8 week to practice: 17/2/2025-17/4/2025

# **1. Working with Java data types (10%)**

## **1.1 Operator, casting, unboxing-autoboxing**

### **1.1.1 Arithmetic Operators**

-Addition+, subtraction-, multiplication\*, division/, integer remainder %

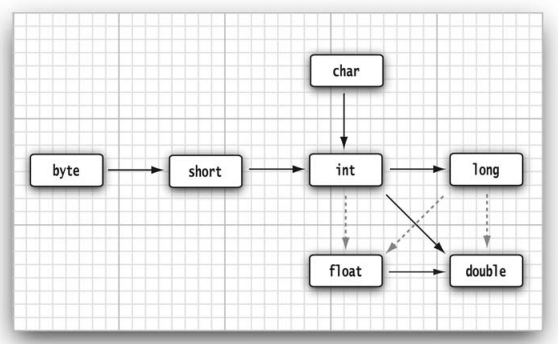
-**Note**: integer / 0 =exception, floating / 0 = NaN or infinite

### **1.1.2 Mathematical Functions and Constants**

-The Math class contains an assortment of mathematical functions.

-Almost methods in java.lang.Math return double, except: max, min, abs, round

### **1.1.3 Conversions between Numeric Types**

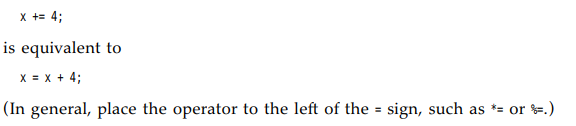


### **1.1.4 Casts**

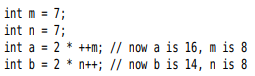
 

Note: boolean->number: 

### **1.1.5 Combining Assignment with Operators**



### **1.1.6 Increment and Decrement Operators**



### **1.1.7 Relational and boolean Operators**

- ==, !=, <, &&, ||..

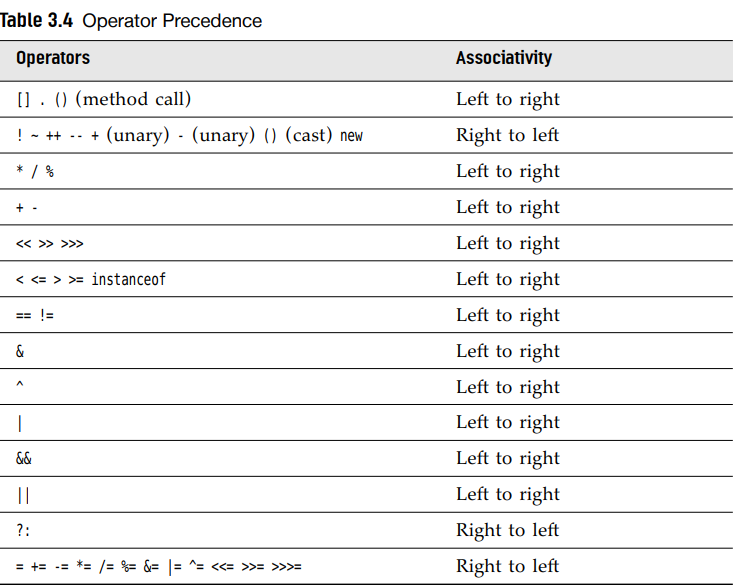
-The ternary ?: 

### **1.1.8 Bitwise Operators**

  
Note: ~ N = -(N+1)

-Shift operators: <<, >>

### **1.1.9 Parentheses and Operator Hierarchy**



## **1.2 String-StringBuilder**

### **1.2.1 String**

-Constructor: (), byte[], char[], String, StringBuilder

- Static methods: join, valueOf, format

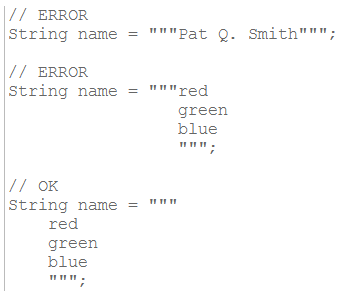
-Instatnce methods: charAt, concat, contains, startsWith, endsWith, equals, equalIgnoreCase, indexOf, indent, isBlank, isEmpty, lastIndexOf, length, repeat, replace, replaceAll, replaceFirst, split, strip, stripIndent, stripIndent, stripLeading, stripTrailing, subString, toLowerCase, toUpperCase, trim

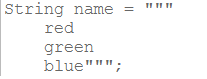
### **1.2.2 StringBuilder**

-Constructor: (), String

-Instance methods: append, capacity, charAt, delete, deleteCharAt, indexOf, lastIdexOf, insert, length(), replace, reverse, subString

### **1.2.3 Text block:**





-Trailing white space:Incidental white space + essential white space

## **1.3 Typer inference with var**

-var is not a keyword, can use var as variable name

-Var can use in:

+static/instance initialization block

+as a local variable

+iteration variable in enhanced for-loop

+as looping index in for-loop

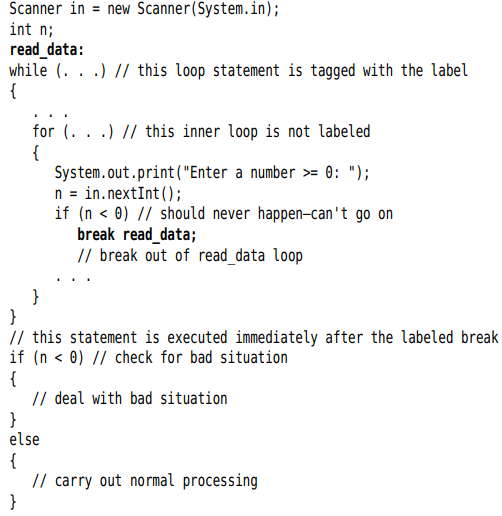
+as a return value from another method,

+as a return value in a method,

## **1.4 Controlling Program Flow (5%)**

-**break**: exit a switch and break out of a loop.

