

Programming in Java

 Duration: 5 Days

 Available Languages: English

Audience

Software Developers.

Precondition

Knowledge of programming in general.

Goals

Write programs in Java.

Contents

- Imperative and Structured Programming
 - Primitive Literals, Operators and Types
 - Statements and Expressions
 - Conditions, if / else, switch-case
 - Loops, while, do-while, for, for-each, break and continue
 - Arrays
 - Exception Handling
- Object-Oriented Programming
 - Classes, Inner Classes, Anonymous Classes
 - Constructors and Initializers
 - Inheritance
 - package and import
 - Visibility, Encapsulation, public, private, protected
 - static members, abstract and native methods
 - Interfaces, default-methods
 - Multiple Inheritance
 - Polymorphism
- Advanced Object-Oriented Programming
 - Annotations
 - Enumerations
 - Generics
 - Essential Design Patterns
- Functional Programming
 - Functional Interfaces
 - Lambda Expressions
 - Method References

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- Fundamental APIs
 - java.lang (Strings, Iterables, Wrapper Types)
 - java.math
 - java.util (Collections, Streams)
 - java.io (I/O Streams, Readers / Writers)
- Overview of the Java APIs
 - UIs: AWT, Applets, SWT, Swing, JavaFX, Java Web Start, Images, Sound, MIDI, Media
 - Java Beans, Introspection and Reflection
 - Advanced I/O: Network Programming, non-blocking I/O, Character Sets, File Systems, Zip files, Jar files
 - RPC Technologies: RMI, IIOP, CORBA, XML-RPC, SOAP, REST
 - Authentication, Authorization, Security and Cryptography
 - Texts, Dates, Times, Currencies, Internationalization and Localization; Properties and Preferences; Regular Expressions
 - Threads, Concurrency and Parallelism
 - XML: JAXP, JAXB, XSLT, SAX, DOM

The course content covers the latest version of Java (Java 13).

Booking

Contact Siddhesh Nikude, +91-95-52572354, training@nelkinda.com