

## Java Level 20

### **Native Methods and Libraries**

1. Disadvantages of native Methods
2. The Illusion of Required Efficiency
3. Built-In Optimizations
4. Simple Optimization Tricks
5. Writing native Methods
6. The Example Class
7. Generating Header and Stub Files
8. Creating SimpleFileNative.c
9. A Native Library
10. Linking It All
11. Using Your Library