



Java SE 8 Fundamentals Ed 1

Duration: 5 Days **Course Code: D83527**

Overview:

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. 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.

Target Audience:

Application Developers Developer Project Manager System Administrator Team Leader Technical Administrator Technical Consultant Web Administrator

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
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Content:

What Is a Java Program?	Introducing the NetBeans IDE	Using the NetBeans Debugger
Introduction to Computer Programs	Introducing the Soccer League Use Case	■ More on Arrays and Loops
Key Features of the Java Language	Manipulating and Formatting the Data in Your Program	Working with Dates
The Java Technology and Development Environment	Using the String Class	Parsing the args Array
Running/testing a Java program	Using the Java API Docs	Two-dimensional Arrays
Creating a Java Main Class	Using the StringBuilder Class	Alternate Looping Constructs
Java Classes	More about primitive data types	Nesting Loops
The main Method	The remaining numeric operators	The ArrayList class
Data In the Cart	Promoting and casting variables	Using Inheritance
Introducing variables	Creating and Using Methods	Overview of inheritance
Working with Strings	Using methods	Working with subclasses and superclasses
Working with numbers	Method arguments and return values	Overriding methods in the superclass
Manipulating numeric data	Static methods and variables	Introducing polymorphism
Managing Multiple Items	How Arguments are Passed to a Method	Creating and extending abstract classes
Working with Conditions	Overloading a method	Using Interfaces
Working with a List of Items	Using Encapsulation	Polymorphism in the JDK foundation classes
Processing a list of items	Access Control	Using Interfaces
Describing Objects and Classes	Encapsulation	Using the List Interface
Working with objects and classes	Overloading constructors	Introducing Lambda expressions
Defining fields and methods	More on Conditionals	Handling Exceptions
Declaring, Instantiating, and Initializing Objects	Relational and conditional operators	Handling Exceptions: An overview
		Propagation of exceptions

Working with Object References

More ways to use if/else constructs

Catching and throwing exceptions

Doing more with Arrays

Using Switch Statements

■ Handling multiple exceptions and errors

Further Information:

For More information, or to book your course, please call us on 0800/84.009

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www.globalknowledge.be