-label and break: break out of all nested loops



-**continue**: transfer control to the header of innermost enclosing loop

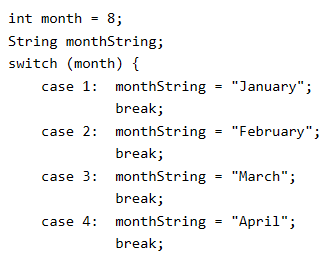
|  |  |
| --- | --- |
| |  | | --- | | -Note: labeled break or continue statement must always exist inside the loop where the label is declared | |

## **1.5 if/else, swith-case, loops**

### **1.5.1 Switch**

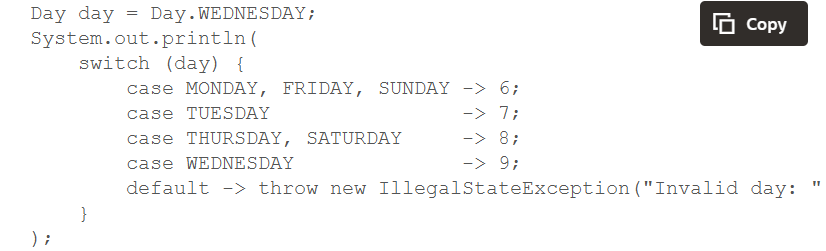
-works with: byte, short, char, int+ their wrap+ enumarted+String

-Switch statement

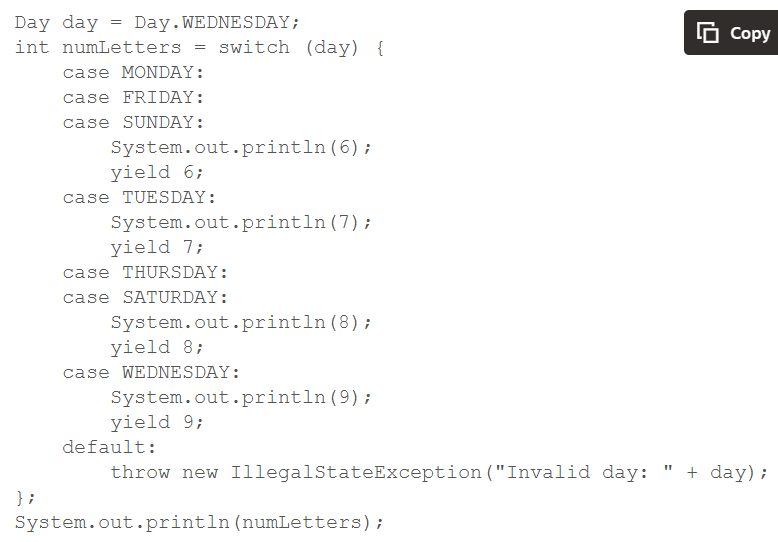


-Switch expression

+”case L->: Labels:



+”case L:” Statements and yield Statement



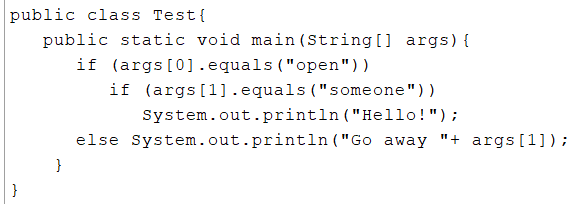
-Note:

+The default label is optional for switch statement and required for a switch expression only when the case labels are not exhaustive.

+Can’t mix switch expression+statement

### **1.5.2 If-else**

-An else clause belongs to the innermost if the first if() condition fails+there is no else associated to execute



# **2. Java Object-Oriented (30%)**

2.1 Class-objects declaration, initialization, life cycles

2.2 Fields, methods with instance, static, overloading

2.3 Nested class, inner class, local class, anonymous class

2.4 Encapsulation and immutability

2.5 Subclass, super class, abstract class

2.6 Method call polymorphically

2.7 Interface, functional interface, private, static, default method

2.8 Enumeration

# 3. Exception handling (5%)

3.1 try/catch/finally

3.2 Single-catch, multi-catch statements

3.3 Throw, throws

3.4 Try-with-resource

3.5 Custom exception

# 4. Working with Arrays and Collections (10%)

4.1 Array, List, Set, Map, Dequeue

4.2 Comparator, Comparable

4.3 Generic, wildcards

# 5 Working with Streams and Lambda expressions (15%)

5.1 Functional interfaces using lambda expressions

5.2 java.util.function package

5.3 Java Streams filtering, transforming, processing, reduction, grouping, partitioning

5.4 Sequential and parallel streams

# 6. Java Platform Module System (5%)

6.1 Modular vs non-modular application

6.2 Named module, unnamed modules, automatic modules

6.3 Expose, compile, run, deploy module

# 7. Concurrency (4%)

-Deadlock, livelock, starvation recognition

-Runnable, Thread

-Callable, ExecutorService

-java.util.concurrent locking api

# 8. Java I/O API (5%)

8.1 I/O Streams

8.2 NI/O API

8.3 Serialization and deserialization

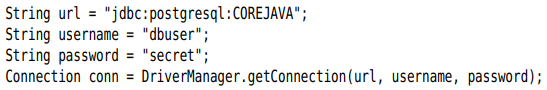
# 9. Securing Coding in Java SE Application (3%)

