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Java Programming
Posted by 
Derek Banas
 on Jun 3, 2014 in 
Java Video Tutorial
 | 
36 comments
In this Java programming Tutorial I’ll teach you all of the core knowledge 
needed to write Java code in 30 minutes. This is the most popular request from everyone.
I specifically cover the following topics: primitive data types, comments, class, import, Scanner, final, 
Strings, static, private, protected, public, constructors, math, hasNextLine, nextLine, getters, setters, 
method overloading, Random, casting, toString, conversion from Strings to primitives, converting 
from primitives to Strings, if, else, else if, print, println, printf, logical operators, comparison 
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operators, ternary operator, switch, for, while, break, continue, do while, polymorphism, arrays, for 
each, multidimensional arrays and more.
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click here 
150
If you prefer a slower Java tutorial I have one 
here
. Here I show you 
how to install Eclipse and Java
.
Java Programming Code
001
// A Single line comment
002
003
/* A 
004
* Multiple line
005
* comment
006
*/
007
008
// You can import libraries with helpful methods using import
009
010
import
 java.util.Scanner;
011
import
 java.util.*;
012
013
// A class defines the attributes (fields) and capabilities 
(methods) of a real world object
014
015
public
class
 Animal {
016
017
// static means this number is shared by all objects of type 
Animal
018
// final means that this value can't be changed
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Machine generated alternative text:
019
public
static
final
double
 FAVNUMBER = 
1.6180
;
020
021
// Variables (Fields) start with a letter, underscore or $
022
// Private fields can only be accessed by other methods in the 
class
023
024
// Strings are objects that hold a series of characters
025
private
 String name;
026
027
// An integer can hold values from -2 ^ 31 to (2 ^ 31) -1
028
private
int
 weight;
029
030
// Booleans have a value of true or false
031
private
boolean
 hasOwner = 
false
;
032
033
// Bytes can hold the values between -128 to 127
034
private
byte
 age;
035
036
// Longs can hold the values between -2 ^ 63 to (2 ^ 63) - 1
037
private
long
 uniqueID;
038
039
// Chars are unsigned ints that represent UTF-16 codes from 0 
to 65,535
040
private
char
 favoriteChar;
041
042
// Doubles are 64 bit IEEE 754 floating points with decimal 
values
043
private
double
 speed;
044
045
// Floats are 32 bit IEEE 754 floating points with decimal 
values
046
private
float
 height;
047
048
// Static variables have the same value for every object 
049
// Any variable or function that doesn't make sense for an 
object to have should be made static
050
// protected means that this value can only be accessed by 
other code in the same package
051
// or by subclasses in other packages
052
053
protected
static
int
 numberOfAnimals = 
0
;
054
055
// A Scanner object allows you to except user input from the 
keyboard
056
static
 Scanner userInput = 
new
 Scanner(System.in);
057
058
// Any time an Animal object is created this function called 
the constructor is called
059
// to initialize the object
060
public
 Animal(){
061
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Machine generated alternative text:
062
// Shorthand for numberOfAnimals = numberOfAnimals + 1;
063
        numberOfAnimals++;
064
065
int
 sumOfNumbers = 
5
 + 
1
;
066
        System.out.println(
"5 + 1 = "
 + sumOfNumbers);
067
068
int
 diffOfNumbers = 
5
 - 
1
;
069
        System.out.println(
"5 - 1 = "
 + diffOfNumbers);
070
071
int
 multOfNumbers = 
5
 * 
1
;
072
        System.out.println(
"5 * 1 = "
 + multOfNumbers);
073
074
int
 divOfNumbers = 
5
 / 
1
;
075
        System.out.println(
"5 / 1 = "
 + divOfNumbers);
076
077
int
 modOfNumbers = 
5
 % 
3
;
078
        System.out.println(
"5 % 3 = "
 + modOfNumbers);
079
080
// print is used to print to the screen, but it doesn't end 
with a newline \n
081
        System.out.print(
"Enter the name: \n"
);
082
083
// The if statement performs the actions between the { } if 
the condition is true
084
// userInput.hasNextLine() returns true if a String was 
entered in the keyboard
085
if
(userInput.hasNextLine()){
086
087
// this provides you with a way to refer to the object 
itself
088
// userInput.nextLine() returns the value that was 
entered at the keyboard
089
this
.setName(userInput.nextLine());
090
091
// hasNextInt, hasNextFloat, hasNextDouble, 
hasNextBoolean, hasNextByte,
092
// hasNextLong, nextInt, nextDouble, nextFloat, 
nextBoolean, etc.
