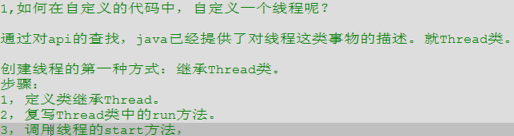
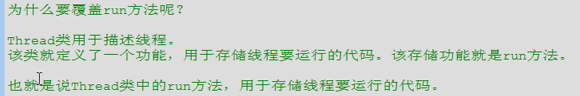
Day11

多线程：

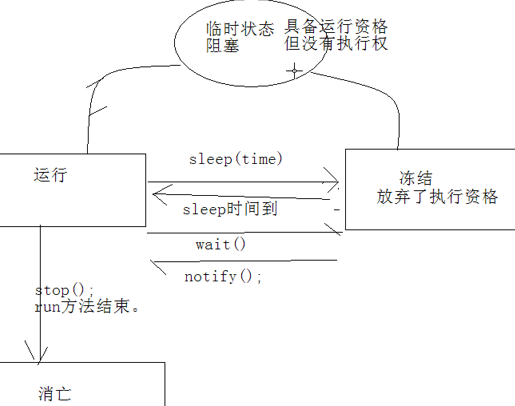


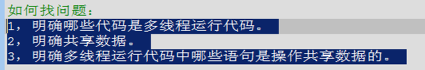
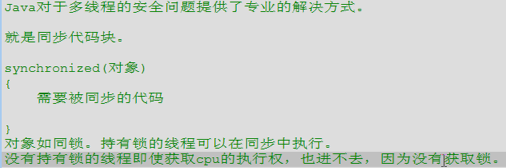
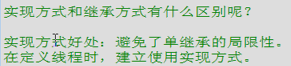
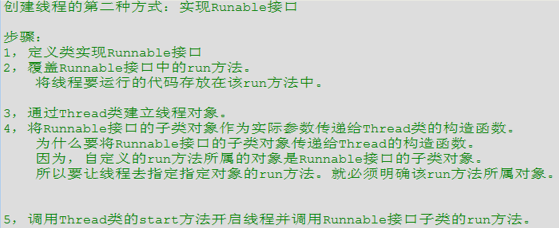
Start:





线程的五种状态：创建—运行—阻塞—冻结—结束。

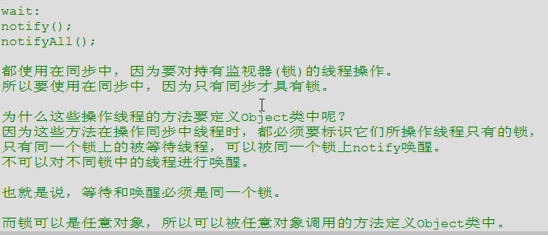


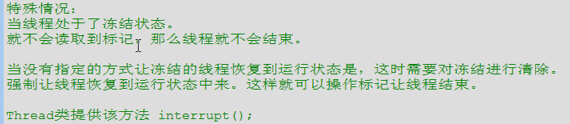
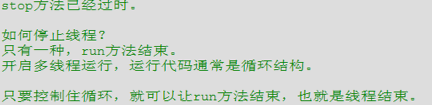
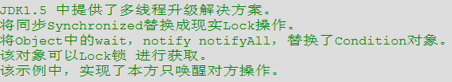


同步函数的锁是this.

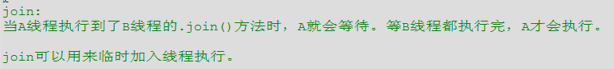


Day 12





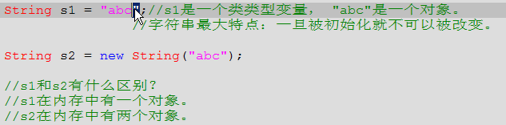
守护线程：setDaemon 该方法必须在启动线程前调用。当正在运行的线程全是守护线程时，虚拟机结束，程序结束。



