

Course overview:

Java Language Programming Introduction

(D055eng)



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Overview and objectives

This 5-day course provides an introduction to object-oriented programming with Java. It includes an overview of the Java language and Application Program Interface (API) and provides practical training in the development of Java applets and application programs. The course covers the principles and practical application of Java utility classes, input and output with files and streams, graphical user interface development with the Abstract Window Toolkit (AWT), and database connectivity.

On completion of this course, students will be able to:

- Create Java applications

- Create Java applets with enclosing HTML

- Create Java classes for GUI presentation

- Create Java classes for file I/O, streams and relational databases

Who should attend?

The target audience for this course is Developers and programmers. While no specific course prerequisites exist it is mandatory that attendees have a strong background in computer programming languages.

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Course contents

INTRODUCTION AND OVERVIEW

- Java history and design goals • Applications and advantages of Java • The Application Program Interface • Java development tools

JAVA LANGUAGE CONCEPTS

- Variables, data types and literals • Arrays and Strings • Operators and Expressions • Type conversion • Control Structures

OBJECTS AND CLASSES

- Object-Oriented programming • Class definition • Subclasses and inheritance • Access modifiers • Interfaces • Inner classes • The Object class

INPUT AND OUTPUT

- The java.io package, streams • Terminal input and output • Files

UTILITY CLASSES

- String, StringBuffer, StringTokenizer • Wrapper, math, & collection classes • Vector, Enumeration and Hashtable • Properties

ABSTRACT WINDOWING TOOLKIT (AWT)

- Overview of the AWT • Creating a Graphical User Interface • Components, containers, buttons and labels • Text components, lists, menus • Choices, checkboxes, dialogs • Layout managers, graphics

JAVA DATABASE CONNECTIVITY (JDBC)

- JDBC architecture • Loading drivers • Making a connection • Creating and executing SQL statements • Retrieving data • Transactions • Prepared statements • Callable statements

WRITING APPLETS

- Applet lifecycle • Applet API • Reading parameters • User interface; JAR files • Using JavaBeans; Security issues

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