093
094
        }
095
096
this
.setFavoriteChar();
097
this
.setUniqueID();
098
099
    }
100
101
// It is good to use getter and setter methods so that you can 
protect your data
102
// In Eclipse Right Click -> Source -> Generate Getter and 
Setters
103
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Machine generated alternative text:
104
public
 String getName() {
105
return
 name;
106
    }
107
108
public
void
 setName(String name) {
109
this
.name = name;
110
    }
111
112
public
int
 getWeight() {
113
return
 weight;
114
    }
115
116
public
void
 setWeight(
int
 weight) {
117
this
.weight = weight;
118
    }
119
120
public
boolean
 isHasOwner() {
121
return
 hasOwner;
122
    }
123
124
public
void
 setHasOwner(
boolean
 hasOwner) {
125
this
.hasOwner = hasOwner;
126
    }
127
128
public
byte
 getAge() {
129
return
 age;
130
    }
131
132
public
void
 setAge(
byte
 age) {
133
this
.age = age;
134
    }
135
136
public
long
 getUniqueID() {
137
return
 uniqueID;
138
    }
139
140
// Method overloading allows you to accept different input with 
the same method name
141
public
void
 setUniqueID(
long
 uniqueID) {
142
this
.uniqueID = uniqueID;
143
144
        System.out.println(
"Unique ID set to: "
 + 
this
.uniqueID);
145
    }
146
147
public
void
 setUniqueID() {
148
149
long
 minNumber = 
1
;
150
long
 maxNumber = 
1000000
;
151
152
// Generates a random number between 1 and 1000000
153
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Machine generated alternative text:
this
.uniqueID = minNumber + (
long
)(Math.random() * 
((maxNumber - minNumber) + 
1
));
154
155
// You can cast from one primitive value into another by 
putting what you want between ( )
156
// (byte) (short) (long) (double)
157
// (float), (boolean) & (char) don't work.
158
// (char) stays as a number instead of a character
159
160
// You convert from a primitive to a string like this
161
        String stringNumber = Long.toString(maxNumber);
162
163
// Byte.toString(bigByte); Short.toString(bigShort); 
Integer.toString(bigInt);
164
// Float.toString(bigFloat); Double.toString(bigDouble); 
Boolean.toString(trueOrFalse);
165
166
// You convert from a String to a primitive like this
167
int
 numberString = Integer.parseInt(stringNumber);
168
169
// parseShort, parseLong, parseByte, parseFloat, 
parseDouble, parseBoolean
170
171
        System.out.println(
"Unique ID set to: "
 + 
this
.uniqueID);
172
    }
173
174
public
char
 getFavoriteChar() {
175
return
 favoriteChar;
176
    }
177
178
public
void
 setFavoriteChar(
char
 favoriteChar) {
179
this
.favoriteChar = favoriteChar;
180
    }
181
182
public
void
 setFavoriteChar() {
183
184
int
 randomNumber = (
int
) (Math.random() * 
126
) + 
1
;
185
186
this
.favoriteChar = (
char
) randomNumber;
187
188
// if then else statement
189
// > < == != >= <=
190
if
(randomNumber == 
32
){
191
192
            System.out.println(
"Favorite character set to: Space"
);
193
194
        } 
else
if
(randomNumber == 
10
){
195
196
            System.out.println(
"Favorite character set to: New 
Line"
);
197
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Machine generated alternative text:
198
        } 
else
 {
199
200
            System.out.println(
"Favorite character set to: "
 + 
this
.favoriteChar);
201
202
        }
203
204
// Logical operators
205
// ! : Converts the boolean value to its right to its 
opposite form ie. true to false
206
// & : Returns true if boolean value on the right and left 
are both true (Always evaluates both boolean values)
207
// && : Returns true if boolean value on the right and left 
are both true (Stops evaluating after first false)
208
// | : Returns true if either boolean value on the right or 
left are true (Always evaluates both boolean values)
209
// || : Returns true if either boolean value on the right 
or left are true (Stops evaluating after first true)
210
// ^ : Returns true if there is 1 true and 1 false boolean 
value on the right or left
211
212
if
((randomNumber > 
97
) && (randomNumber < 
122
)){
213
214
            System.out.println(
"Favorite character is a lowercase 
letter"
);
215
216
        }
217
218
if
(((randomNumber > 
97
) && (randomNumber < 
122
)) || 
((randomNumber > 
64
) && (randomNumber < 
91
))){
219
220
            System.out.println(
"Favorite character is a letter"
);
221
222
        }
223
224
if
(!
false
){
225
226
            System.out.println(
"I turned false to "
 + !
false
);
227
228
        }
229
230
// The ternary operator assigns one or another value based 
on a condition
231
int
 whichIsBigger = (
50
 > randomNumber) ? 
