

## Java SE 8 Programming

**Duration:** 5 Days

### What you will learn

This Java SE 8 Programming training covers the core language features and Application Programming Interfaces (API) you will use to design object-oriented applications with Java Standard Edition 8 (Java SE 8) Platform.

### Learn To:

Create Java technology applications with the latest JDK Technology

Develop your object-oriented skills

Identify good practices in the use of the language to create robust Java application

Use Lambda expressions in Java applications

Store and manipulate data using collections

Manipulate files, directories and file systems

Connect to databases using standard SQL queries through JDBC

Create high-performance multi-threaded applications

### Benefits to You

You can use this course to further develop your skills with the Java language and prepare for the Oracle Certified Professional, Java SE 8 Programmer Exam!

### Audience

Developer

### Related Training

#### *Required Prerequisites*

Java SE 8 Fundamentals

### Course Objectives

Creating high-performing multi-threaded applications

Creating Java technology applications that leverage the object-oriented features of the Java language  
such as encapsulation

inheritance

and polymorphism

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

Executing a Java technology application from the command line

Manipulating files

directories and file systems using the JDK NIO.2 specification

Creating applications that use the Java Collections framework

Performing multiple operations on database tables

including creating

reading

updating and deleting using both JDBC and JPA technology

Searching and filter collections using Lambda Expressions

Implementing error-handling techniques using exception handling

Using Lambda Expression concurrency features

## Course Topics

### Java Platform Overview

Defining how the Java language achieves platform independence

Differentiating between the Java ME, Java SE, and Java EE Platforms

Evaluating Java libraries, middle-ware, and database options

Defining how the Java language continues to evolve

## **Java Syntax and Class Review**

Creating simple Java classes

Creating primitive variables

Using operators

Creating and manipulate strings

Using if-else and switch statements

Iterating with loops: while,do-while,for,enhanced for

Creating arrays

Using Java fields, constructors, and methods

## **Encapsulation and Subclassing**

Using encapsulation in Java class design

Modeling business problems using Java classes

Making classes immutable

Creating and use Java subclasses

Overloading methods

## **Overriding Methods, Polymorphism, and Static Classes**

Using access levels: private, protected, default, and public.

Overriding methods

Using virtual method invocation

Using varargs to specify variable arguments

Using the instanceof operator to compare object types

Using upward and downward casts

Modeling business problems by using the static keyword

Implementing the singleton design pattern

## **Abstract and Nested Classes**

Designing general-purpose base classes by using abstract classes

Constructing abstract Java classes and subclasses

Applying final keyword in Java

Distinguish between top-level and nested classes

## **Interfaces and Lambda Expressions**

Defining a Java interface

Choosing between interface inheritance and class inheritance

Extending an interface

Defaulting methods

Anonymous inner classes

Defining a Lambda Expression

## **Collections and Generics**

Creating a custom generic class

Using the type inference diamond to create an object

Creating a collection by using generics

Implementing an ArrayList

Implementing a TreeSet

Implementing a HashMap

Implementing a Deque

Ordering collections

## **Collections Streams, and Filters**

- Describing the Builder pattern
- Iterating through a collection using lambda syntax
- Describing the Stream interface
- Filtering a collection using lambda expressions
- Calling an existing method using a method reference
- Chaining multiple methods together
- Defining pipelines in terms of lambdas and collections

## **Lambda Built-in Functional Interfaces**

- Listing the built-in interfaces included in java.util.function
- Core interfaces - Predicate, Consumer, Function, Supplier
- Using primitive versions of base interfaces
- Using binary versions of base interfaces

## **Lambda Operations**

- Extracting data from an object using map
- Describing the types of stream operations
- Describing the Optional class
- Describing lazy processing
- Sorting a stream
- Saving results to a collection using the collect method
- Grouping and partition data using the Collectors class

## **Exceptions and Assertions**

- Defining the purpose of Java exceptions
- Using the try and throw statements
- Using the catch, multi-catch, and finally clauses
- Autoclose resources with a try-with-resources statement
- Recognizing common exception classes and categories
- Creating custom exceptions
- Testing invariants by using assertions

## **Java Date/Time API**

- Creating and manage date-based events
- Creating and manage time-based events
- Combining date and time into a single object
- Working with dates and times across time zones
- Managing changes resulting from daylight savings
- Defining and create timestamps, periods and durations
- Applying formatting to local and zoned dates and times

## **I/O Fundamentals**

- Describing the basics of input and output in Java
- Read and write data from the console
- Using streams to read and write files
- Writing and read objects using serialization

## **File I/O (NIO.2)**

- Using the Path interface to operate on file and directory paths
- Using the Files class to check, delete, copy, or move a file or directory
- Using Stream API with NIO2

## **Concurrency**

- Describing operating system task scheduling
- Creating worker threads using Runnable and Callable
- Using an ExecutorService to concurrently execute tasks
- Identifying potential threading problems
- Using synchronized and concurrent atomic to manage atomicity
- Using monitor locks to control the order of thread execution
- Using the java.util.concurrent collections

## **The Fork-Join Framework**

- Parallelism
- The need for Fork-Join
- Work stealing
- RecursiveTask
- RecursiveTask

## **Parallel Streams**

- Reviewing the key characteristics of streams
- Describing how to make a stream pipeline execute in parallel
- List the key assumptions needed to use a parallel pipeline
- Defining reduction
- Describing why reduction requires an associative function
- Calculating a value using reduce
- Describing the process for decomposing and then merging work
- Listing the key performance considerations for parallel streams

## **Database Applications with JDBC**

- Defining the layout of the JDBC API
- Connecting to a database by using a JDBC driver
- Submitting queries and get results from the database
- Specifying JDBC driver information externally
- Performing CRUD operations using the JDBC API

## **Localization**

- Describing the advantages of localizing an application
- Defining what a locale represents
- Read and set the locale by using the Locale object
- Building a resource bundle for each locale
- Calling a resource bundle from an application
- Changing the locale for a resource bundle