

**Course Name - Java SE 11: Programming Complete**

**Course Code - D107122GC10**

## Course Goals

In this course, you learn how to implement application logic using Java SE:


- Describe the object-oriented programming approach
- Explain Java syntax and coding conventions
- Use Java constructs and operators
- Use core Java APIs, such as Collections, Streams, IO, and Concurrency
- Deploy Java SE applications

## Audience

The target audience includes those who:

- Have some non-Java programming experience and want to learn Java
- Have basic knowledge of Java and want to improve it
- Prepare for the Java SE 11 Certification exams

## Course Schedule

Day One	Lesson 1: Introduction to Java Lesson 2: Primitive Types, Operators, and Flow Control Statements Lesson 3: Text, Date, Time, and Numeric Objects	
Day Two	Lesson 4: Classes and Objects Lesson 5: Improved Class Design Lesson 6: Inheritance	
Day Three	Lesson 7: Interfaces Lesson 8: Arrays and Loops Lesson 9: Collections	
Day Four	Lesson 10: Nested Classes and Lambda Expressions Lesson 11: Java Streams API Lesson 12: Handle Exceptions and Fix Bugs	
Day Five	Lesson 13: Java IO API Lesson 14: Java Concurrency and Multithreading Lesson 15: Java Modules	
		Extras: <ul style="list-style-type: none"><li>• Appendix A: Annotations</li><li>• Appendix B: JDBC API</li><li>• Appendix C: Security</li><li>• Appendix D: Generics</li><li>• Appendix E: Cloud Deployment</li></ul>

**Note:-** Appendix A,B,C,D,E are homework for the student

## Course Practices

During the course practice sessions, you:

- Explore the features of Java language
- Apply the knowledge gained throughout the course to develop a product management application

The practice environment uses:

- JDK 11
- JShell
- NetBeans 11

## Contents

### 1 Introduction to Java

Course Goals	1-2
Audience	1-3
Course Schedule	1-4
Course Practices	1-5
Lesson Objectives	1-6
What Is Java?	1-7
How Java Works?	1-8
Classes	1-9
Objects	1-10
Inheritance	1-11
Java APIs	1-12
Java Keywords, Reserved Words, and a Special Identifier	1-13
Java Naming Conventions	1-14
Java Basic Syntax Rules	1-16
Define Java Class	1-17
Access Classes Across Packages	1-18
Use Access Modifiers	1-19
Create Main Application Class	1-20
Compile Java Program	1-21
Execute Java Program	1-22
Comments and Documentation	1-23
Summary	1-25
Practices	1-26

## **2 Primitive Types, Operators, and Flow Control Statements**

Objectives	2-2
Declare and Initialize Primitive Variables	2-4
Restrictions on Primitive Declarations and Initializations	2-5
Java Operators	2-6
Assignment and Arithmetic Operators	2-7
Arithmetic Operations and Type Casting	2-8
More Mathematical Operations	2-9
Binary Number Representation	2-10
Bitwise Operators	2-11
Equality, Relational, and Conditional Operators	2-12
Short-Circuit Evaluation	2-13
Flow Control Using if/else Construct	2-14
Ternary Operator	2-15
Flow Control Using switch Construct	2-16
JShell	2-17
Summary	2-18
Practices	2-19

## **3 Text, Date, Time, and Numeric Objects**

Objectives	3-2
String Initialization	3-3
String Operations	3-4
String Indexing	3-5
StringBuilder: Introduction	3-6
Wrapper Classes for Primitives	3-7
Representing Numbers Using BigDecimal Class	3-8
Method Chaining	3-9
Local Date and Time	3-10
More Local Date and Time Operations	3-11
Instant, Durations, and Periods	3-13
Zoned Date and Time	3-14
Represent Languages and Countries	3-15
Format and Parse Numeric Values	3-17
Format and Parse Date and Time Values	3-18
Localizable Resources	3-21
Format Message Patterns	3-22
Formatting and Localization: Example	3-23
Summary	3-24
Practices	3-25