-Denial of service, code injection, data validation, data integrity

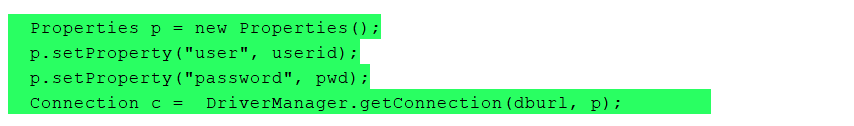
# 10. Database Applications with JDBC (2%)

## **10.1 Database connection, manipulation**

### **10.1.1 Connection**



-Use property:



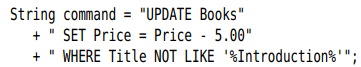
## **10.2 Working with JDBC Statement**

### **10.2.1 Executing SQL Statements**

-Execute a SQL statement, 1st create **Statement** object by **Connection** from **DriverManager.getConnection()**



-Place the statement into a string:



-**executeUpdate()** of Statement interface:



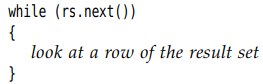
+**executeUpdate()** return a count of rows affected by SQL statement or zero.

+executeUpdate() can execute actions INSERT, UPDATE, DELETE, CREATE TABLE, DROP TABLE…

-**executeQuery()**: SELECT

+This method returns **ResultSet** object to walk through the result one row at a time:





+The order of rows is arbitrary. You can specify with **ORDER BY**

+Take the contents of the fields:



There are accessors for various type, such as getString() and getDouble(). Each accessor has 2 forms: string (name column) and numeric (number column) argument.

Each get method make type **conversions**. Example: getString() convert any type to string.

-**execute()**: catch-all statement to execute arbitrary SQL statements. It’s commonly used only for queries that a user supplies interactively.

### **10.2.2 Managing Connections, Statements, and Result Sets**

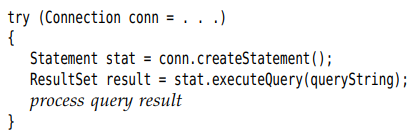
-Every Connection object can create one or more Statement objects. You can use the same Statement object for multiple unrelated commands and queries.

-A statement has at most one open result set. If you want multiple queries concurrently, use multiple Statement.

-There is a limit to the number of statements per connection. Use **getMaxStatements()** of **DatabaseMetaData** interface.

-**close()** when you done using ResultSet, Statement or Connection. **closeOnCompletion()** on Statement close automatically as soon as all its result sets have closed.

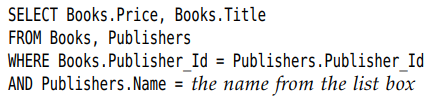
-Use **try-with-resource** with short-lived connection:



## **10.3 Query Execution**

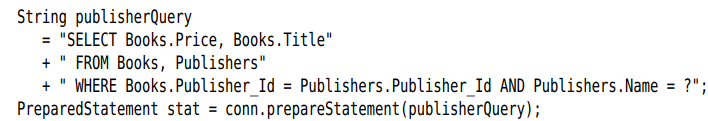
### **10.3.1 Prepared Statements**

-Prepared statements:



+We prepare a query with a host variable and use it many times, each time filling in a different string for the variable. -> improve performance

+Each host variable in a prepared query is indicated with a ?. If there is more than one variable, keep track of the positions of ? when setting the values



-You must bind the host variables to actual values with set(). There are different **set()** for various types

+ 1st argument is the position number of the host variable. 2nd argument is the value.

+If you reuse a prepared query that already executed, all host variables **stay bound** unless you change them with **set()** or **clearParameters()**.

-Once all variables have been bound to values, execute the prepared statement: 

-executeUpdate() return the count of changed rows.



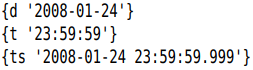
-**Note**:

+**setNull()** must use SQL type in java.sql.Types

### **10.3.3 SQL Escapes**

-“escape” syntax features are supported by databases but use database-specific syntax variations. JDBC driver translates the escape syntax to syntax of database.

-Date and time literals: Use d, t, ts for DATE, TIME or TIMESTAMP values:

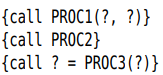


-Scalar function: function returns a single value.