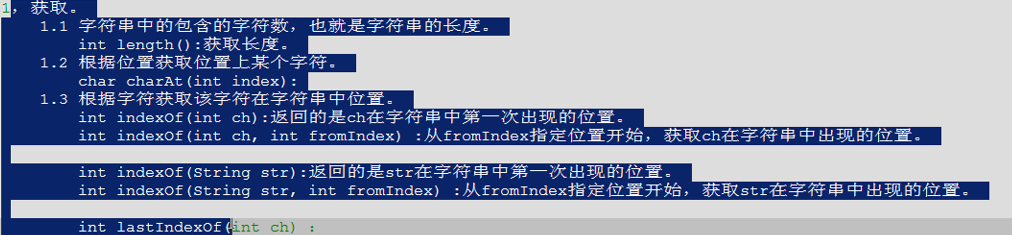
Yeeld().优先级。

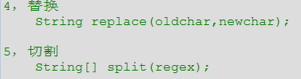
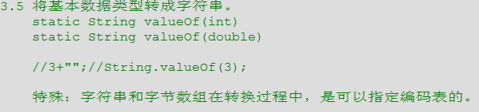
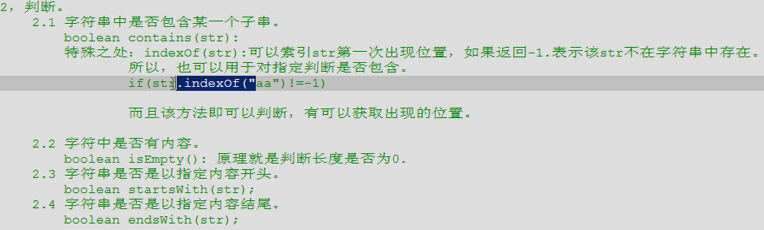
Day 13

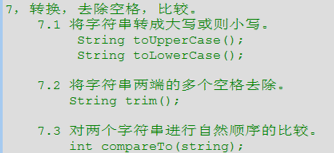
String:



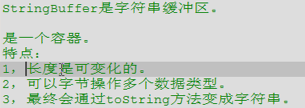
字符串常见操作：





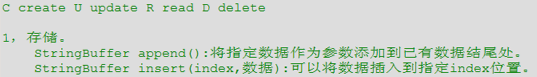


StringBuffer:



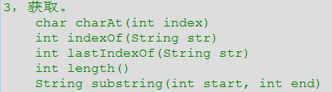


StringBuffer操作：

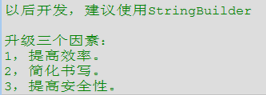




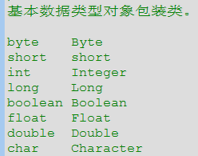




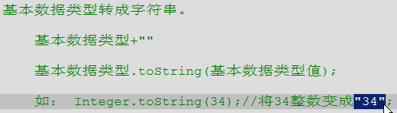




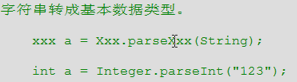
String Buffer 与Bewildering的区别。



基本数据类型对象包装类：

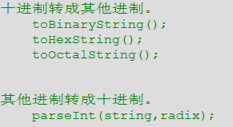


静态调用方式。



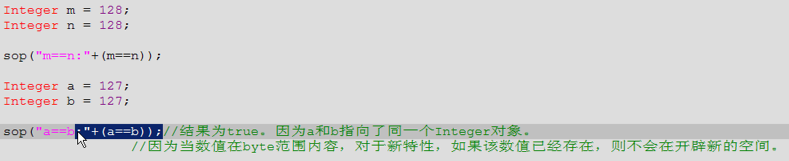
对象调用方式，非静态。





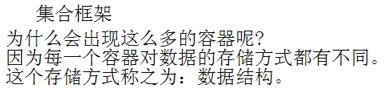
基本数据类型对象包装类的特性：

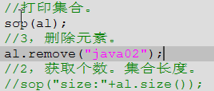




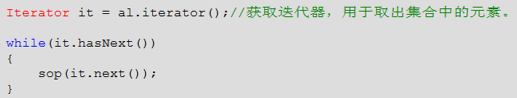
Day 14

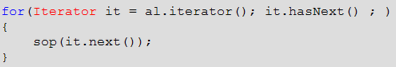
集合框架：



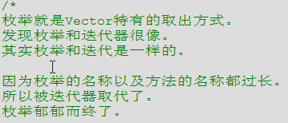
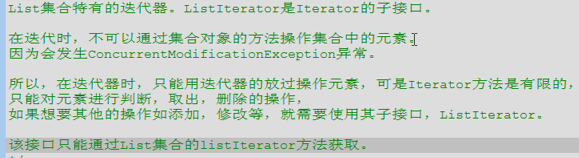
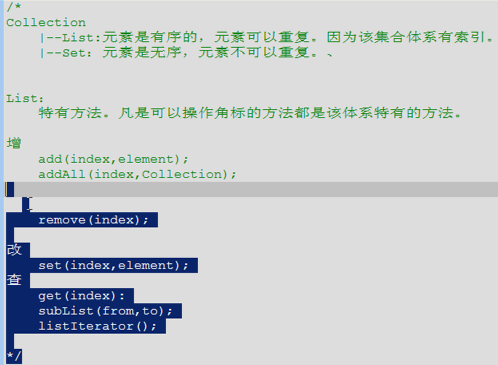
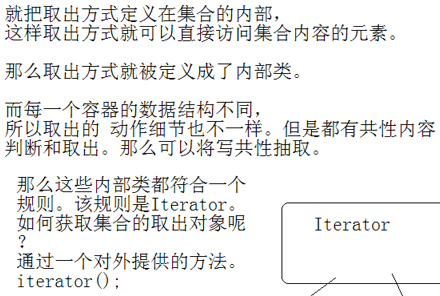


迭代器：

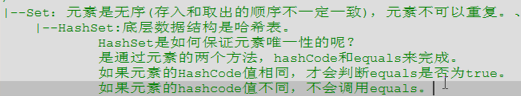
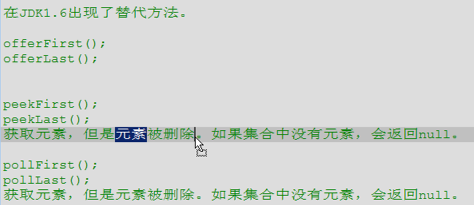
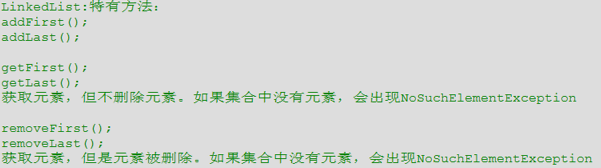




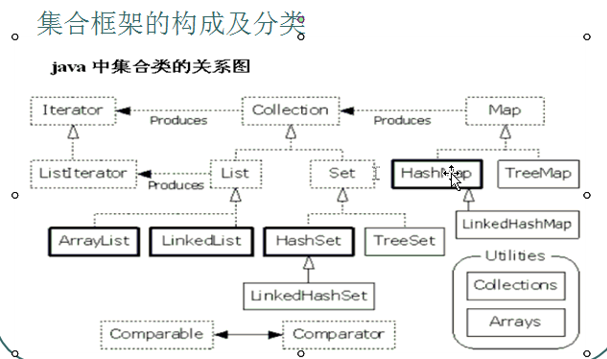
以上两种迭代器有什么区别？



Arraylist和LinkedList中的contains方法，remove方法 都 是用的equals 方法。

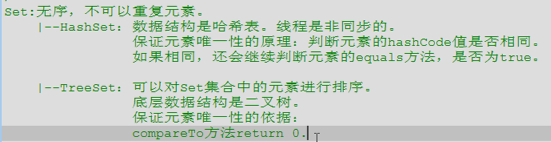


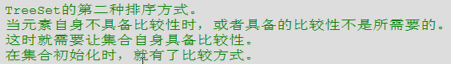
**ArrayList 依赖 equals方法 HashSet 先依赖hashCode 然后依赖equals方法（判断和删除元素时）**