## **4 Classes and Objects**

- Objectives 4-2
- UML: Introduction 4-3
- Modeling Classes 4-4
- Modeling Interactions and Activities 4-6
- Designing Classes 4-7
- Creating Objects 4-8
- Define Instance Variables 4-9
- Define Instance Methods 4-10
- Object Creation and Access: Example 4-11
- Local Variables and Recursive Object Reference 4-12
- Local Variable Type Inference 4-14
- Define Constants 4-15
- Static Context 4-16
- Accessing Static Context 4-17
- Combining Static and Final 4-18
- Other Static Context Use Cases 4-19
- NetBeans IDE: Introduction 4-21
- Summary 4-22
- Practices 4-23

## **5 Improved Class Design**

- Objectives 5-2
- Overload Methods 5-3
- Variable Number of Arguments 5-5
- Define Constructors 5-6
- Reuse Constructors 5-7
- Access Modifiers Summary 5-8
- Define Encapsulation 5-9
- Define Immutability 5-10
- Constants and Immutability 5-11
- Enumerations 5-12
- Complex Enumerations 5-13
- Java Memory Allocation 5-14
- Parameter Passing 5-15
- Java Memory Cleanup 5-16
- Summary 5-17
- Practices 5-18

## **6 Inheritance**

- Objectives 6-2

- Extend Classes 6-3
- Object Class 6-4
- Reuse Parent Class Code Through Inheritance 6-6
- Instantiating Classes and Accessing Objects 6-7
- Rules of Reference Type Casting 6-8
- Verify Object Type Before Casting the Reference 6-9
- Reference Code Within the Current or Parent Object 6-10
- Define Subclass Constructors 6-11
- Class and Object Initialization Summary 6-12
- Override Methods and Use Polymorphism 6-14
- Reuse Parent Class Logic in Overwritten Method 6-16
- Define Abstract Classes and Methods 6-17
- Define Final Classes and Methods 6-19
- Override Object Class Operations: toString 6-20
- Override Object Class Operations: equals 6-21
- Override Object Class Operations: hashCode 6-22
- Compare String Objects 6-23
- Factory Method Pattern 6-24
- Summary 6-25
- Practices 6-26

## **7 Interfaces**

- Objectives 7-2
- Java Interfaces 7-3
- Multiple Inheritance Problem 7-4
- Implement Interfaces 7-5
- Default, Private, and Static Methods in Interfaces 7-6
- Interface Hierarchy 7-7
- Interface Is a Type 7-8
- Functional Interfaces 7-9
- Generics 7-10
- Use Generics 7-11
- Examples of Java Interfaces: java.lang.Comparable 7-13
- Examples of Java Interfaces: java.util.Comparator 7-14
- Examples of Java Interfaces: java.lang.Cloneable 7-15
- Composition Pattern 7-16
- Summary 7-17
- Practices 7-18

## **8 Arrays and Loops**

- Objectives 8-2

- Arrays 8-3
- Combined Declaration, Creation, and Initialization of Arrays 8-4
- Multidimensional Arrays 8-5
- Copying Array Content 8-6
- Arrays Class 8-7
- Loops 8-8
- Processing Arrays by Using Loops 8-9
- Complex for Loops 8-10
- Embedded Loops 8-11
- Break and Continue 8-12
- Summary 8-13
- Practices 8-14

## **9 Collections**

- Objectives 9-2
- Introduction to Java Collection API 9-3
- Java Collection API Interfaces and Implementation Classes 9-4
- Create List Object 9-5
- Manage List Contents 9-6
- Create Set Object 9-7
- Manage Set Contents 9-8
- Create Deque Object 9-9
- Manage Deque Contents 9-10
- Create HashMap Object 9-11
- Manage HashMap Contents 9-12
- Iterate through Collections 9-13
- Other Collection Behaviors 9-14
- Use java.util.Collections Class 9-15
- Access Collections Concurrently 9-16
- Prevent Collections Corruption 9-17
- Legacy Collection Classes 9-19
- Summary 9-20
- Practices 9-21

## **10 Nested Classes and Lambda Expressions**

- Objectives 10-2
- Types of Nested Classes 10-3
- Static Nested Classes 10-6
- Member Inner Classes 10-7
- Local Inner Classes 10-9
- Anonymous Inner Classes 10-10

