



*Computer Programming*

# Conclusion

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# Agenda

- ▶ Lecture Goal(s)
- ▶ Skills Summary
- ▶ Three Editions of Java

# Lecture Goal(s)

# Lectures Overview

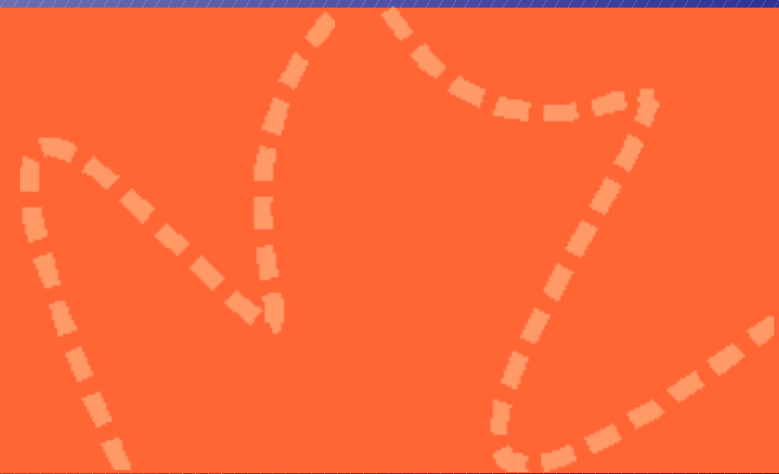
## Java

- ▶ 8: Summarizing Example
- ▶ 9: Standard library
- ▶ 10: GUI – AWT
- ▶ 11: GUI – Swing
- ▶ 12: IO programming
- ▶ 13: Network programming
- ▶ 14: Java archives and Reflection
- ▶ 15: Conclusion

# Today's Goal

To summarize earned skills  
and present a broader  
spectrum of computer  
programming

# Earned Skills and Knowledge



# Computer Programming Culture

## ► Notions

- Iteration
- Recursion
- Compilation
- Interpretation

## ► Languages

- Assembler
- Basic
- Pascal
- C, C++

# Tools

- ▶ The JDK
- ▶ Eclipse
  - ▶ Java editor
  - ▶ Auto-completion
  - ▶ Debugger
  - ▶ Refactoring
- ▶ The Java Tutorial
- ▶ The API Reference



# The Java Language

- ▶ Basic and complex types
- ▶ Control flow
- ▶ Collections
- ▶ Exceptions
- ▶ Threads
- ▶ OO concepts
- ▶ Java archives

# Java APIs

- ▶ `java.lang`
- ▶ `java.util`
- ▶ `java.awt`
- ▶ `javax.swing`
- ▶ `java.io`
- ▶ `java.net`
- ▶ `java.lang.reflection`

# General Topics

- ▶ Computer programming language
- ▶ Continuous evolution of software
  - ▶ Design
  - ▶ Implementation
  - ▶ Testing
  - ▶ Debugging
  - ▶ Redesign
- ▶ Complexity of software design