50
 : 
randomNumber;
232
233
        System.out.println(
"The biggest number is "
 + 
whichIsBigger);
234
235
// The switch statement is great for when you have a 
limited number of values
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Machine generated alternative text:
236
// and the values are int, byte, or char unless you have 
Java 7 which allows Strings
237
switch
(randomNumber){
238
239
case
8
 :
240
            System.out.println(
"Favorite character set to: 
Backspace"
);
241
break
;
242
243
case
9
 :
244
            System.out.println(
"Favorite character set to: 
Horizontal Tab"
);
245
break
;
246
247
case
10
 :
248
case
11
 :
249
case
12
 :
250
            System.out.println(
"Favorite character set to: 
Something else weird"
);
251
break
;
252
253
default
 :
254
            System.out.println(
"Favorite character set to: "
 + 
this
.favoriteChar);
255
break
;
256
257
        }
258
259
    }
260
261
public
double
 getSpeed() {
262
return
 speed;
263
    }
264
265
public
void
 setSpeed(
double
 speed) {
266
this
.speed = speed;
267
    }
268
269
public
float
 getHeight() {
270
return
 height;
271
    }
272
273
public
void
 setHeight(
float
 height) {
274
this
.height = height;
275
    }
276
277
protected
static
int
 getNumberOfAnimals() {
278
return
 numberOfAnimals;
279
    }
280
281
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Machine generated alternative text:
// Since numberOfAnimals is Static you must set the value using 
the class name
282
public
void
 setNumberOfAnimals(
int
 numberOfAnimals) {
283
        Animal.numberOfAnimals = numberOfAnimals;
284
    }
285
286
protected
static
void
 countTo(
int
 startingNumber){
287
288
for
(
int
 i = startingNumber; i <= 
100
; i++){
289
290
// continue is used to skip 1 iteration of the loop
291
if
(i == 
90
) 
continue
;
292
293
            System.out.println(i);
294
295
        }
296
297
    }
298
299
protected
static
 String printNumbers(
int
 maxNumbers){
300
301
int
 i = 
1
;
302
while
(i < (maxNumbers / 
2
)){
303
304
            System.out.println(i);
305
            i++;
306
307
// This isn't needed, but if you want to jump out of a 
loop use break
308
if
(i == (maxNumbers/
2
)) 
break
;
309
310
        }
311
312
        Animal.countTo(maxNumbers/
2
);
313
314
// You can return a value like this
315
return
"End of printNumbers()"
;
316
317
    }
318
319
protected
static
void
 guessMyNumber(){
320
321
int
 number;
322
323
// Do while loops are used when you want to execute the 
code in the braces at least once
324
do
 {
325
326
            System.out.println(
"Guess my number up to 100"
);
327
328
// If what they entered isn't a number send a warning
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Machine generated alternative text:
329
while
(!userInput.hasNextInt()){
330
331
                String numberEntered = userInput.next();
332
                System.out.printf(
"%s is not a number\n"
, 
numberEntered);
333
334
            }
335
            number = userInput.nextInt();
336
337
        }
while
(number != 
50
);
338
339
        System.out.println(
"Yes the number was 50"
);
340
341
    }
342
343
// This will be used to demonstrate polymorphism
344
public
 String makeSound(){
345
346
return
"Grrrr"
;
347
348
    }
349
350
// With polymorphism we can refer to any Animal and yet use 
overridden methods 
351
// in the specific animal type
352
public
static
void
 speakAnimal(Animal randAnimal){
353
354
        System.out.println(
"Animal says "
 + randAnimal.makeSound
());
355
356
    }
357
358
// public allows other classes to use this method
359
// static means that only a class can call for this to execute 
360
// void means it doesn't return a value when it finishes 
executing
361
// This method can except Strings that can be stored in the 
String array args when it is executed
362
363
public
static
void
 main(String[] args){
364
365
        Animal theDog = 
new
 Animal();
366
367
        System.out.println(
"The animal is named "
 + theDog.getName
());
368
369
        System.out.println(Animal.printNumbers(
100
));
370
371
        Animal.countTo(
100
);
372
373
        Animal.guessMyNumber();
