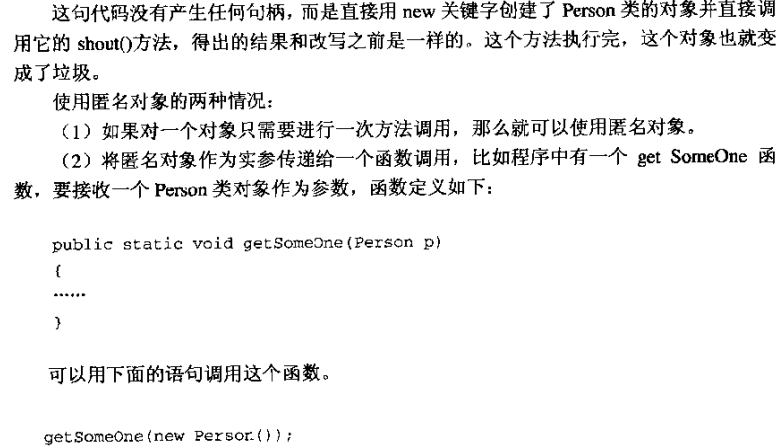
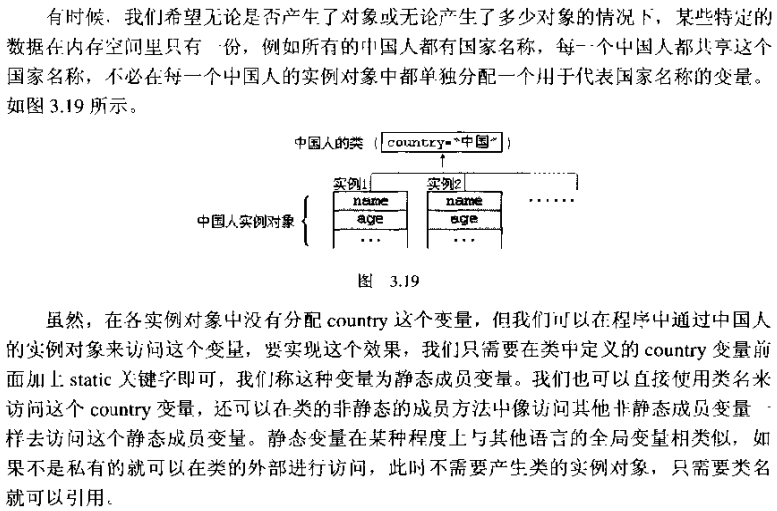
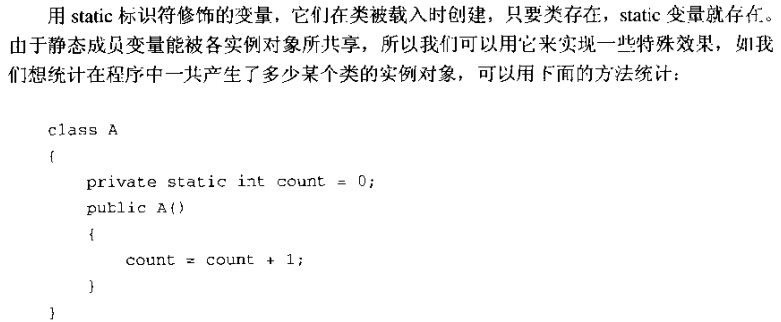
**基础增强篇**

