CONTENTS

1 Java/C# Intro, Data types, Operators &		2.11 Array (advanced)	20	5 Packages and Interfaces	
Control St.		2.12 Data structure "stack" and "queue" with		5.1 Packages (Encapsulation of classes)	52
1.1 History of Java And C#	1	array	20	5.2 Defining a Package	52
1.2 JAVA : applet, bytecode and JVM	2	2.13 Enhanced for [For Each Style for Loop]	21	5.3 Packages and Access specifier	53
1.3 Installing Java Development Kit (JDK),		2.14 Strings	22	5.4 Protected Members in Packages	54
Netbeans IDE and compiling a program	3	2.15 Strings Are Immutable	23	5.5 Importing Packages	54
1.3 Variable Declarations, Data-types,	3	2.16 Strings to control SWITCH and Command-Line arguments	24	5.6 API: Java's Standard Packages	55
Operator Basic 1.4 Control statement: "if" & "for"	3	2.17 Bitwise Operators	24	5.7 More abstraction with Interfaces 5.8 Implementing Interfaces	55
1.5 The Java Keywords	4	2.18 The ? ternary Operator	26	5.9 Using Interface References	55 56
1.6 The Java Class Libraries	4	2.19 Signed binary numbers	26	5.10 Variables in Interfaces	56
1.7 Java's Primitive Types	4	2.20 Access Modifiers	27	5.11 Interfaces Can Be Extended	57
1.8 Literals	4	2.21 Pass Objects to Methods	27	5.12 Default Interface Methods	57
1.9 Character escape sequences or backslash		2.22 Two ways to Pass Arguments	28	5.13 Default Method Fundamentals	57
character constants	4	2.23 Returning Objects	28	5.14 Multiple inheritance and Interface	57
1.10 Hexadecimal, Octal, and Binary Literals	5	2.24 Method Overloading	29	5.15 static Methods in an Interface	58
1.11 String literals	5	2.25 Overloading Constructors	29	C#_5.1 Interface	59
1.12 Initialization and Dynamic Initialization 1.13 Scope and Lifetime of Variables	5 5	2.26 Recursion 2.27 Static in Java (Variables, Methods and	30	C#_5.2 Using Interface References	59
1.14 Operators	6	Blocks)	30	C#_5.3 Interface Properties and Interface	
1.15 Operator Precedence	7	2.28 QuickSort Algorithm	31	Indexers	59
1.16 Type Conversions and type-cast (Recall	•	2.29 Nested and Inner Classes	32	C#_5.4 Interfaces Can Be Inherited:	60
C/C++ 3.5, 3.6)	7	2.30 Varargs: Variable-Length Arguments	33	C#_5.5 Explicit Implementations	60
1.17 Spacing and parenthesis	7	C# 21 Class	25	C#_5.6 Structures	60
1.18 Input Characters from the Keyboard	7	C#_2.1 Class C#_2.2 Methods and Returning from a	35	C#_5.6 Enumerations	60
1.19 if-else, Nested if, if-else-if ladder	8	Method	35		
1.20 Switch statement(similar C/C++ switch.	8	C#_2.3 Methods with parameters	35	6 Exception Handling 8 I/O	
1.21 for loop (with variations)[Recall C/C++ 2.5		C#_2.4 Constructor and Destructor and NEW	35	6.1 Exception Handling basics	62
, 2.11] 1.22 while and do-while loop (similar to C/C++)	8 9	C#_2. 5 this Keyword	35	6.2 try and catch	62
1.23 Nested Loops:	9	C#_2.6 Arrays	36	6.3 Try and catch advanced	63
1.24 "break" and "continue"	9	C#_2.6 Implicitly Typed Array	36	6.4 Throw, Rethrow and Subclasses of	
1.25 "break" and "continue" with LABEL	•	C#_2. 7 For-each loop	36	throwable	64
(Replacing "goto")	9	C#_2.8 strings	36	6.5 Finally and Throws	65
C#_1.1 the .NET Framework	11	C#_2.9 The Bitwise Operators	37	6.6 Built-in Exceptions and Some Recent	
C#_1.2 Managed &Unmanaged Code and		C#_2.10 The ? Operator	37	Features	66
Common Language Specification (CLS)	11	C#_2.10 C#'s Access Modifiers/Specifiers C#_2.11 Pass an Object Reference to a	37	6.7 Chained exceptions	67