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Machine generated alternative text:
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375
// An array is a fixed series of boxes that contain 
multiple values of the same data type
376
// How you create arrays
377
// int[] favoriteNumbers;
378
// favoriteNumbers = new int[20];
379
380
int
[] favoriteNumbers = 
new
int
[
20
];
381
382
        favoriteNumbers[
0
] = 
100
;
383
384
        String[] stringArray = {
"Random"
, 
"Words"
, 
"Here"
};
385
386
// for(dataType[] varForRow : arrayName)
387
for
(String word : stringArray)
388
        {
389
390
            System.out.println(word);
391
392
        }
393
394
// This is a multidimensional array
395
        String[][][] arrayName = { { { 
"000"
 }, { 
"100"
 }, 
{ 
"200"
 }, { 
"300"
 } },
396
                 { { 
"010"
 }, { 
"110"
 }, { 
"210"
 }, { 
"310"
 } }, 
397
                 { { 
"020"
 }, { 
"120"
 }, { 
"220"
 }, { 
"320"
 } }};
398
399
for
(
int
 i = 
0
; i < arrayName.length; i++)
400
        {
401
for
(
int
 j = 
0
; j < arrayName[i].length; j++)
402
            {
403
404
for
(
int
 k = 
0
; k < arrayName[i][j].length; k++)
405
                {
406
                    System.out.print(
"| "
 + arrayName[i][j][k] + 
" 
"
);
407
408
                }
409
            }
410
411
            System.out.println(
"|"
);
412
413
        }
414
415
// You can copy an array (stringToCopy, indexes to copy)
416
        String[] cloneOfArray = Arrays.copyOf(stringArray, 
3
);
417
418
// You can print out the whole array
419
        System.out.println(Arrays.toString(cloneOfArray));
420
421
// Returns the index or a negative number
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Machine generated alternative text:
422
        System.out.println(Arrays.binarySearch(cloneOfArray, 
"Random"
));
423
424
    }
425
426
}
01
// Since Cat extends Animal it gets all of Animals fields and 
methods
02
// This is called inheritance
03
public
class
 Cat 
extends
 Animal{
04
05
public
 Cat() {
06
07
08
    }
09
10
// Overriding the Animal method
11
public
 String makeSound(){
12
13
return
"Meow"
;
14
15
    }
16
17
public
static
void
 main(String[] args) {
18
19
        Animal fido = 
new
 Dog();
20
21
        Animal fluffy = 
new
 Cat();
22
23
// We can have an array of Animals that contain more 
specific subclasses
24
// Any overridden methods are used instead because of 
polymorphism
25
        Animal[] theAnimals = 
new
 Animal[
10
];
26
27
        theAnimals[
0
] = fido;
28
        theAnimals[
1
] = fluffy;
29
30
        System.out.println(
"Fido says "
 + theAnimals[
0
].makeSound
());
31
        System.out.println(
"Fluffy says "
 + theAnimals[
1
].makeSound
());
32
33
// We can also pass subclasses of Animal and they just work
34
        speakAnimal(fluffy);
35
36
    }
37
38
}
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Machine generated alternative text:
36 Responses to “Java Programming”
1.
Alexander
 says: 
July 9, 2014 at 1:50 pm
Hey, I really enjoy your videos and I have much respect for you.
How can I go further into learning the java language?
For example how can I train and test what I have in my knowledge?
Reply
◦
Derek Banas
 says: 
July 10, 2014 at 6:03 pm
Thank you 
 If you know everything about algorithms, design patterns, refactoring, and 
object oriented design then I guess you could enter coding competitions. Maybe 
http://www.topcoder.com/
 would be of interest? There are many of them
01
// Since Dog extends Animal it gets all of Animals fields and 
methods
02
// This is called inheritance
03
public
class
 Dog 
extends
 Animal{
04
05
public
 Dog() {
06
07
08
    }
09
10
// You can override Animal methods
11
public
 String makeSound(){
12
13
return
"Woof"
;
14
15
    }
16
17
public
static
void
 main(String[] args) {
18
19
        Dog fido = 
new
 Dog();
20
21
        fido.setName(
"Fido"
);
22
23
        System.out.println(fido.getName());
24
25
    }
26
27
}
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Reply
2.
Swati
 says: 
July 28, 2014 at 4:42 am
Hi Derek,
I really like the way you explain. I would like to know and learn the difference between Java 6 
and Java 7 and also about new features of Java 8.
