

# JAVA PROGRAMMING INTRODUCTION

Course number : 103

## Overview

Reliability, maintainability, and ease of development is what Java is known for, and its unique architecture enables programmers to develop a single application that can seamlessly run across multiple platforms. In this training course, you gain extensive hands-on experience writing, compiling, and executing Java programs, and building robust applications that use Java's object-oriented features.

## What you'll learn

- Design and build robust, object-oriented applications
- Organize complex data using Java collections
- Access any relational database using JDBC
- Read/write files and handle exceptions

## Who should attend

## Pre-requis

- Three to six months of experience in a high-level programming language, such as C, Pascal, or Visual Basic
- You should know how to:
  - Structure data
  - Use variables, flow-control statements, and subroutines
  - Write, compile, and execute a program

## RECOMMENDED EXPERIENCE:

- Familiarity with web technologies and object concepts

## Outline

### [Introduction to Java Programming](#)

- Stand-alone applications and servlets
- Compiling source code into bytecode
- Overview of class libraries

## Object-Oriented Programming with Java

### **The object paradigm**

- Encapsulation, inheritance and polymorphism
- OO analysis and design: "Is a" and "Has a"
- Designing an OO application step by step
- Diagramming object structure with Unified Modeling Language (UML)

### **Java's object-oriented features**

- Instantiating objects from classes
- Aggregation and composition
- Extending existing classes
- Overloading and overriding methods

## Structure of the Java Language

### **Language syntax**

- Declaring and initializing variables
- Declaring and using arrays
- Upcasting, downcasting and autoboxing

### **Flow control**

- Invoking methods and passing parameters
- Conditionals and loops
- Handling exceptions with try and catch

### **Defining classes**

- Fields (instance data)
- Methods (functions)
- Abstract classes and interfaces
- Organizing classes with packages and modifiers
- Composition vs. inheritance

### **Building the components of a Java program**

- Leveraging generics with the collections API
- Developing new classes
- Compiling and debugging

## Developing GUIs

## **Foundations of user interfaces**

- Basic GUI widgets
- Event-driven programming
- Benefits of a portable windowing library

## **Java Foundation Classes (JFC)**

- Creating Swing components
- Adding Swing components to containers
- Arranging Swing components using layout managers
- Dialogs and message boxes

## **Event handling**

- Registering event handlers
- Inner classes and top-level classes

## **[Storing and Retrieving Data with File I/O](#)**

## **Java streams**

- Streams, Readers and Writers
- Catching and throwing exceptions
- Formatting text output

## **Files and directories**

- Reading and writing files
- Creating, deleting and renaming files
- Obtaining directory and file information

## **[Working with Relational Databases](#)**

## **JDBC database access**

- Leveraging the JDBC API
- Choosing database drivers
- Connecting to a database

## **Improving performance with prepared statements and stored procedures**

- Submitting SQL statements
- Retrieving and processing results

## [Java Development Tools](#)

- Java Development Kit (JDK)
- Compiler (javac)
- Javadoc utility
- Java Archive (JAR) utility
- Java Integrated Development Environments (IDEs)

## Schedule

### Location Dates

Montreal Nov 20, 2017 - Nov 27, 2017  
08:00 AM - 05:00 PM

### Status

Available [Register Now >>](#)

## Tuition

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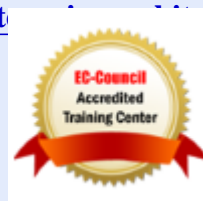
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## FAQ

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