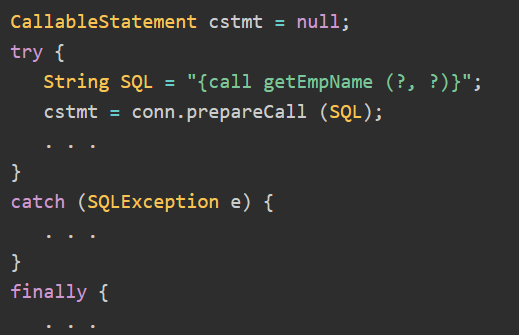
+Embed the standard function name and arguments:



-**Stored procedure**:



+Use **CallableStatement** interface:



Input: set…()

Output:



-Outer join

-\_ and % in LIKE:

+No standard way to use them literally.

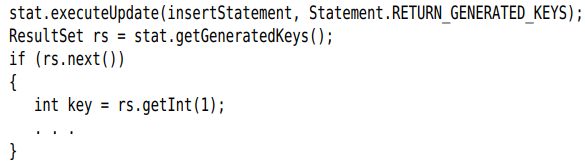
+Example: match all strings containing a \_



### **10.3.5 Retrieving Autogenerated Keys**

-Most databases support mechanisms for autonumbering rows in database. They differ among vendors. The automatic numbers are often used as primary key.

-Retrieving them:



## **10.4 Scrollable and Updatable Results Sets**

-In a **scrollable result**, you can move forward and backward through a result set and jump to any position.

-In an **updatable result set**, you can update entries so that the database is automatically updated.

### **10.4.1 Scrollable Result Sets**

-By default, result sets are not scrollable or updatable.

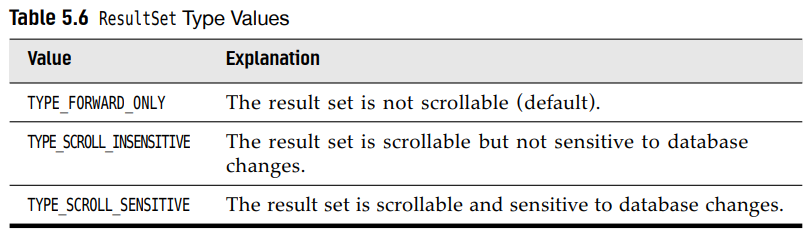
-Must obtain a different Statement object with:

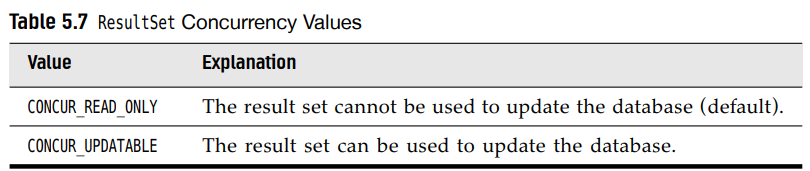


-For a prepared statement:



-**type** and **concurrency**:





-Example: scroll through a result set but don’t edit data:



+Return the result sets: 

are now scrollable. A scrollable result set has a **cursor** that indicates the current position.

+**getType()** and **getConcurrency()** of ResultSet interface to find out what mode a result set actually has.

-**Scrolling**:

+ return true or false

+ move the cursor by any number of rows

+ set the cursor to a row number

+ get the current row number

+first(), last(), beforeFirst(), afterLast()

+isFirst(), isLast(), isBeforeFirst(), isAfterLast()

### **10.4.2 Updatable Result Sets**

-Obtain updatable result sets:



-Note: Not all queries return updatable result sts

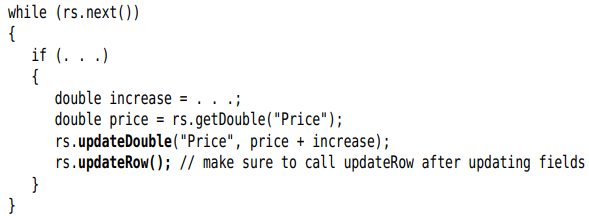
+The query is a join involves multiple tables not updatable

+The query involves only a single table or join multiple tables by their primary key: you should expect the result set to be updatable.

+getConcurrency() to find out.

-**Update**:



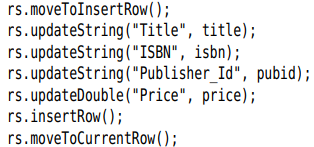


+There are **updateXXX** methods for all data types that correspond to SQL types: updateDouble(), updateString()

+**Note**: If you use updateXXX whose 1st parameter is the column number, be aware that this is the column number in the result set.

+updateXXX changes only the row values, not the database. Use updateRow(). You can also call cancelRowUpdates() cancel the updates to current row

-**Add** a new row to database:



+You can’t influence where the new data is added in the result set or database.

+If you don’t specify a column value in insert row, it’s set to SQL NULL. If the column has a NOT NULL constraint, an exception is thrown and the row is not inserted.

-Delete the row under the cursor: 

-To sum up, java programmers might find it more natural to manipulate the database contents through result sets than by constructing SQL statements.

## **10.5 Transactions**

-You can group a set of statements to form a **transaction**. It can be **committed** when all has gone well-or an error has occurred in one of them, it can be **rolled back** as if none of the statements had been issued.

-The major reason for grouping statements into transactions is **database integrity**.

### **10.5.1 Programming Transactions with JDBC**

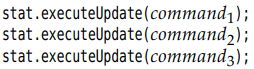
-By default, database connection is in **autocommit mode** –each SQL statement is committed to database as soon as it is executed. Once a statement is committed, you can’t roll it back.