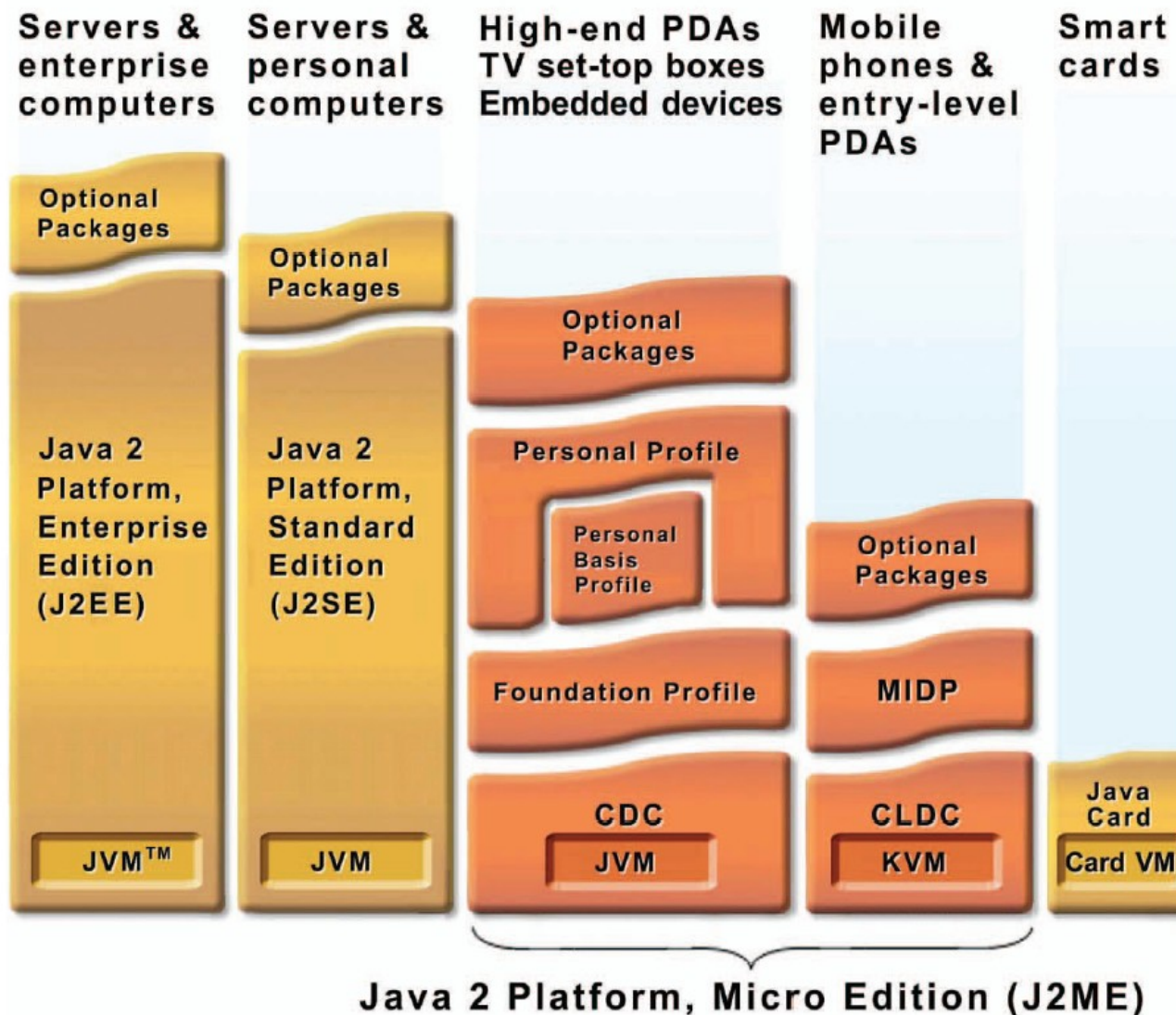
# Java: the Whole Picture



# Three Editions of Java

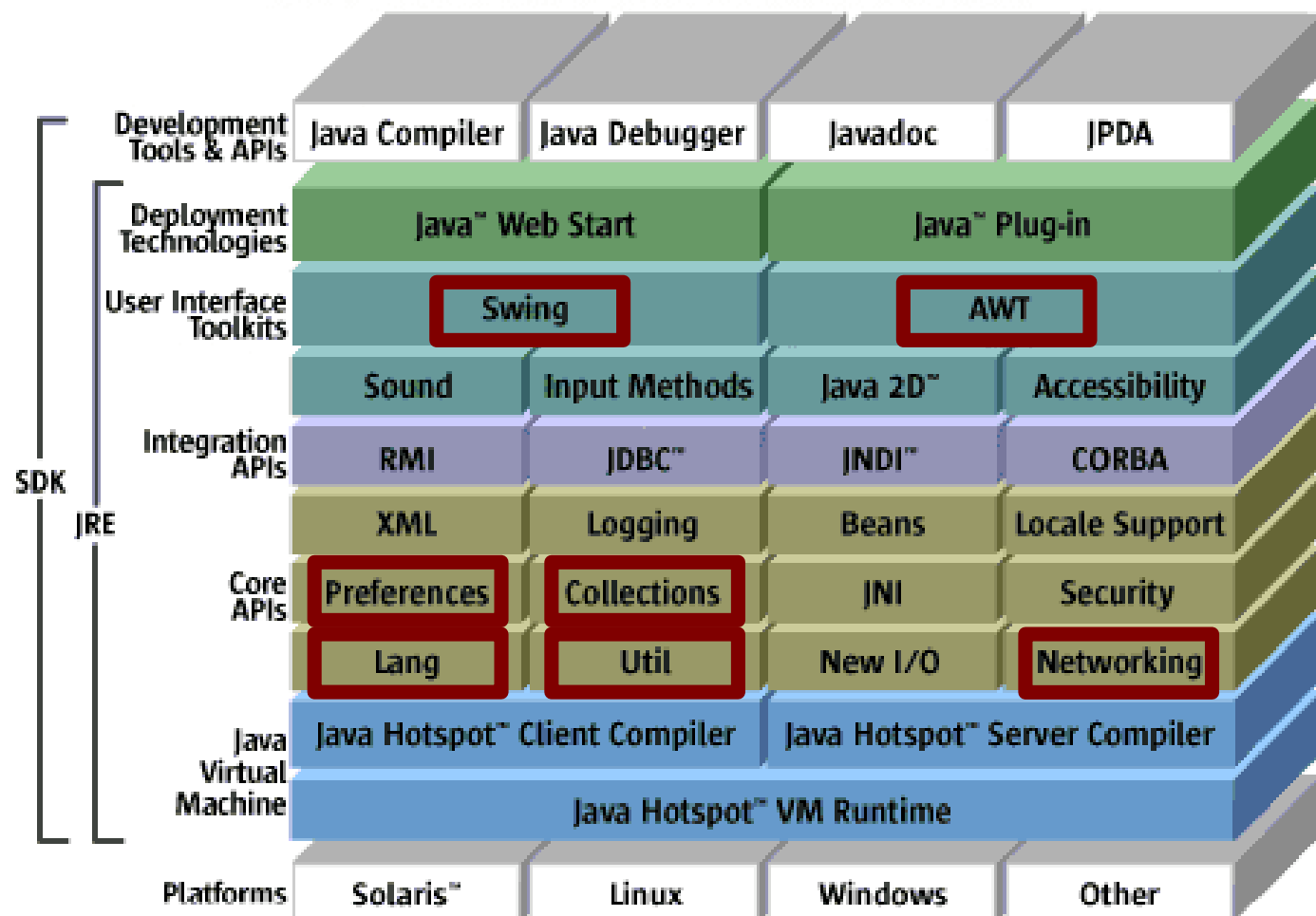
- ▶ J2ME (Micro Edition)
- ▶ J2SE (Standard Edition)
- ▶ J2EE (Enterprise Edition)
- ▶ Java Card

