

Java Programming Language, Java SE 6

Duration: 0 Days

What you will learn

This Java Programming Language, Java SE 6 training is a foundational course that teaches you how to develop applications using the Java Programming Language. Expert Oracle University instructors will help you deep dive into the syntax of the Java language, objective-oriented programming, creating graphical user interfaces (GUIs), exceptions, file input/output (I/O), creating multi-threaded applications and networked applications.

Learn To:

Create an event-driven graphical user interface (GUI) using Swing components, including panels, buttons, labels, text fields and text areas.

Implement error-handling techniques using exception handling.

Use arrays and other data collections.

Use Java flow control constructs.

Use Java data types and expressions.

Benefits to You

By taking this course, programmers will get the chance to add the Java programming language to their list of skills. The knowledge you gain and the exercises you perform will also help prepare for the Oracle Certified Professional, Java SE 6 Programmer examination. Furthermore, if you're looking to widen your career opportunities, developing in demand Java programming expertise will make you more marketable to both current and future employers.

Participate in Hands-On Labs

You'll also get the chance to practice your skills with labs that range from simple to complex. You'll be led by experienced instructors who answer your questions and guide your learning experience.

Audience

Developer

Related Training

Required Prerequisites

Understand object-oriented principles

Be competent in creating programs in any programming language

Create and edit text files using a text editor

Suggested Prerequisites

Fundamentals of the Java Programming Language (CDJ-110-SE6)

Course Objectives

Implement input/output (I/O) functionality to read from and write to data and text files and understand advanced I/O streams

Create a simple Transmission Control Protocol/Internet Protocol (TCP/IP) networked client that communicates with a server through sockets

Create multi-threaded programs

Create Java technology applications that leverage the object-oriented features of the Java language, such as encapsulation, inheritance, and polymorphism

Execute a Java technology application from the command line

Course Topics

Getting Started

Examine Java technology

Analyze a simple Java technology application

Execute a Java technology application

Object-Oriented Programming

Define modeling concepts: abstraction, encapsulation, and packages

Discuss Java technology application code reuse

Define class, member, attribute, method, constructor, and package

Use the access modifiers private and public as appropriate for the guidelines of encapsulation

Invoke a method on a particular object

Use the Java technology API online documentation

Identifiers, Keywords, and Types

Use comments in a source program

Distinguish between valid and invalid identifiers

Use the eight primitive types

Define literal values for numeric and textual types

Define the terms primitive variable and reference variable

Declare variables of class type

Construct an object using new and describe default initialization

Describe the significance of a reference variable

Expressions and Flow Control

Distinguish between instance and local variables

Describe how to initialize instance variables

Recognize, describe, and use Java software operators

Distinguish between legal and illegal assignments of primitive types

Identify boolean expressions and their requirements in control constructs

Recognize assignment compatibility and required casts in fundamental types

Use if, switch, for, while, and do constructions and the labeled forms of break and continue as flow control structures in a

Arrays

Declare and create arrays of primitive, class, or array types

Explain why elements of an array are initialized

Explain how to initialize the elements of an array

Determine the number of elements in an array

Create a multidimensional array

Write code to copy array values from one array to another

Class Design

Define inheritance, polymorphism, overloading, overriding, and virtual method invocation

Use the access modifiers protected and the default (package-friendly)

Describe the concepts of constructor and method overloading

Describe the complete object construction and initialization operation

Advanced Class Features

Create static variables, methods, and initializers

Create final classes, methods, and variables

Create and use enumerated types

Use the static import statement

Create abstract classes and methods

Create and use an interface

Exceptions and Assertions

Define exceptions

Use try, catch, and finally statements

Describe exception categories

Identify common exceptions

Develop programs to handle your own exceptions

Use assertions

Distinguish appropriate and inappropriate uses of assertions

Enable assertions at runtime

Collections and Generics Framework

Describe the general purpose implementations of the core interfaces in the Collections framework

Examine the Map interface

Examine the legacy collection classes

Create natural and custom ordering by implementing the Comparable and Comparator interfaces

Use generic collections and type parameters in generic classes

Refactor existing non-generic code

Write a program to iterate over a collection

Examine the enhanced for loop

I/O Fundamentals

Write a program that uses command-line arguments and system properties

Examine the Properties class

Construct node and processing streams, and use them appropriately

Serialize and deserialize objects

Distinguish readers and writers from streams, and select appropriately between them

Console I/ O and File I/O

Read data from the console

Write data to the console

Describe files and file I/O

Building Java GUIs Using the Swing API

Describe the JFC Swing technology

Identify the Swing packages

Describe the GUI building blocks: containers, components, and layout managers

Examine top-level, general-purpose, and special-purpose properties of container

Examine components

Examine layout managers

Describe the Swing single-threaded model

Build a GUI using Swing components

Handling GUI-Generated Events

Define events and event handling

Examine the Java SE event model

Describe GUI behavior

Determine the user action that originated an event

Develop event listeners

Describe concurrency in Swing-based GUIs and describe the features of the `SwingWorker` class

GUI-Based Applications

Describe how to construct a menu bar, menu, and menu items in a Java GUI

Understand how to change the color and font of a component

Threads

Define a thread

Create separate threads in a Java technology program, controlling the code and data that are used by that thread

Control the execution of a thread and write platform-independent code with threads

Describe the difficulties that might arise when multiple threads share data

Use `wait` and `notify` to communicate between threads

Use `synchronized` to protect data from corruption

Networking

Develop code to set up the network connection

Understand TCP/IP

Use `ServerSocket` and `Socket` classes to implement TCP/IP clients and servers