Selbsteinschätzung 808

Name:

Topic	Detail					
Java Basic						
	Define the scope of variables					
	Define the structure of a Java class					
	Create executable Java applications with a main method; run a Java program from the command line; produce console output					
	Import other Java packages to make them accessible in your code					
	Compare and contrast the features and components of Java such as: platform independence, object orientation, encapsulation, etc.					
Working with Data Types						
	Declare and initialize variables (including casting of primitive data types)					
	Differentiate between object reference variables and primitive variables					
	Know how to read or write to object fields					
	Explain an Object's Lifecycle (creation, "dereference by reassignment" and garbage collection)					
	Develop code that uses wrapper classes such as Boolean, Double, and Integer					
Using Operators and Decision Constructs						
	Use Java operators; use parentheses to override operator precedence					
	Test equality between Strings and other objects using == and equals ()					
	Create if and if/else and ternary constructs					
	Use a switch statement					
Creating and Using Arrays						
	Declare, instantiate, initialize and use a one-dimensional array					
	Declare, instantiate, initialize and use multi-dimensional arrays					
Using Loop Constructs						
	Create and use while loops					
	Create and use for loops including the enhanced for loop					
	Create and use do/while loops					
	Compare loop constructs					
	Use break and continue					
Working with Methods and Encapsulation						
	Create methods with arguments and return values; including overloaded methods					
	Apply the static keyword to methods and fields					
	Create and overload constructors; differentiate between default and user defined constructors					
	Apply access modifiers					
	Apply encapsulation principles to a class					
	Determine the effect upon object references and primitive values when they are passed into methods that change the values					

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Topic	Detail					
Working with Inheritance						
	Describe inheritance and its benefits					
	Develop code that makes use of polymorphism; develop code that overrides methods; differentiate between the type of a reference and the type of an object					
	Determine when casting is necessary					
	Use super and this to access objects and constructors					
	Use abstract classes and interfaces					
Handling Exceptions						
	Differentiate among checked exceptions, unchecked exceptions, and Errors					
	Create a try-catch block and determine how exceptions alter normal program flow					
	Describe the advantages of Exception handling					
	Create and invoke a method that throws an exception					
	Recognize common exception classes (such as NullPointerException, ArithmeticException, ArrayIndexOutOfBoundsException, ClassCastException)					
Working with Selected classes from the Java API						
	Manipulate data using the StringBuilder class and its methods					
	Create and manipulate Strings					
	Create and manipulate calendar data using classes from java.time.LocalDateTime, java.time.LocalDate, java.time.LocalTime, java.time.format.DateTimeFormatter, java.time.Period					
	Declare and use an ArrayList of a given type					
	Write a simple Lambda expression that consumes a Lambda Predicate expression					

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