

Week 4

Topics	Concepts
Advanced GUI	Anonymous inner classes, Animation Graphics: <code>paintComponent()</code> , <code>Color</code> , <code>Font</code> , <code>FontMetrics</code>
Exception handling	Checked and Unchecked exceptions <code>try</code> , <code>catch</code> , <code>finally</code> , <code>throw</code> , <code>throws</code> keywords Declaring and catching exceptions; Assertions
File I/O	Saving data: serialisation <i>versus</i> saving to files Java input/output streams Reading data from/writing data to text file <code>java.io</code> package; classes <code>File</code> , <code>FileReader</code> , <code>FileWriter</code>
Collections & Sorting	<code>ArrayList</code> , 2D arrays, <code>Iterator</code> Bubble sort, Insertion sort <code>Comparable</code> interface
Packaging	Naming (conventions) in Java programs JavaDocs, Java comments, JARs
Course Revision	Brief recap of course topics; Exam format & study advice Sample exam questions and marking criteria



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