

Java SE 7 Programming

Duration: 5 Days

What you will learn

This Java Programming training covers the core Application Programming Interfaces (API) you'll use to design object-oriented applications with Java. Expert Oracle University instructors will teach you how to write database programs with JDBC.

Learn To:

Create Java technology applications with the latest JDK 7 Technology and the NetBeans Integrated Development Environment (IDE).

Enhance object-oriented thinking skills using design patterns and best practices.

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

Manipulate files, directories and file systems.

Write database applications using standard SQL queries through JDBC.

Create high-performance, multi-threaded applications.

Create classes that subclass other classes, extend abstract classes and program with interfaces.

Properly use exceptions and the Collections framework.

Develop applications that manipulate files, directories and file systems.

Benefits to You

By enrolling in this course, you'll learn how to boost the productivity, communication and collaboration of your organization. At the same time, you'll develop the knowledge and skills to reduce the cost of application ownership through more efficient development and deployment techniques. Maintain your edge in the job market by staying current with the global standard for developing networked applications.

Earn Your Java Certification

You can use this course to further develop your skills with the Java language. Immsersing yourself in this content will help you prepare for the Oracle Certified Professional, Java SE 7 Programmer Exam.

Live Virtual Class Format

A Live Virtual Class (LVC) is exclusively for registered students; unregistered individuals may not view an LVC at any time. Registered students must view the class from the country listed in the registration form. Unauthorized recording, copying, or transmission of LVC content may not be made.

Audience

Developer
J2EE Developer
Java Developer
Java EE Developer

Related Training

Required Prerequisites

Experience with at least one programming language

Understand object-oriented principles

Basic understanding of database concepts and SQL syntax

Have completed the Java SE 7 Fundamentals course, or experience with the Java language - can create, compile and execute programs

Course Objectives

Process strings using a variety of regular expressions

Create high-performing multi-threaded applications that avoid deadlock

Localize Java applications

Create applications that use the Java Collections framework

Implement error-handling techniques using exception handling

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

Manipulate files, directories and file systems using the JDK7 NIO.2 specification

Apply common design patterns and best practices

Create Java technology applications that leverage the object-oriented features of the Java language, such as encapsulation, inheritance, and polymorphism

Execute a Java technology application from the command line

Perform multiple operations on database tables, including creating, reading, updating and deleting using JDBC technology

Course Topics

Java Platform Overview

Introductions

Course Schedule

Java Overview

Java Platforms

OpenJDK

Licensing

Java in Server Environments

The Java Community Process

Java Syntax and Class Review

Simple Java classes
Java fields, constructors and methods
Model objects using Java classes
Package and import statements

Encapsulation and Polymorphism

Encapsulation in Java class design
Model business problems with Java classes
Immutability
Subclassing
Overloading methods
Variable argument methods

Java Class Design

Access modifiers: private, protected and public Method overriding
Constructor overloading
The instanceof operator
Virtual method invocation
Polymorphism
Casting object references
Overriding Object methods

Advanced Class Design

Abstract classes and type generalization
The static and final modifiers
Field modifier best practices
The Singleton design pattern
Designing abstract classes
Nested classes
Enumerated types

Inheritance with Java Interfaces

Java Interfaces
Types of Inheritance
Object composition and method delegation
Implementing multiple interfaces
The DAO design pattern

Generics and Collections

Generic classes and type parameters Type inference (diamond) Collections and generics List, set and Map Stack and Deque

String processing

String manipulation with StringBuilder and StringBuffer
Essential String methods
Text parsing in Java
Input processing with Scanner
Text output and formatting
Regular expressions with the Pattern and Matcher classes

Exceptions and Assertions

Exceptions categories
Standard Java Exception classes
Creating your own Exception classes
Using try-catch and the finally clause
Using try-with-resources and the AutoCloseable interface
The multi-catch feature
Best practices using exceptions
Assertions

I/O Fundamentals

I/O using Java
Reading the console input stream
Writing to the console
Using I/O Streams
Chaining I/O Streams
Channel I/O
Reading and writing objects using Serialization

File I/O with NIO 2

The Path interface
The Files class
Directory and File operations
Managing file system attributes
Reading, writing, and creating files
Watching for file system changes

Threading

Operating system task scheduling Recognizing multithreaded environments Creating multi-threaded solutions Sharing data across threads Synchronization and Deadlock Immutable objects

Concurrency

Creating Atomic variables
Using Read-Write Locks
Thread-safe collections
Concurrenct synchronizers (Semaphore, Phaser, and others)

Executors and ThreadPools to concurrently schedule tasks Parallelism and the Fork-Join framework

Database Application with JDBC

Layout of the JDBC API
JDBC divers
Queries and results
PreparedStatement and CallableStatement
Transactions
RowSet 1.1 RowSetProvider and RowSetFactory
The DAO Pattern and JDBC

Localization

Advantages of localization
Defining locale
Read and set locale using the Locale object
Resource bundles
Format messages, dates and numbers