

EH102 Exam Study Guide

Basic syntax

- Loops (for, while, do)
- Conditional statements (if, else, switch, case)
- Primitive data types (int, double, float, short, byte, char, boolean)
- Methods
 - Parameters, return types
 - Overloading
- Casting
- Boxing / unboxing

Objects

- Classes (this)
- Constructors (default, implicit, explicit)
- Inheritance (extends, super)
 - Overriding methods
 - References (variable type vs. object type, etc)
- Static variables and methods
- Access modifiers (public, protected, private)
- Generics
 - Generic methods and classes
 - Bounded types
- Abstract classes and methods
- Interfaces (implements)

JDK Classes

- String (manipulation, comparison)
- Console I/O (System.in, System.out)
- Collections (ArrayList, HashMap, etc)

Design

- Encapsulation (getters and setters)
- Naming conventions (camel case etc)
- Exception handling (try, catch, finally)