java from scratch Knowlage Base ˄

- ✓ Welcome
- ✓ Mastering Agile and Scrum: Video Training Series
- ✓ Program
- ✓ Introduction
- ✓ The architecture of an operating system
- ✓ The structure of files and directories
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Conclusion

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Object-oriented programming was the last topic covered by this Handbook. At this point, you should be able to use basic Java components and build simple programs from them. You already know that Java provides many types of data that you can use in your programs. If necessary, you can define your own data type and provide operations in it. These operations can use conditional statements, operators or loops.

Now you are ready for the next part of information about Java that have not been included in this Handbook:

- interfaces, abstract classes and enumeration types
- file management
- inheritance, composition and polymorphism
- collections
- cohesive and parallel programming
- exception mechanism
- functional programming

Literature

- James Gosling, Henry McGilton. The Java Language Environment. A White Paper. 1996.
- Code Conventions for the Java™ Programming Language. 1999.
- Cay S. Horstman. Java. Podstawy. Edition X. Helion. 2016.
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Complete Lesson