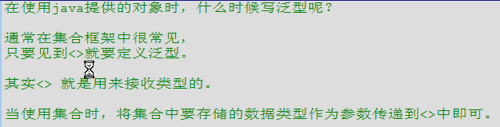
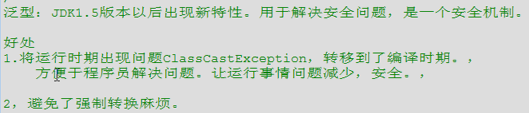
**描述一个事物要往集合中存一般要覆写hashCose()和equals方法。**

**Day 15**

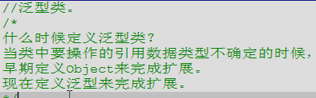




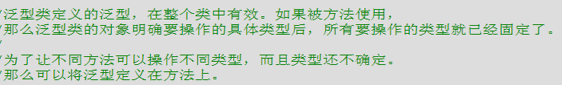
泛型：



泛型类：



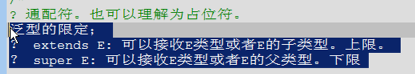
泛型方法：



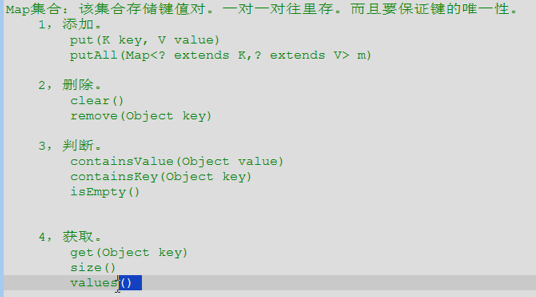
静态泛型方法：



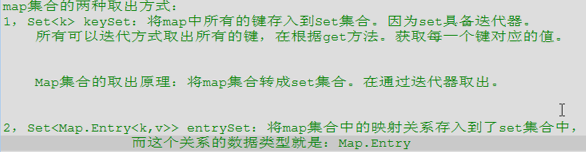
泛型限定：



ｄａｙ　１６



获取：

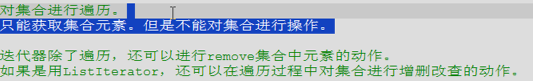
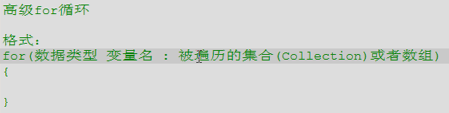
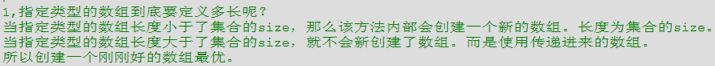


Day 17

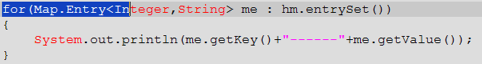
数组变集合：



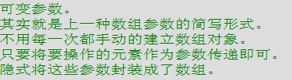
：



高级for循环遍历hashMap集合：



1．5版本后的新特性:

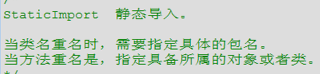


这种可以：

这种不可以：



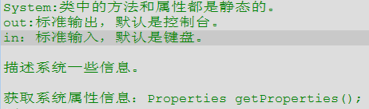
新特性：静态导入



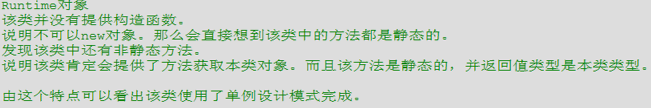
Day 18

其它类：

System:



Runtime:



Day 22