-Turn off the default: 

-Create a statement object in normal way:



-executeUpdate() any number of times:



-If all statements have been executed without error:

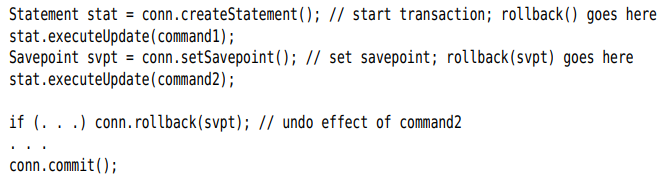


-If an error occurred: 

+All statements since the last commit are automatically reserved. You issue a rollback when the transaction was interrupted by a SQLException

### **10.5.2 Save Points**

-Create a save point marks a point to which you can later return without having to abandon entire transaction.



-If you no longer need a save point: 

### **10.5.3 Batch Updates**

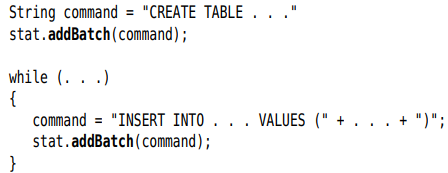
-In a batch updates, a sequence of statements is collected and submitted as a batch.

-**Note**: use **supportsBatchUpdates**() of **DatabaseMetaData** to find out if the databse supports this feature.

-Execute a batch:

+Create a Statement object: 

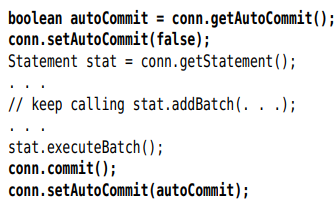
+**addBatch**() instead of executeUpdate():



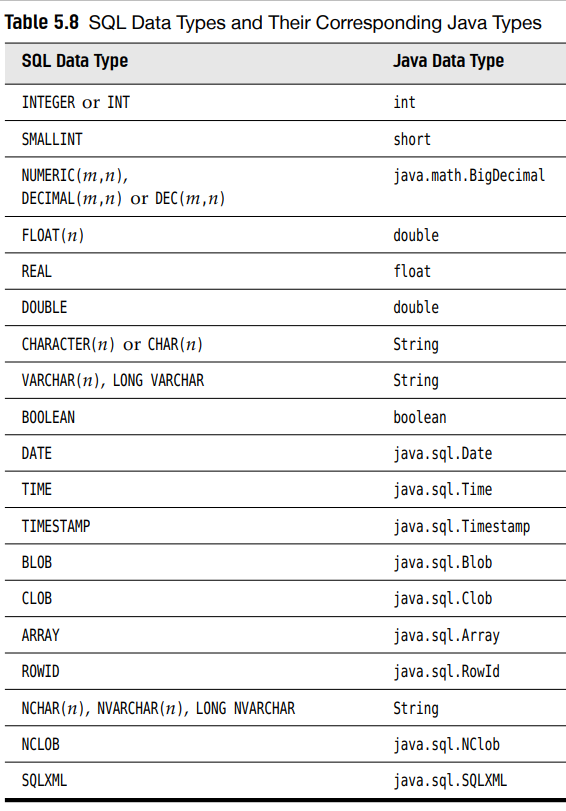
+Submit the entire batch: 

returns an array of row counts for all submitted statements.

-Treat the batch execution as a single transaction. If a batch fails in the middle, roll back to the state before the beginning of the batch.



### **10.5.4 Advanced SQL Types**



# 11. Localization (2%)

11.1 Locale

11.2 Resource bundle

11.3 Message format

11.4 Date format

11.5 Number format

# 12 Annotation (4%)

12.1 Built-in annotation

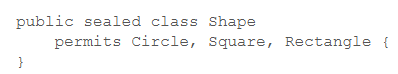
12.2 Annotation creation, applying

# 13.Record and Sealed Class

## **13.1 Sealed class**

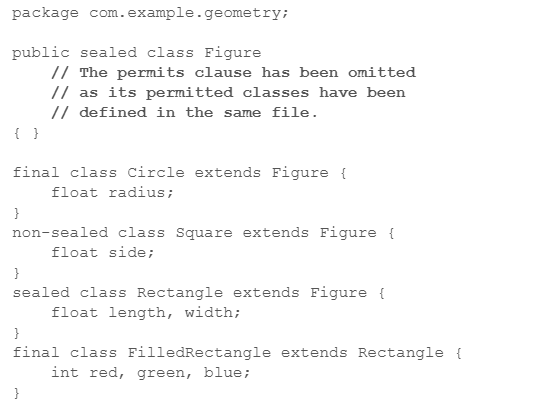
-Sealed classes and interfaces: restrict which other classes or interfaces may extend or implement them.

-Declare:



+The permitted subclasses are in the **same module** or in the **same package.**

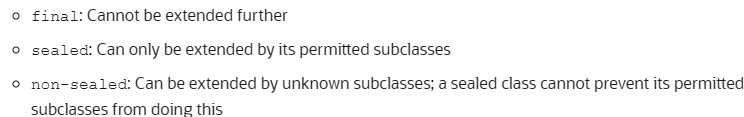
+You can define permitted subclasses in the **same file**, then you **can omit permits**:



-**Permitted subclasses**:

+Must **extend** the **sealed class**.