C#_1.3 Compile and Run first program	11	Method	37	6.8 Creating Exception Subclasses 6.9 Java I/O System	67 67
C#_1.4 Variable Declarations, Data-types, Operator Basic, Basic if & for and		C#_2.12 CALL-BY-VALUE and		6.10 Byte Streams, Character Streams and	0,
STATEMENT BLOCK is same as JAVA		CALL-BY-REFERENCE	37	Pre-defined Streams	68
[recall 1.3, 1.4 Java part].	12	C#_2.13 Variable Number of Arguments :		6.11 Console I/O using BYTE Streams	69
C#_1.5 The C# Keywords	12	params modifier	38	6.12 File I/O using BYTE Streams	70
C#_1.6 The C# Class Library	12	C#_2.14 Returning Objects	38	6.12.1 Reading from a File	70
C#_1.7 C#'s Value Types	12	C#_2.15 Method and Constructor Overloading	38	6.12.2 Writing to a File	7
C#_1.8 Formatted Output	12	C#_2.16 Returning Values from Main()	39	6.12.3 Automatically Closing a File	7
C#_1.9 Literals	13	C#_2.17 Passing Arguments to Main()	39	11.13 Reading and Writing Binary Data	72
C#_1.10 Variable INITIALIZATION, DYNAMIC	10	C#_2.18 Recursion	39	11.14 Random-Access Files 11.15 Console-based I/O using Console class	73
Initialization are same as JAVA C#_1.11 Implicitly Typed Variables	13 13	C#_2.19 Static in C#	39	6.16 Console I/O Using Character Streams	73 74
C#_1.12 Life-time and scope of variables:	13			6.16.1 Reading Characters	74
C#_1.13 Operators : Following operators are				6.16.2 Reading Strings	75
same to 1.14 (Java Part)	13	3 C# Only : Operator Overloading,		6.16.3 Console Output/writing Using	
C#_1.14 Type Conversions and Type casts :		Indexers, and Properties		Character Streams	75
Same as 1.16 (Java Part)	13	C#_3.1 The General Forms of an Operator Method	40	6.17 File I/O Using Character Streams	75
C#_1.15 Operator Precedence:	14	C#_3.2 Indexers: The [] operator	40 41	6.18 TYPE WRAPPERS and SCANNER class to	_
C#_1.16 C#'s type promotion rules	14	C#_3.3 Properties	42	convert numeric strings	76
C#_1.17 Inputting Characters from the Keyboard	14	C#_3.4 Use an Access Modifier with an	•=	C#_6.1 System.Exception Class	78
C#_1.18 The if Statement, Nested ifs, The		Accessor	42	C#_6. 2 try and catch	78
if-else-if Ladder	14			C#_6.3 Try and catch advanced	78
C#_1.19 The SWITCH Statement, NESTED				C#_6.4 Finally	78
SWITCH Statements,	14	4 Inheritance in Java/C#		C#_6.5 Details on EXCEPTION class	78
C#_1.20 For-loop and its variations, While,		4.1 Inheritance fundamentals 4.2 Constructors and Inheritance	43	C#_6.6 Custom exceptions: Deriving Exception Classes	79
Do-While & Nested-loops C#_1.21 Continue and Break are same as	14	4.3 Multilevel Hierarchy	43 44	C#_6.7 Catching Custom/Derived-class	/.
C/C++, C# doesn't support CONTINUE-		4.4 Superclass References and Subclass	44	Exception	79
BREAK LABEL (Java does)	14	Objects	45	C#_6.8 Catching Using checked and	
C#_1.22 goto-lebel Jump/loop is Supporetd by		4.5 Method Overriding	46	unchecked	79
C# as C/C++	14	4.6 Abstract Methods and Abstract Classes	47	C#_6.9 C# I/O System : Predefined Streams	80
		4.7 Final	48	C#_6.10 The Stream Classes: Byte Stream,	•
		4.8 The Object Class	48	Character Stream and Binary Streams	80 81
2 Class, objects & method overloading	15	C#_4.1 Inheritance Besics	50	C#_6.11 Console I/O C#_6.12 File I/O (part 1): FileStream and Byte-	61
2.1 Class in java 2.2 Reference Variables and Assignment	15 15	C#_4.2 Constructors and Inheritance	50	Oriented File I/O	81
2.2 Reference Variables and Assignment 2.3 Methods and returning from methods	15 16	C#_4.3 Multilevel Hierarchy	50	C#_6.13 File I/O (part 2):Character-Based	J.