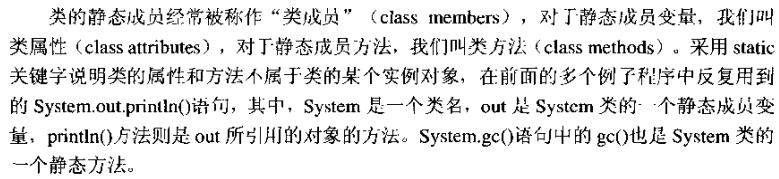
# 匿名对象



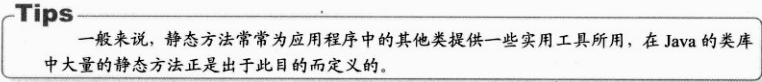
# Static

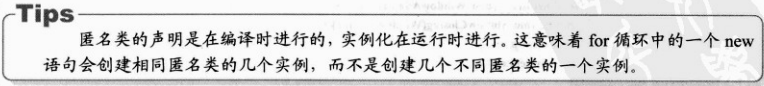


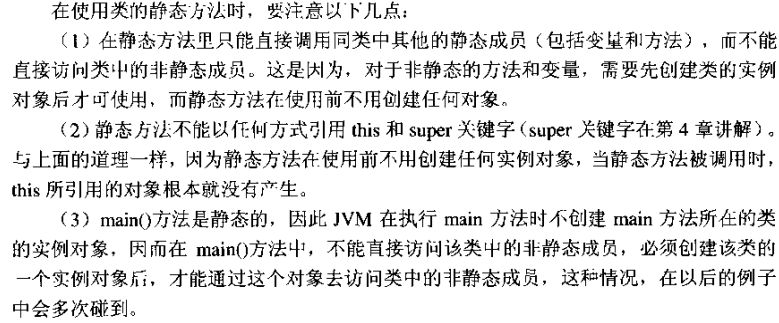


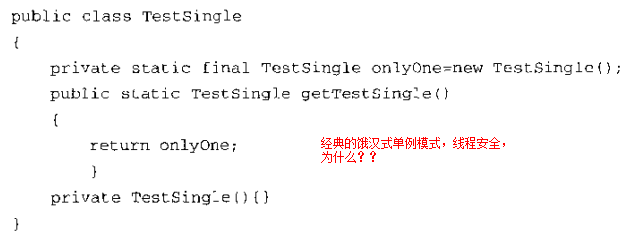




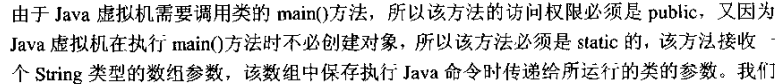


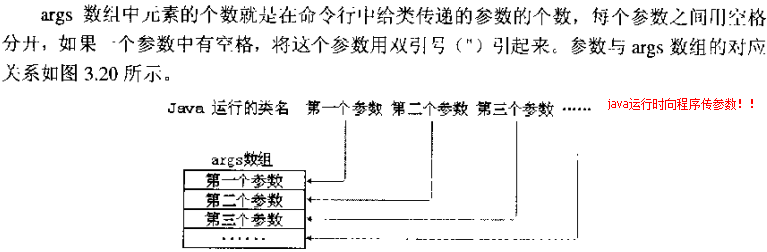




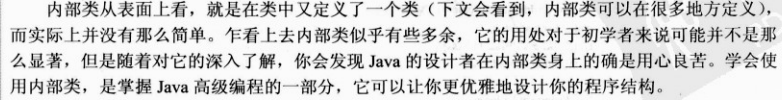


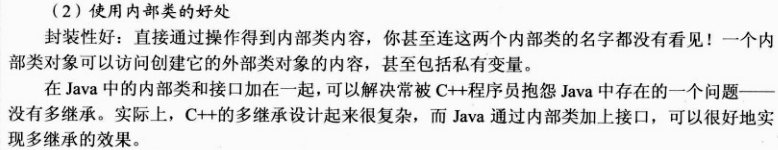
**理解main()方法**

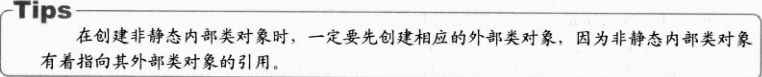