+Must be one of:



+Must be in the **same module** or **same package**.

-**Sealed interface**: specifies classes and interfaces that can extend and implement

-**Record** classes as **permitted subclasses** of a **sealed interface**: record is **final**

-**java.lang.Class methods**:

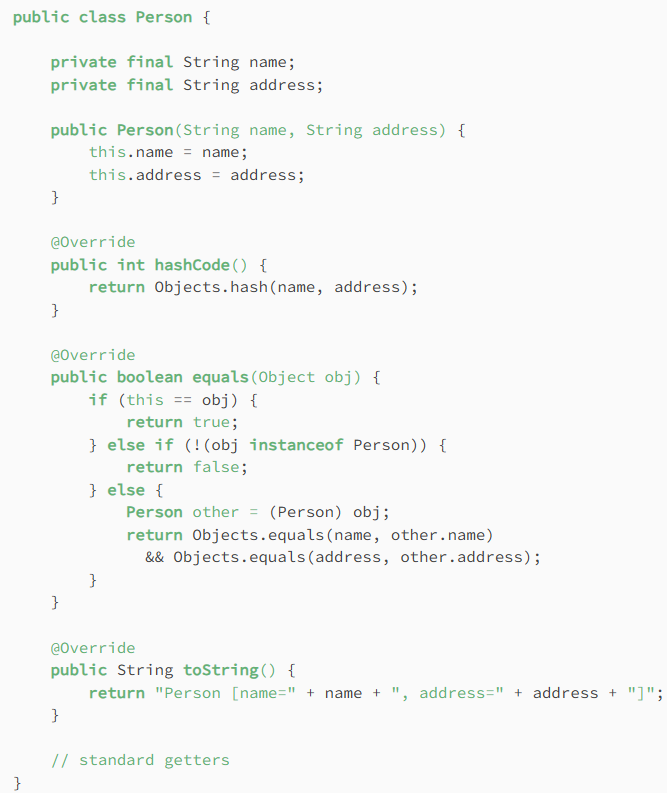
permittedSubClasses()

isSealed()

## **13.2 Record**

13.2.1 Purpose

-We write classes to hold data (database result, query result, information from a service), this data is **immutable**.

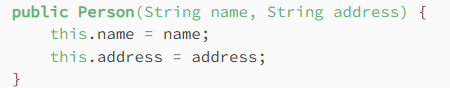


13.2.2 The basics

-JDK 14: Records are immutable data classes that requires only the type and name of fields. final equals(), final hashCode(), final toString(), private, final fields and constructor are generated by Java compiler.



-The equivalent constructor:



+Instantiate objects from record:



-The equivalent **getters** (Note: name of getter = name of instance fields, example: name()), equals (true if objects of same type and values match), hashCode (return same value for 2 objects if all field values match), toString(name of record+field names+field values)

-Record **can’t be extended** and **can’t have extend clause**.

-Record can implement Serializable interface

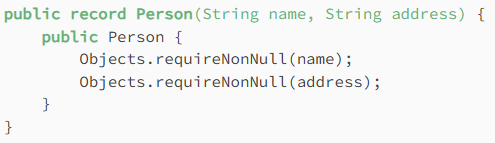
-Record may have at **most 1 varagrs** component.

* + 1. Constructors

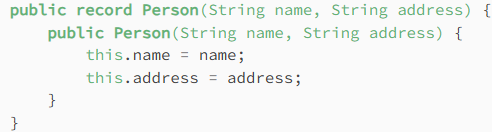
-**Canonical constructor**:

+We can **customize** constructor for **validation**: (**compact form**)

+Example: fields aren’t null

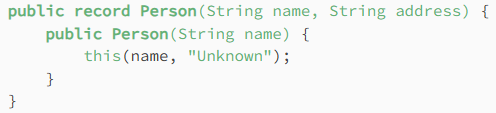


+Creating a constructor with **same arguments** as the generated public constructor is valid, but each field is **manually initialized**: **regular form canonical constructor**



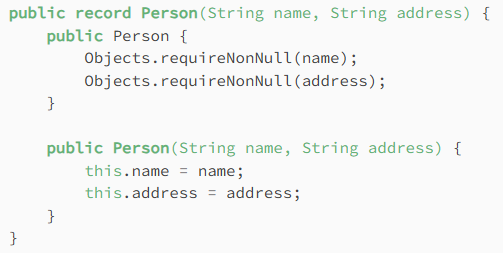
Or public Journal {id=id+1}

-**Non-canonical constructor**: Create **new constructors** with different arguments by supplying either a **canonical constructor** or **another constructor**:



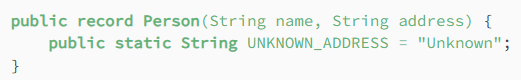
-**Error** when declare **2 canonical constructors**:

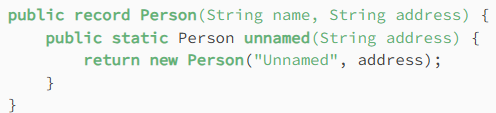
+Example: compact form + regular form



13.2.4 Static variables and methods

-We can use **static variables** and **static (and instance, not setter)** **methods** in record







# 14. Date and Time API

## **14.1 Time Line**

-**Instant** represents a point on the time line.