Have already given tutorial on this ? If not, please point out the differences / additions / 
enhancements of Java 6, Java 7, Java 8 if possible. That would be of great help. This is actually 
a basic interview question for which there is no proper answer on internet.
I hope to see the tutorial soon 
Thank you for wonderful tutorials. Keep up the good work !
Swati.
Reply
◦
Derek Banas
 says: 
July 28, 2014 at 8:40 am
Hi Swati,
I’ll see what I can do. I basically use Java 7 for everything so far in my tutorials.
Reply
3.
ILoveJava
 says: 
July 31, 2014 at 10:26 am
Hi Derek – Thanks very much! This is a lot of stuff put togther in best possible way.
Appreciate your Tutorial. 
Reply
◦
Derek Banas
 says: 
July 31, 2014 at 12:50 pm
Thank you 
 I’m glad you enjoyed it
Reply
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Machine generated alternative text:
4.
ThankYouDereke
 says: 
September 4, 2014 at 1:20 pm
Hi Derek. You are doing an awsome work for mankind. ThankYou.
I really want to be a Software Developer in Java and would like to have some advices from you.
Thank you a lot.
Reply
◦
Derek Banas
 says: 
September 5, 2014 at 7:44 am
Thank you 
 I try to do my best. Basically it just comes down to practice. Get very good 
at solving problems with UML and object oriented design. Learn how to write flexible 
code with design patterns and refactoring. Learn how to think like a programmer with 
algorithms. Most importantly think about and create projects that are fun. Stick to it and 
you’ll do great.
Reply
◾
ThankYouDereke
 says: 
September 5, 2014 at 4:57 pm
Thank you very much.
Reply
◾
Derek Banas
 says: 
September 9, 2014 at 5:56 pm
You’re very welcome 
Reply
5.
Mike
 says: 
September 7, 2014 at 1:16 pm
hi im a complete newbie where do i start from? Your tutorial was great but alot of it went over 
my head as expected
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Reply
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Derek Banas
 says: 
September 9, 2014 at 5:47 pm
That is understandable because this was very fast. I have a longer 
Java video tutorial
here. Feel free to skip parts 8 and 10. Also feel free to ask any questions you have.
Reply
6.
bs
 says: 
September 15, 2014 at 8:55 pm
nice job derek on both java and php. was wondering if you could do video – address and 
compare lambda vs closure vs java vs lambda in php?? obviously i havent messed with them 
much but to understand the difference wud totally help. thanks kindly.
Reply
◦
Derek Banas
 says: 
September 16, 2014 at 10:40 am
I should do a tutorial in which I cover common CS terms that confuse people. Thank you 
for the request 
Reply
7.
Saul
 says: 
October 4, 2014 at 3:01 pm
very nice video, a little bit too fast but I think it will help me with my project. I am going to 
start watching your videos, I am trying to learn java for my class and the other videos that I’ve 
seen don’t have that much of explanation. I hope your videos make me understand what I could 
not understand 2 computer science classes before
Reply
◦
Derek Banas
 says: 
October 5, 2014 at 5:31 pm
Thank you 
 I have another 
Java tutorial
 that covers everything in more depth. I have 
hundreds of Java tutorials. Take a look at them by putting your mouse over videos in the 
top menu.
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◾
Saul
 says: 
October 5, 2014 at 8:15 pm
is there any video that you would recommend for me to create a book contact 
project? I would like to create all these in my project public interface ProjTwo {
public void readInitialFromFile();
public void writeFinalToFile();
public void addContact(Contact c);
public void deleteContact(String nm);
public void showByName(String nm);
public void showByPhoneNumber(long pN);
public void showByComment(String c);
}
with
Contact,
VectorOfContacts,
OrderedVectorOfContacts,
and Driver2
Reply
◾
Derek Banas
 says: 
October 6, 2014 at 5:45 am
I made one here with 
App Inventor
. I’ll cover how to do it with Java in my 
new Android tutorial very soon.
Reply
8.
Alexandru
 says: 
October 5, 2014 at 7:08 am
Hello Derek. I have started learning Java from the book Head First Java – 2nd Edition, you 
recommended on your youtube channel. Can you please tell me the next book / books you 
recommend to expand my knowledge? I want to learn the language properly before starting 
with your great playlist of tutorials. Thanks in advance, have a great day.
Reply
◦
Derek Banas
 says: 
October 5, 2014 at 5:12 pm
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Machine generated alternative text:
I’d say the next direction to go is either to learn 
UML
, or 
Object Oriented Design
. A 
great book is 
Data Structures and Algorithms in Java
 as well. I have an algorithms 
tutorial though 
here
.