2.4 Methods with parameters	16	C#_4.4 Base Class References and Derived		File I/O	82
2.5 Constructor	16	Objects	50	C#_6.14 Redirecting the Standard Streams	83
2.6 General form of "new" and details about	-	C#_4.5 Method Overriding & Virtual Method	50	C#_6.15Reading and Writing Binary Data	83
object declaration	17	C#_4.6 Abstract Methods and Abstract		C#_6.16 Random Access Files	84
2.7 Garbage collection and finalize()	17	Classes C#_4.7 sealed	51 51	C#_6.17 .NET Structure Name and Parse():	84
2.8 The this reference	18	C#_4.7 Sealed C#_4.8 C# object Class	51 51		
2.9 Arrays : One-Dimensional Arrays	18	C#_4.9 Boxing and Unboxing	51 51		
2.10 Multidimensional Arrays	19		- -		

CONTENTS

7 C# Only: Delegates, Events, and		10 Lambda Expression,		12 C# Only: LINQ, LEs,	
Namespaces		Method referencing and Modules		Pre-processors, RTTI	
C#_7.1 Delegates	85	10.1 Introduction to LAMBDA		C#_12.1 LINQ Intro	148
C#_7.2 Use Instance Methods as Delegates	85	Expressions ("LE")	117	C#_12.2 QUERY	148
C#_7.3 Multicasting through Delegates	85	10.2 Functional Interfaces ("FI")	117	C#_12.3 Executing a Query Multiple times	149
C#_7.4 Anonymous Methods	86	10.2.1 Lambda Expression with no Parameters	117	C#_12.4 Relation between types in a QUERY	149
C#_7.5 Events	86	10.2.2 Parameterized Lambda Expression	117	C#_12.5 Query: Details (with clauses and	149
C#_7.6 Multicasting Event	87	10.3 Block Lambda Expressions	119	keyword) C#_12.5.1 WHERE (Filter Values)	149
C#_7.7 Anonymous Methods with Events	87 87	10.4 Generic Functional Interfaces	120	C#_12.5.2 ORDERBY (Sort Results)	150
C#_7.8 Namespaces C#_7.10 USING directive	88	10.5 Pass an LE as an Argument	120	C#_12.5.3 SELECT	150
C#_7.11 Namespaces: Advanced	88	10.6 Lambda Expressions and		C#_12.5.4 GROUP (Group Results)	150
C#_7.11 Namespaces. Advanced	00	Variable Capture	121	C#_12.5.5 INTO (Create a Continuation)	151
		10.7 Exception and LE	121	C#_12.5.6 LET (Create a Variable in a	_
8 Threads, Enumerations & Autoboxing		10.8 Use an array parameter in LE	122	Query)	151
8.1 Multithreading Introduction	89	10.9Method References (MRf) and		C#_12.5.7 JOIN (Join Two Sequences)	152
8.2 Thread Class and Runnable Interface	89	Constructor References (CRf) &		C#_12.6 Anonymous Types and	
8.3 Creating a Thread_1	89	Introducing separator '::'	122	Object Initializers	152
8.4 Creating a Thread_2	91	10.10 Predefined FIs (PREDICATE interfaces)		C#_12.7 GROUP JOIN	153
8.4.1 Extending Thread or implementing		and LEs with API Library	124	C#_12.8 Query Methods and	
Runnable -> which is better?	91	10.11 MODULE Intro	124	Lambda Expressions (LEs)	154
8.4.2 Creating Multiple Threads	91	10.12 MODULE: Declaration and Use	125	C#_12.8.1 Basic Query Methods	154
8.4.3 isAlive() to determine when a THREAD		10.13 requires and exports : Details	126	C#_12.8.2 Lambda Expressions Introduction	154
ENDS and join() to control WAITING TIME	92	10.14 java.base And PLATFORM modules 10.15 LEGACY code and the	127	C#_12.8.3 Create Queries by Using the Query	15.
