and Perspectives
Setting up a Project
Creating a New Java Application
Running a Java Application
Debugging a Java Application
Importing Existing Java Code into Eclipse

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4. Language Fundamentals

A Java Program

If Statements

Switch Statements

Loop Statements

Syntax Details

Primitive Datatypes

Variables

Expressions in Java

Strings

Arrays

Enhanced for Loop

5. Objects and Classes

Defining a Class

Creating an Object

Instance Data and Class Data

Methods

Constructors

Access Modifiers

Encapsulation

6. Using Java Objects Printing to the Console printf Format Strings

StringBuilder and StringBuffer

Methods and Messages toString Parameter Passing

Comparing and Identifying Objects

Destroying Objects

The Primitive-Type Wrapper Classes Enumerated Types

7. Inheritance in Java

Inheritance

Inheritance in Java

Casting

Method Overriding

Polymorphism super

The Object Class

8. Advanced Inheritance and Generics

Abstract Classes

Interfaces

Using Interfaces

Collections

Generics

Comparable

9. Packages

Packages

The import Statement

Static Imports

CLASSPATH and Import

Defining Packages

Package Scope

10. Exception Handling

Exceptions Overview

Catching Exceptions

The finally Block

Exception Methods

Declaring Exceptions

Defining and Throwing Exceptions

Errors and RuntimeExceptions

11. Input/Output Streams

Overview of Streams

Bytes vs. Characters

Converting Byte Streams to Character Streams

File Object

Binary Input and Output

PrintWriter Class

Reading and Writing Objects

Closing Streams

12. Core Collection Classes

The Collections Framework

The Set Interface

Set Implementation Classes

The List Interface

List Implementation Classes

The Queue Interface

Queue Implementation Classes

The Map Interface

Map Implementation Classes

13. Collection Sorting and Tuning

Sorting with Comparable

Sorting with Comparator

Sorting Lists and Arrays

Collections Utility Methods

Tuning ArrayList

Tuning HashMap and HashSet

14. Inner Classes

Inner Classes

Member Classes

Local Classes

Anonymous Classes

Instance Initializers

Static Nested Classes

15. Introduction to Swing AWT and Swing Displaying a Window GUI Programming in Java Handling Events Arranging Components A Scrollable Component Configuring Components Menus Using the JFileChooser

16. Swing Events and Layout Managers
The Java Event Delegation Model
Action Events
List Selection Events
Mouse Events
Layout Managers
BorderLayout
FlowLayout
GridLayout
BoxLayout
Box
JTabbedPane

17. Introduction to JDBC
The JDBC Connectivity Model
Database Programming
Connecting to the Database
Creating a SQL Query
Getting the Results
Updating Database Data
Finishing Up

18. JDBC SQL Programming
Error Checking and the SQLException Class
The SQLWarning Class
JDBC Types
Executing SQL Queries
ResultSetMetaData
Executing SQL Updates