

Training: Capstone Courseware  
104 Intermediate Java Programming

## TRAINING GOALS:

## Version 8.0

This course teaches programming in the Java language -- i.e. the **Java Standard Edition** platform. It is intended for students with previous Java experience or training, who already know the fundamentals of the Java architecture and basic procedural programming. This course provides in-depth coverage of object-oriented concepts and how to apply them to Java software design and development. We then move from these basic skills into key parts of the **Java SE Core API**, including collections and logging, and introduces features of functional programming, new to the language as of **Java 8**, including functional interfaces, lambda expressions, and streams.

This revision of the course targets the Java 8 language and Core API.

Students come to Java from a wide range of backgrounds, and this course is designed to be as flexible as possible over the upper end of that range. Specifically:

- Experienced C and C++ programmers will find this course a very good fit and if anything will find that they complete it in a little less than the full five-day timeline.
- Those with experience in languages less like Java, such as Visual Basic, ASP and other Web-scripting languages, and other pseudo-object-oriented languages may need more time in the early going, and this course covers its introductory topics in good depth and offers many optional and "challenge" labs to support this.
- Less experienced programmers or those coming from non-structured languages -- such as COBOL, PL/1, or 4GL tools -- will probably not cover the whole course in a week, and may want to pursue an abbreviated version at a slower pace. This too is quite feasible, but this audience may also want to consider course 102 [Introduction to Java Programming](#), for a more relaxed pace through the early material.

## Learning Objectives

- Chiefly, learn to program effectively in the Java language.
- Understand Java as a purely object-oriented language, and implement software as systems of classes.
- Implement and use inheritance and polymorphism, including interfaces and abstract classes.
- Design appropriate exception handling into Java methods, and use the logging API appropriately.
- Use Java as a functional language, making appropriate choices of tools including inner classes,

functional interfaces, method references, and lambda expressions.

- Use the Stream API for efficient processing of data sets.

## CONSPECT:

- Chapter 1. Review of Java Fundamentals
  - The Java Architecture
  - Forms for Java Software
  - Three Platforms
  - The Java Language
  - Numeric Types
  - Characters and Booleans
  - Enumerations
  - Object References
  - Strings and Arrays
  - Conditional Constructs
  - Looping Constructs
  - Varargs
- Object-Oriented Software
  - Complex Systems
  - Abstraction
  - Classes and Objects
  - Responsibilities and Collaborators
  - UML
  - Relationships
  - Visibility
- Classes and Objects
  - Java Classes
  - Constructors and Garbage Collection
  - Naming Conventions and JavaBeans
  - Relationships Between Classes
  - Using this
  - Visibility
  - Packages and Imports
  - Overloading Methods and Constructors
  - JARs
- Inheritance and Polymorphism in Java

- UML Specialization
- Extending Classes
- Using Derived Classes
- Type Identification
- Compile-Time and Run-Time Type
- Polymorphism
- Overriding Methods
- The @Override Annotation
- Superclass Reference
- Using Classes Effectively
  - Class Loading
  - Static Members
  - Statics and Non-Statics
  - Static Initializers
  - Static Imports
  - Prohibiting Inheritance
  - Costs of Object Creation
  - Strings and StringBuffer
  - Controlling Object Creation
  - Understanding Enumerated Types
  - Stateful and Behavioral Enumerations
- Interfaces and Abstract Classes
  - Separating Interface and Implementation
  - UML Interfaces and Realization
  - Defining Interfaces
  - Implementing and Extending Interfaces
  - Abstract Classes
- Collections
  - Dynamic Collections vs. Arrays
  - UML Parameterized Type
  - Generics
  - Using Generics
  - The Collections API
  - The Collection and List Interfaces
  - The ArrayList and LinkedList Classes
  - Looping Over Collections: Iterable

- Collecting Primitive Values: Auto-Boxing
- Using Wildcards with Generic Types
- Iterators and the IteratorInterface
- Maps and the MapInterface
- Sorted Collections
- The SortedSetand SortedMapInterfaces
- The Collections Class Utility
- Algorithms
- Conversion Utilities
- Exception Handling and Logging
  - Reporting and Trapping Errors
  - Exception Handling
  - Throwing Exceptions
  - Declaring Exceptions per Method
  - Catching Exceptions
  - The finally Block
  - Catch-and-Release
  - Chaining Exceptions
  - try-with-resources
  - Logging
  - The Java SE Logging API
  - Loggers
  - Logging Levels
  - Handlers
  - Configuration
  - Best Practices
- Nested Classes
  - Nested Classes
  - Static Classes
  - Inner Classes
  - Relationship with the Outer Object
  - Local Classes
  - Enclosing Scope
  - Anonymous Classes
- Functional Programming
  - Passing Behavior as a Parameter

- Inner Classes
- Functional Interfaces
- Built-In Functional Interfaces
- Lambda Expressions
- Scope and Visibility
- Deferred Execution
- Method References
- Creational Methods
- Designing for Functional Programming
- Default Methods
- Streams
  - The Stream Processing Model
  - Streams
  - Relationship to Collections
  - Advantages and Disadvantages
  - Iterating, Filtering, and Mapping
  - Primitive-Type Streams
  - Aggregate Functions and Statistics
  - Sorting
  - Generating, Limiting, and Reducing
  - Finding and Matching
  - Grouping
  - Flattening and Traversing
  - Sequential vs. Parallel Processing

## REQUIREMENTS:

Students must be able to write, compile, test, and debug simple Java programs, using structured programming techniques, strong data types, and flow-control constructs such as conditionals and loops. Course 102 is ideal preparation for this course.

## Difficulty level



## CERTIFICATE:

The participants will obtain certificates signed by Capstone Courseware.

## TRAINER:

Authorized Capstone Courseware Trainer.