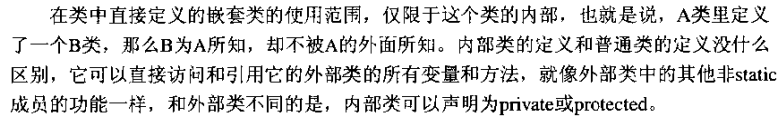


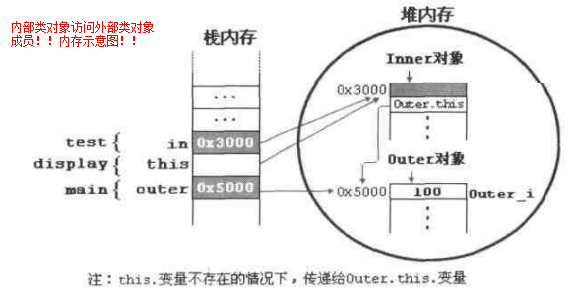
# 内部类

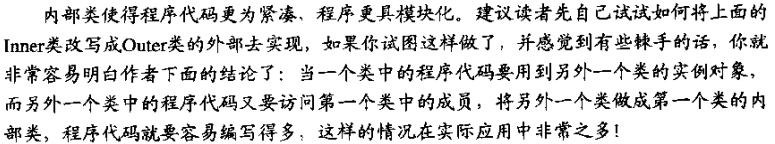


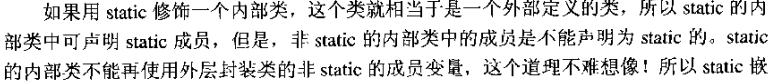


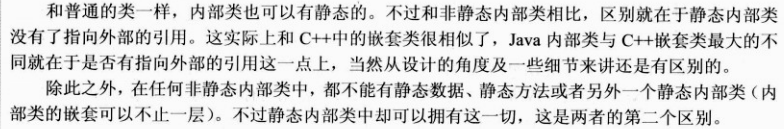








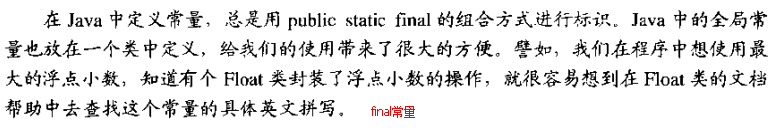




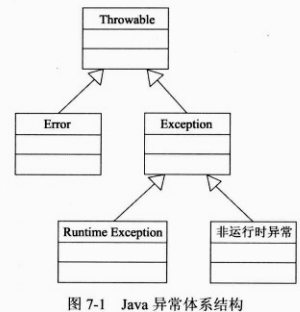
# 匿名内部类

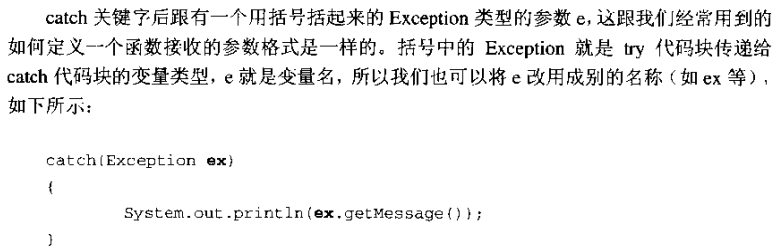
常见用法如：封装线程代码的Runnable接口类型对象等等。

# final

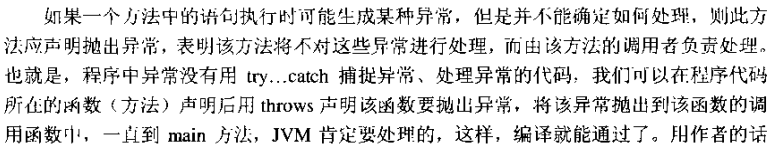


# 异常

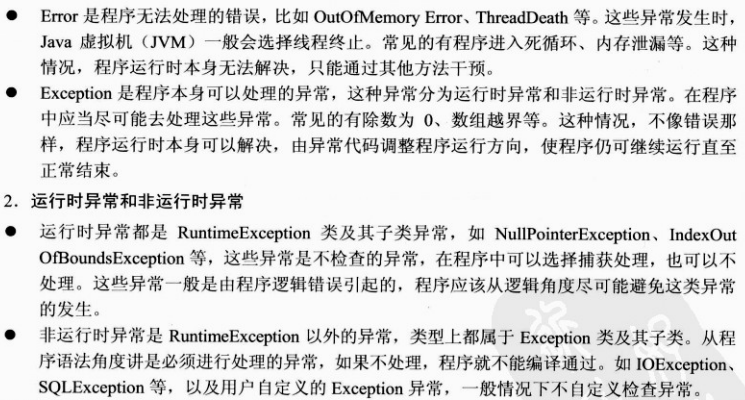