8.5 Priorities of Threads	92	UNNAMED module	127	Methods	154
8.6 Synchronization	93	10.16 The to clause and requires transitive,	12/	C#_12.8.4 EXPRESSION TREE in LES	155
8.6.1 Synchronized Methods	93	multi-module compilation	127	C#_12.8.5 More Query-Related EXTENSION Methods	155
8.6.2 Synchronized Statement	94	10.17 SERVICES	128	C#_12.8.6 Deferred vs. Immediate	133
8.6.3 CONCURRENCY utilities and	٠,	10.18 Example of A Module-Based Service	128	Query Execution	155
FORK/JOIN Framework 8.7 Thread Communication: notify(), wait(),	94	10. 19 Runtime MODULE FEATURES	130	C#_12.9 EXTENSION Methods: Details	156
8 notifyAll()	95	10.20 Module graph	130	C#_12.10 Lambda Expressions: Details	156
8.8 Suspending, Resuming, and Stopping	55			C#_12.11 The Preprocessor	157
Threads	96			C#_12.12Runtime Type Identification (RTTI)	158
8.9 Using the Main Thread	97	11 Applet, Event, Swing and JavaFx		C#_12.13 Nullable Types	159
8.10 Enumerations : Introduction	98	11.0 AWT, Swing and JavaFx	131	C#_12.14 Unsafe Code	160
8.11 Enumerations: Constructors, Methods,		11.1 Applet fundamentals	131	C#_12.15 Attributes	161
Instance Variables	99	11.2 How an Applet works and		C#_12.16 Conversion Operators	161
8.12 Restrictions of inheritance,		applet Skeleton	132	C#_12.17 Introduction to Collections	162
JAVA.LANG.ENUM's ordinal() and		11.3 repaint(), update() and getGraphics()	132	C#_12.18 List <t></t>	163
compareTo()	99	11.4 Using the Status Window	133	C#_12.19 Queue <t></t>	163
8.13 BOXING - UNBOXING and TYPE WRAPPERS	100	11.5 Passing Parameters to Applets 11.6 The Applet Class	133	C#_12.20 Other Keywords	164
8.14 Autoboxing/Unboxing	100	11.7 Event Handling	133 134		
8.15 STATIC import	101	11.8 Using the Delegation Event Model	135		
8.16 Annotations (Metadata)	102	11.9 More Java Keywords and more on "this"	136		
 ,		11.10 Swing Intro	137		
		11.10.1 Components	137		
9 Generics		11.10.2 Containers: Swing defines two types			
9.1 Generics : Fundamentals	103	of containers.	137		
9.2 Generics : Details	104	11.11 JButton, JTextField, JCheckBox and			
9.3 Wildcard Arguments	105	JList	138		
9.4 Generic Methods and Generic		11.11.1 JButton:	138		
Constructors	106	11.11.2 JTextField:	139		
9.5 Generic Interfaces	107	11.11.3 JCheckBox:	140		
9.6 Raw Types and Legacy Code	108	11.11.4 JList:	140		
9.7 TYPE INFERENCE using DIAMOND	100	11.12 Use Anonymous INNER CLASSES or LE to Handle Events	141		
Operator <> 9.8 Erasure	109 109	11.13 Create a Swing Applet	141		
9.9 AMBIGUITY Errors and RESTRICTIONS	109	11.14 JavaFX fundamentals	142		
on Generic Classes	109	11.15 JavaFX Label	143		
		11.16Events handling: Buttons, CheckBox,			
C#_9.1 Generics	111	ListView and TextField	144		
C#_9.2 Generics Improve Type Safety	111	11.17 Effects and Transforms	146		
C#_9.3 Constrained Types	112				
C#_9.4Multiple Constraints: Details	114				
C#_9.5 DEFAULT VALUE of a Type	114				
Parameter C#_9.6 Generic Structures	114 114				
C#_9.7 Generic Methods	114				
C#_9.8 Generic Delegates	115				
C#_9.9 Generic Interfaces	115				
C#_9.10 Comparing two type parameters	-				
using the = = or ! = operators	116				