



Java Training: The Most Complete Training

Introduction to Java Training

Establishment of the development environment Java programming syntax

Structure of a .java file

Primitive type variable and operator

Comment and document code

The conditions in the code: if / else, ...

Comparison and logic operators

The tables

Buckles

Class method

Object-oriented programming

Goal

OOP comparison and procedural language

Class and object

Methods and attributes

Relationships between classes

Interface concept

Abstract class

Practical Workshop: Class Designs and Linking Classes

Exceptions in the Java language

Principle of an exception

Manipulate exceptions

Java input / output management

Package java.io

Operator reading / writing

Format: binary, text

Character set and encoding

Collections & Files

Presentation of the collections

Iterate on collections

Log Management: java.util.logging

Reading and writing files

Using buffers

Practical workshop: Manipulation of object collections

Java and databases

Principle of the JDBC API

Connect to a database

Retrieve data from a database

Link database data with Java objects

Insert data into the database

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