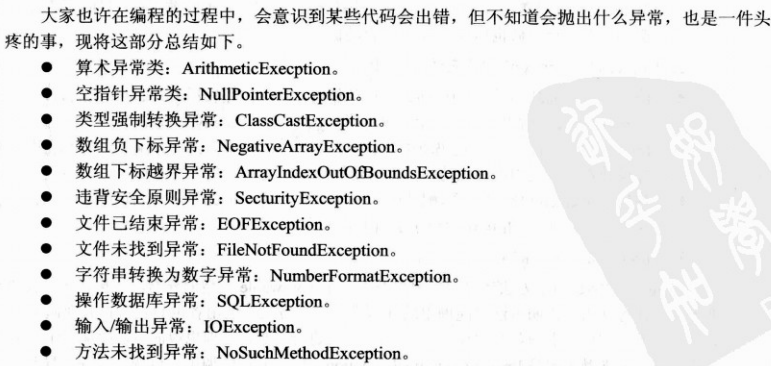


经验使用Throws关键字在有可能发生异常的代码上声明异常，提醒调用者处理可能发生的异常情况！！

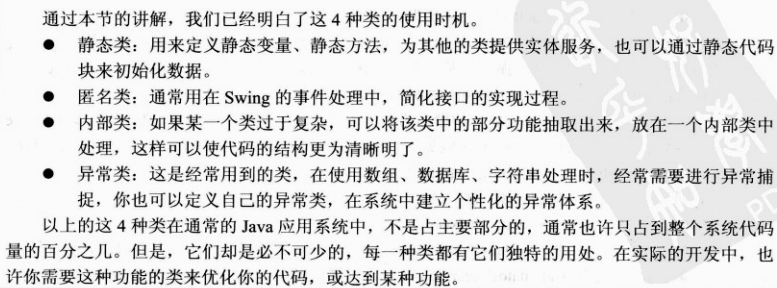


不建议让虚拟机处理异常，这样没有意义！！

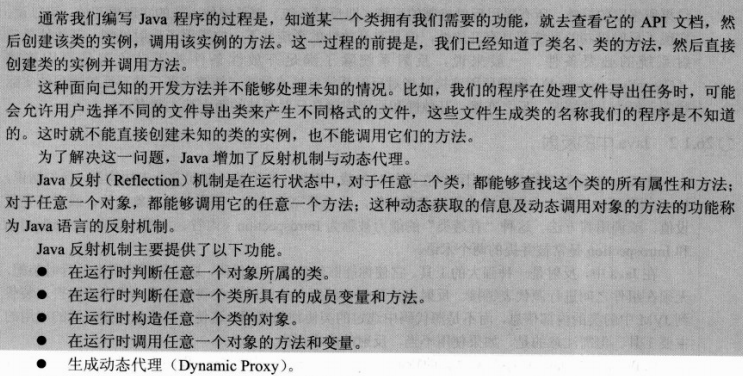


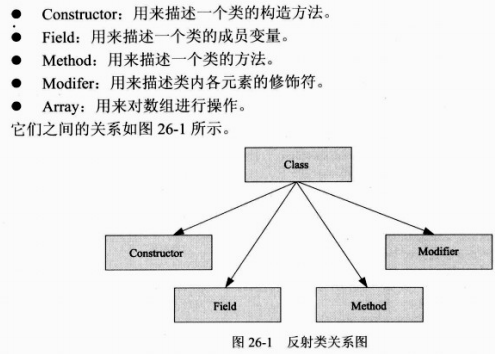


# 总结

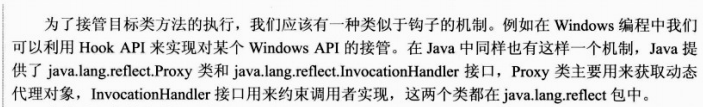


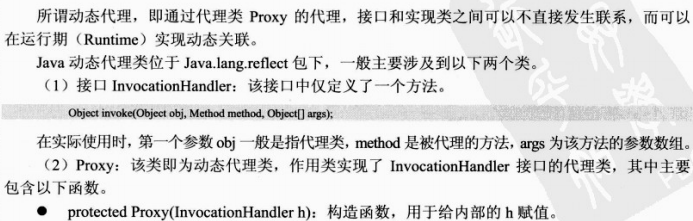
# 反射

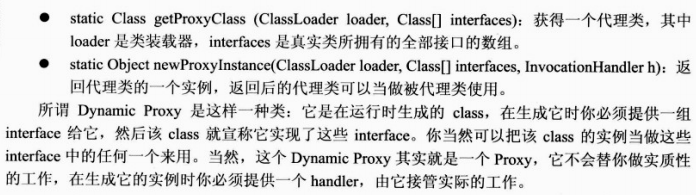


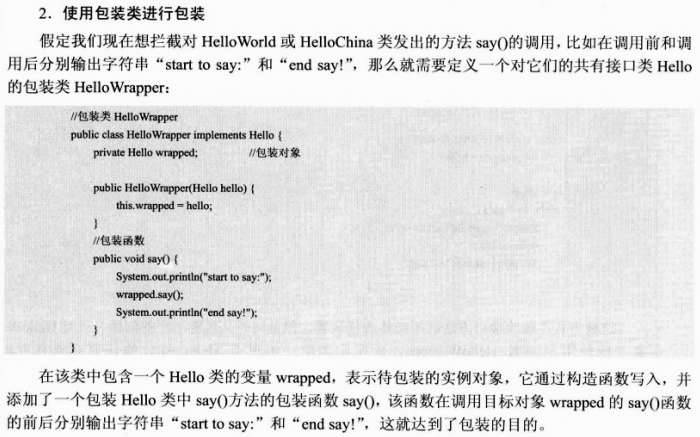


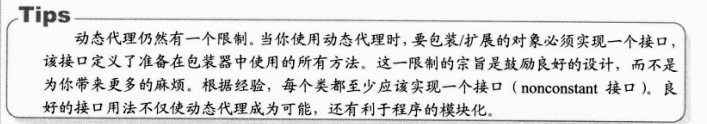
# 动态代理











Cglib

asm