+An origin (**epoch**) is set at midnight of 1/1/1970 at the prime meridian passing through Greenwich Royal Observatory in London. Time is measured in 86400 seconds per day, to **nanosecond** precision. Instant values go back as far as a 1 billion years.

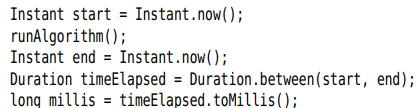
+**Instant.MAX** is 31/12/1000000000

+**Instant.now()** give the current instant.

+**Instant.truncatedTo(ChronoUnit):** make a copy

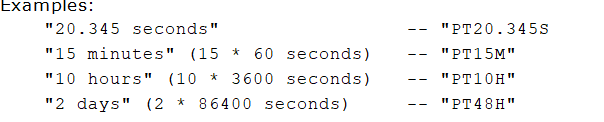
+You can compare 2 instants with **equals()** and **compareTo().**

+**Duration.between()** find out the difference between 2 instants. Example: measure the running time algorithm:

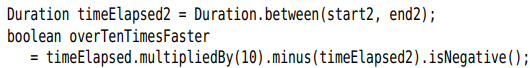


-Duration is the amount of time between 2 instants. You can get the length of Duration by **toNanos(), toMillis(), getSeconds(), toMinutes(), toHours(), toDays()**

**+toString() format**: PT…H…M…S



+Duration API has methods to carry out arithmetic.

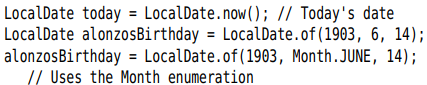




## **14.2 Local Date**

**TemporalAccessor** interface (get)-> **Temporal** interface (plus, minus, until, with) -> LocalDate,Time… + **TemporalAdjuster** interface

-**Construct** LocalDate with **now(**) or static **of()**:



-**Compute** the day of the year:



-**Period** express numbers of elapsed **years, months, days**. **toString() Period** format: P…D

+  or 

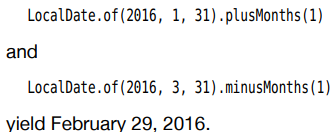
+**until()** yields the different between 2 local dates:



+Find the number of **days**:



-**Caution**: some methods in LocalDate could create non-existen dates:



-**getDayOfWeek()** yields the weekday as a value of **DayOfWeek** enumeration:

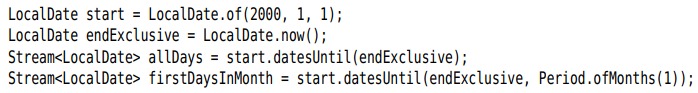


+DayOfWeek enumeration have **plus()** and **minus()**:



+**Note**: java.util.Calendar: Sunday has value 1.

-2 methods **datesUntil**() yield **streams** of LocalDate:



-There are also classes **MonthDay**, **YearMonth**, **Year** to describe **partial dates**.

## **14.3 Date Adjuster**

-**TemporalAdjusters** class provides a number of static methods for common adjustments. Pass the result of an adjustment method to **with(TemporalAdjuster)** or **TemporalAdjuster.adjustInto()**





## **14.4 Local Time**

-create an instance with **now()** or **of()**:



-**plus()** and **minus()** wrap around a **24-hour** day.



-**Note**: LocalTime doesn’t concern itself with AM/PM

-**LocalDateTime** class represent a date and time. This class is suitable for storing points in time in a fixed time zone (schedule of classes or events)

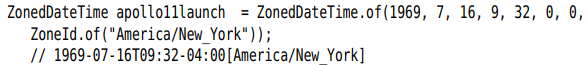
## **14.5 Zoned Time**

-Each time zone has an **ID** (America/New\_York, Europe/Berlin). **ZoneId.getAvailableZoneIds()** to find out all available time zones.

-**ZoneId.of(id)** yields a ZoneId object. You can use it to turn **LocalDateTime into ZonedDateTime** by **local.atZone(zoneId)**

**-**Construct a ZonedDateTime:



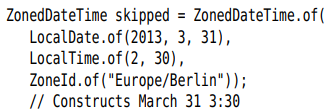


+**apollolaunch.toInstant()** to get the Instant.

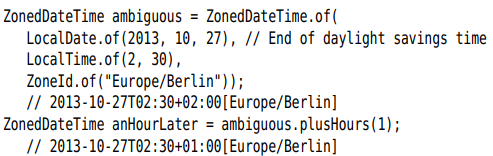
+ get **ZonedDateTime** from **Instant**, use **ZoneId**.

-Many methods of **ZonedDateTime** are the same as those of **LocalDateTime**

-**Daylight savings time**: clocks advance by an hour.

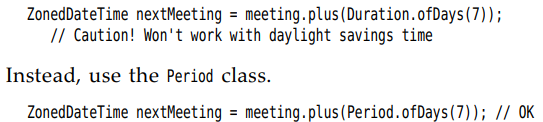


+When daylight time ends, clocks are set back by 1 hour, there are 2 instants with same local time.



The time has the same hours and minutes, but the zone offset has changed.

