

Week 3

Topics	Concepts
Interfaces	<code>implements</code> keyword Multiple inheritance
Garbage Collection (GC)	Heap and Stack Constructor chaining <code>this()</code> , <code>super()</code> Variable scope, <code>null</code> references
Numbers	<code>Math</code> , <code>Random</code> , <code>Number</code> <code>static</code> , <code>final</code> : variables, methods, classes Wrapper classes, Autoboxing, Recursion
Strings	String literals, Immutability <code>String</code> , <code>StringBuffer</code> , and other string classes <code>Date</code> , <code>Calendar</code> Data formatting
Basic GUI	<code>javax.swing.*</code> , <code>java.awt.*</code> Event Handling Layout Managers



covering