□ DALISSON 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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