Reply
◾
Alexandru
 says: 
October 6, 2014 at 10:49 am
Ok, I’ll follow your advice. Btw great job with your tutorials, I have subscribed. 
You also have my respect.
Reply
◾
Derek Banas
 says: 
October 6, 2014 at 11:02 am
Thank you 
Reply
9.
joseph
 says: 
October 23, 2014 at 5:22 pm
very comprehensive video tutorials. thanks !
Reply
◦
Derek Banas
 says: 
October 29, 2014 at 10:27 am
Thank you 
Reply
10.
Michael
 says: 
November 5, 2014 at 5:53 pm
Hi Derek! Awesome job you have done! It’s the best tutorial video of core Java that I have ever 
gone through! I just finish my study of core Java, and the video content, though only 30 
minutes, has covered what I have learned in the past two months , and even more! 
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It is really impressive video and I appreciate your share and your effort. You do have my 
respect!
And I have a question here, since I have just finished my study of core Java, what do you think 
is the next move on the way to become a real java programmer ? I mean, what to learn after 
core java? Where can I find some project to practice my coding?
Another question Is web development or mobile development a better market to enter in the 
coming few years?
Thank you!
Reply
◦
Derek Banas
 says: 
November 6, 2014 at 6:56 pm
Thank you for the compliment 
 I’d say the next thing you need to work on is problem 
solving. i cover that in my UML, object oriented design, design patterns and refactoring 
tutorials. There is a ton of web development work out there. PHP is still the dominate 
language there though. I have also found a ton of mobile work by focusing on creating 
private apps for small business owners. It doesn’t seem like I have any competition 
locally for that. Best of luck.
Reply
11.
Ronald Kaylor
 says: 
November 28, 2014 at 10:43 am
I found your video on YouTube as I am in a Java class and this has really helped me get a better 
handle on what I am doing. THANK YOU for the video and this page.
Reply
◦
Derek Banas
 says: 
November 29, 2014 at 8:17 am
You’re very welcome 
 I’m happy that I could help.
Reply
◾
John
 says: 
December 12, 2014 at 2:53 am
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Machine generated alternative text:
Hi. Pasting this code into android studio main activity creates all sorts of errors – a 
lot based on the static declarations. Would that be expected?
Reply
◾
Derek Banas
 says: 
December 12, 2014 at 1:54 pm
Android Studio is for Android apps only. You can’t write straight Java in AS
Reply
12.
gihan kanishka
 says: 
December 13, 2014 at 7:23 am
No words to appreciate you you are awesome.This saved me a lot of time.Expect more great 
tutorials from you like this one.
Reply
◦
Derek Banas
 says: 
December 15, 2014 at 8:43 am
Thank you 
 I’ll make a video like this for every language. I’m glad you liked it.
Reply
13.
Andrea lee
 says: 
January 2, 2015 at 4:10 pm
Hi Derek,
Thanks for all of the wonderful java video I enjoy so much. May I know if you are still going to 
teach hibernate, spring & other related video.
Thanks
Reply
◦
Derek Banas
 says: 
January 5, 2015 at 1:45 pm
You’re very welcome 
 Yes I’ll try to fit them in as I make Android games
Reply
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14.
Andrei
 says: 
January 24, 2015 at 12:24 am
Hello, Derek,
Thanks a lot for your awesome work!
I am quite new to this so I will really appreciate some advice. The copy/pasted code does not 
compile on Eclipse, I get the message “Build path specifies execution environment 
OSGi/Minimum-1.2. There are no JREs installed in the workspace that are strictly compatible 
with this environment.” To solve this, I have tried new projects and tried different options in the 
field “use an execution environment JRE”. It didn’t work. Probably the problem comes from 
other versions of java I previously had on my computer.
If I run java -version on Command Prompt I get 1.8.0_31 version even if I deleted the 8th 
version and reconnected Eclipse to the 7th version (in Preferences Installed JREs).
I also have from previous trials a program called DrJava and there the code is compiling, but I 
want to run it in Eclipse so I can follow you better and I also want to understand what I did 
wrong.
Thanks a lot!
Reply
◦
Derek Banas
 says: 
January 24, 2015 at 5:43 am
Hello Andrei, Check out this tutorial 
Install Eclipse for Java
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Your email address will not be published.
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Buy me a Cup of Coffee
"Donations help me to keep the site running. One dollar is greatly appreciated." - (Pay Pal Secured) 
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