

Java SE 8 Fundamentals Ed 1

Duration: 5 Days

What you will learn

This Java SE 8 Fundamentals training introduces you to object-oriented programming using the Java language. Through hands-on exercises, you'll begin to build a baseline of knowledge to propel your career in development. **Learn To:** Use Java programming language constructs to create a Java technology application. Use decision and looping constructs and methods to dictate program flow. Understand basic object oriented concepts such as inheritance, encapsulation, and abstraction. Use and manipulate object references, and to write simple error handling code. Use the new SE 8 java.time and java.time.format packages to format and print the local date and time. Specify a data modification by passing a predicate lambda expression to the Collections class. **Benefits to You** By enrolling in this course, you'll expand your knowledge of Java SE 8, while building your Java skill set. You'll build a solid basis in the Java programming language upon which to base continued work and training.

Course Objectives

Write Java code that uses variables

arrays

conditional and loop constructs

Manipulate primitive numeric data and string data using Java operators

Create Java classes and use object references

Access the fields and methods of an object

Manipulate text data using the methods of the String and StringBuilder classes

Use casting without losing precision or causing errors

Declare

override

and invoke methods

Access and create static fields and methods

Use classes from the `java.time` and `java.time.format` packages to format and print the local date and time

Encapsulate a class using access modifiers and overloaded constructors

Define and implement a simple class hierarchy

Demonstrate polymorphism by implementing a Java Interface

Use a Predicate Lambda expression as the argument to a method

Handle a checked exception in a Java application

Course Topics

What Is a Java Program?

Introduction to Computer Programs

Key Features of the Java Language

The Java Technology and Development Environment

Running/testing a Java program

Creating a Java Main Class

Java Classes

The main Method

Data In the Cart

Introducing variables

Working with Strings

Working with numbers

Manipulating numeric data

Managing Multiple Items

Working with Conditions

Working with a List of Items

Processing a list of items

Describing Objects and Classes

Working with objects and classes

Defining fields and methods

Declaring, Instantiating, and Initializing Objects

Working with Object References

Doing more with Arrays

Introducing the NetBeans IDE

Introducing the Soccer League Use Case

Manipulating and Formatting the Data in Your Program

Using the String Class

Using the Java API Docs

Using the StringBuilder Class

More about primitive data types

The remaining numeric operators

Promoting and casting variables

Creating and Using Methods

Using methods

Method arguments and return values

Static methods and variables

How Arguments are Passed to a Method

Overloading a method

Using Encapsulation

Access Control

Encapsulation

Overloading constructors

More on Conditionals

Relational and conditional operators

More ways to use if/else constructs

Using Switch Statements

Using the NetBeans Debugger

More on Arrays and Loops

Working with Dates

Parsing the args Array

Two-dimensional Arrays

Alternate Looping Constructs

Nesting Loops

The ArrayList class

Using Inheritance

Overview of inheritance

Working with subclasses and superclasses

Overriding methods in the superclass

Introducing polymorphism

Creating and extending abstract classes

Using Interfaces

Polymorphism in the JDK foundation classes

Using Interfaces

Using the List Interface

Introducing Lambda expressions

Handling Exceptions

Handling Exceptions: An overview

Propagation of exceptions

Catching and throwing exceptions

Handling multiple exceptions and errors