

Java SE 8 Programmer I



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Online Course

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Course Modules

1. Java Basics

- Define the scope of variables
- Define the structure of a Java class
- Create executable Java apps with a main method Java program
- Import other Java packages to make them accessible in yr code
- Compare and contrast the features and components of Java

2. Working With Java Data Types

- Declare & initialize variables (casting of primitive data types)
- Differentiate btwn object refer variables and primitive variables
- Know how to read or write to object fields
- Explain an Object's Lifecycle (creation, "dereference
- Code tht uses wrapper classes sch as Boolean, Double, & Integer

3. Using Operators and Decision Constructs

- Use Java oprtrs; use parentheses to override operator prcdence
- Test equality btwn Strings and other objects using == & equals ()
- Create if and if/else and ternary constructs
- Use a switch statement



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4. Creating and Using Arrays

- Declare, instantiate, initialize and use a one-dimensional array
- Declare, instantiate, initialize and use multi-dimensional arrays

5. Using Loop Constructs

- Create and use while loops
- Create and use for loops including the enhanced for loop
- Create and use do/while loops
- Compare loop constructs
- Use break and continue

6. Working with Methods and Encapsulation

- Create methods with arguments and return values
- Apply the static keyword to methods and fields
- Create & overload constructors; diffte btwn default & usr defined
- Apply access modifiers
- Apply encapsulation principles to a class
- Effect upon object ref & primitive values when they are passed



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7. Working with Inheritance

- Describe inheritance and its benefits
- Develop code that makes use of polymorphism
- Determine when casting is necessary
- Use super and this to access objects and constructors
- Use abstract classes and interfaces

8. Handling Exceptions

- Diffte among checked exceptions, unchecked exceptns, & Errors
- Create a try-catch block & determine how exceptns alter normal
- Describe the advantages of Exception handling
- Create and invoke a method that throws an exception
- Recognize common exception classes

9. Working with Selected classes from the Java API

- Manipulate data using the StringBuilder class and its methods
- Create and manipulate Strings
- Create & manipulate calndr data usg classes from java.time, etc.,
- Declare and use an ArrayList of a given type
- Write a smpl Lambda expression tht cnsums a Lambda Predicate



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10. Assume the following:

- Missing package and import statements:
- No file or directory path names for classes:
 - o All classes are in one file
 - o Each class is cntnd in a separate file, & all files are in one directory
- Unintndd line breaks: Smple code might have unintndd line breaks.
- Code fragments: A code fragment is a small section of source code
- Descriptive comments: Take descriptv comments, "setter & getters"

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