

# Advanced Java

# WELCOME!



Instructor: Anil Pal  
Time: 9:30 am to 5:30 pm PDT





# Join Us in Making Learning Technology Easier



## Our mission...

Over 16 years ago, we embarked on a journey to improve the world by making learning technology easy and accessible to everyone.



## ...impacts everyone daily.

And it's working. Today, we're known for delivering customized tech learning programs that drive innovation and transform organizations.

In fact, when you talk on the phone, watch a movie, connect with friends on social media, drive a car, fly on a plane, shop online, and order a latte with your mobile app, you are experiencing the impact of our solutions.

Over The Past Few Decades, We've Provided

Over **62,300,000**  
expert-led learning hours

In 2019 Alone, We Provided





# Technologies we cover



Jenkins



AND MANY OTHER TRENDING TECHNOLOGIES





# World Class Practitioners





# Note About Virtual Trainings



What we want



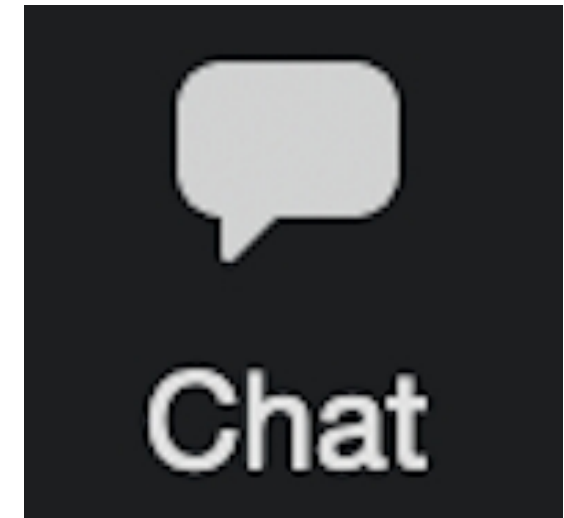
...what we've got



# Virtual Training Expectations for You



Arrive / return on time



Mic should be muted unless you have a question, in which case unmute and jump in **at any time. And often.**



# Virtual Training Expectations for Me



I pledge to:

- Make this as interesting and interactive as possible
- Ask questions in order to stimulate discussion
- Use whatever resources I have at hand to explain the material
- Try my best to manage verbal responses so that everyone who wants to speak can do so
- Use an on-screen timer for breaks so you know when to be back



# Prerequisites

- This course assumes you that you have basic knowledge of Java and Object Oriented concepts like Inheritance, Encapsulation, Interfaces etc. It also assumes you know how to use a Java IDE like IntelliJ or Eclipse.
  - (If you've never programmed before, or your knowledge of Java is limited, you may be better served by the Introduction to Java course which covers the nuts and bolts of programming in Java.)





# Objectives

This course will give you a deep exposure to:

- Lambdas and Functional programming.
- The Streams API.
- Exceptions in Java.
- Exceptions in functional code.
- Advanced uses of Generics.
- The Reflection API in Java.



# Structure of the Course / Takeaways



- We will be mostly learning by looking at lots of code. Building things, breaking things, fixing them back again.
- I will keep regularly pushing any new code I write to the github repository.
- The lectures and coding will be interspersed with labs.
- An hour for lunch around 12:30'ish PDT.
- Breaks seem more necessary when using this virtual medium. So we will try and divide our allotted 15 minutes of break time, pre and post lunch, into two shorter breaks.
- Most importantly:
  - **Ask questions**
  - **Interrupt me by unmuting and jumping in at any time, I really really really really don't mind.**

*THANK YOU*