# Java 2 Platform, Micro Edition

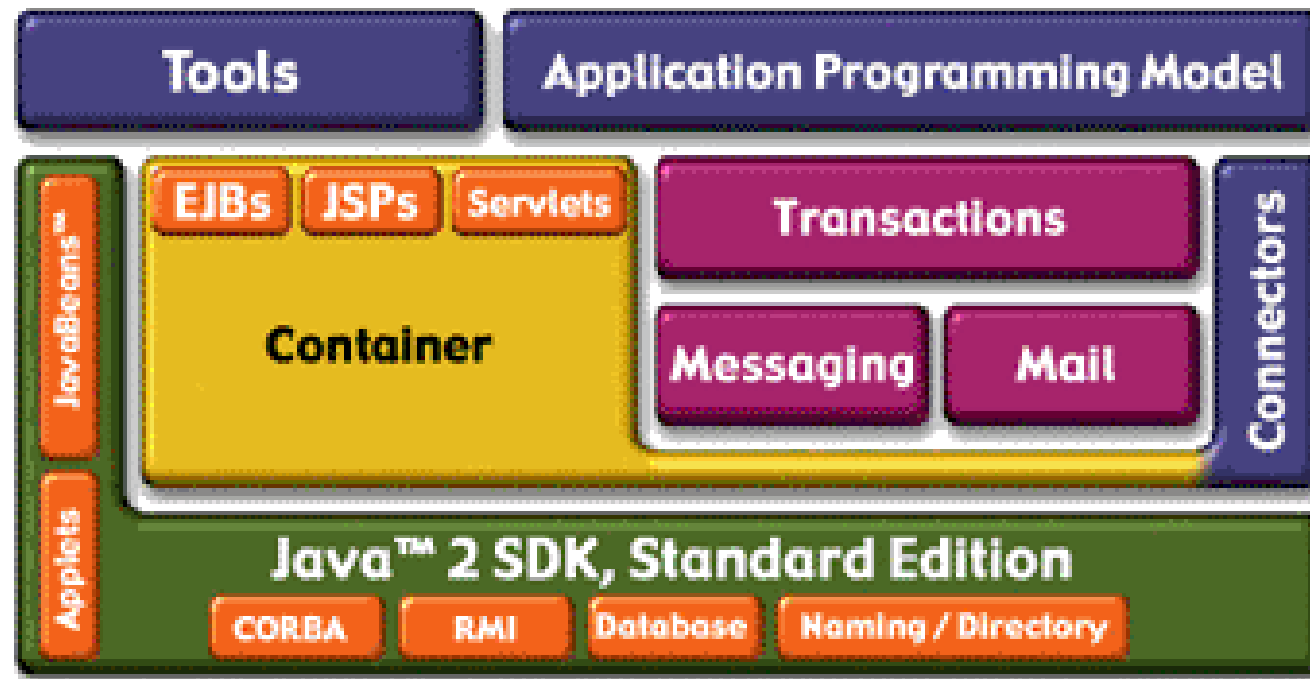


# Java 2 Platform, Standard Edition

Java™ 2 Platform, Standard Edition v 1.4



# Java 2 Platform, Enterprise Edition





**See you  
next semester**