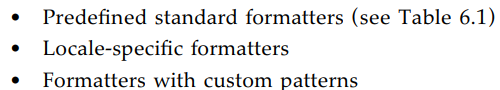
+Pay attention when adjusting a date across daylight savings time boundaries. Example: set a meeting for next week, don’t add 7 days:

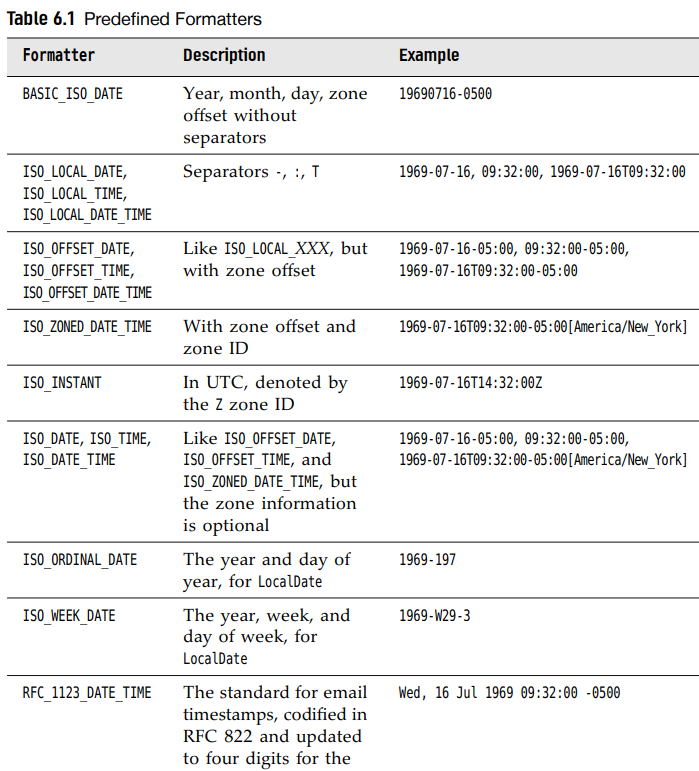
  
+between **ZonedLocalDate** in **DST** and not in DST: need to +1 hour to between time.

-**Caution**: **OffsetDateTime** represents times with an offset from UTCm without time zone rules.

## **14.6 Formatting and Parsing**

-**DateTimeFormatter** class provides 3 kinds of formatters to print date/time value:

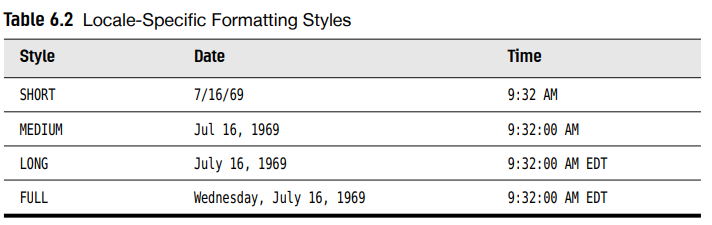




-Use one of the standard formatters:



-To present dates and times to human readers, use locale-specific formatter. There are 4 styles: SHORT, MEDIUM, LONG, FULL



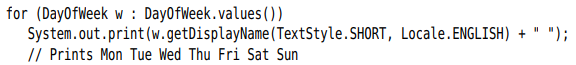
-Static ofLocalizedDate(), ofLocalizedTime(), ofLocalizedDateTime() create a formatter:



+These methods use default locale. Change **withLocale()**

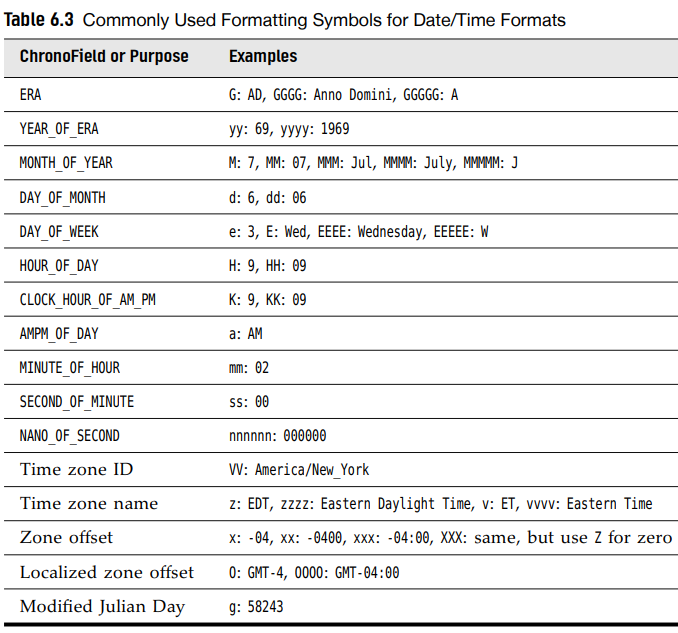


-**DayOfWeek** and **Month** enumerations have **getDisplayName()** for giving info in different locales and formats:

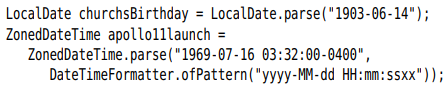


-**Note**: java.time.format.DateTimeFormatter class is intended as a replacement for java.util.DateFormat. Call formatter.toFormat()

-You can roll **your own date format** by specifying a **pattern**: 



-Parse a date/time value from a string: **parse()**



+1st call use standard ISO\_LOCAL\_DATE formatter. 2nd one use a custom formatter.