## Java SE 11: Programming Complete

Anonymous Inner Classes and Functional Interfaces	10-12
Understand Lambda Expressions	10-13
Define Lambda Expression Parameters and Body	10-14
Use Method References	10-15
Default and Static Methods in Functional Interfaces	10-16
Use Default and Static Methods of the Comparator Interface	10-17
Use Default and Static Methods of the Predicate Interface	10-18
Summary	10-19
Practices	10-20

## **11 Java Streams API**

- Objectives 11-2
- Characteristics of Streams 11-3
- Create Streams Using Stream API 11-4
- Stream Pipeline Processing Operations 11-5
- Using Functional Interfaces 11-6
- Primitive Variants of Functional Interfaces 11-7
- Bi-argument Variants of Functional Interfaces 11-9
- Perform Actions with Stream Pipeline Elements 11-10
- Perform Filtering of Stream Pipeline Elements 11-11
- Perform Mapping of Stream Pipeline Elements 11-12
- Join Streams using flatMap Operation 11-13
- Other Intermediate Stream Operations 11-14
- Short-Circuit Terminal Operations 11-15
- Process Stream Using count, min, max, sum, average Operations 11-16
- Aggregate Stream Data using reduce Operation 11-17
- General Logic of the collect Operation 11-19
- Using Basic Collectors 11-20
- Perform a Conversion of a Collector Result 11-21
- Perform Grouping or Partitioning of the Stream Content 11-22
- Mapping and Filtering with Respect to Groups or Partitions 11-23
- Parallel Stream Processing 11-25
- Parallel Stream Processing Guidelines 11-26
- Restrictions on Parallel Stream Processing 11-27
- Summary 11-29
- Practices 11-30

## **12 Handle Exceptions and Fix Bugs**

- Objectives 12-2
- Using Java Logging API 12-3
- Logging Method Categories 12-4
- Guarded Logging 12-6
- Log Writing Handling 12-7
- Logging Configuration 12-9
- Describe Java Exceptions 12-10
- Create Custom Exceptions 12-11
- Throwing Exceptions 12-12
- Catching Exceptions 12-13
- Exceptions and the Execution Flow 12-14
- Example Throwing an Unchecked Exception 12-15
- Example Throwing a Checked Exception 12-16



Handling Exceptions	12-17
Resource Auto-Closure	12-18
Suppressed Exceptions	12-19
Handle Exception Cause	12-20
Java Debugger	12-21
Debugger Actions	12-22
Manipulate Program Data in Debug Mode	12-23
Validate Program Logic Using Assertions	12-24
Normal Program Flow with No Exceptions	12-25
Program Flow Producing a Runtime Exception	12-27
Program Flow Catching Specific Checked Exception	12-29
Program Flow Catching Any Exceptions	12-31
Summary	12-33
Practices	12-34

### **13 Java IO API**

Objectives	13-2
Java Input-Output Principals	13-3
Java Input-Output API	13-4
Reading and Writing Binary Data	13-5
Basic Binary Data Reading and Writing	13-6
Reading and Writing Character Data	13-8
Basic Character Data Reading and Writing	13-9
Connecting Streams	13-10
Standard Input and Output	13-11
Using Console	13-12
Understand Serialization	13-14
Serializable Object Graph	13-15
Object Serialization	13-16
Serialization of Sensitive Information	13-17
Customize Serialization Process	13-18
Serialization and Versioning	13-19
Working with Filesystems	13-20
Constructing Filesystem Paths	13-22
Navigating the Filesystem	13-24
Analyse Path Properties	13-25
Set Path Properties	13-26
Create Paths	13-28
Create Temporary Files and Folders	13-29
Copy and Move Paths	13-30
Delete Paths	13-31

Handle Zip Archives 13-32  
Represent Zip Archive as a FileSystem 13-33  
Access HTTP Resources 13-35  
Summary 13-36  
Practices 13-37

## **14 Java Concurrency and Multithreading**

Objectives 14-2  
Java Concurrency Concepts 14-3  
Implement Threads 14-5  
Thread Life Cycle 14-6  
Interrupt Thread 14-7  
Block Thread 14-8  
Make Thread Wait Until Notified 14-9  
Common Thread Properties 14-11  
Create Executor Service Objects 14-12  
Manage Executor Service Life Cycle 14-16  
Implementing Executor Service Tasks 14-18  
Locking Problems 14-20  
Writing Thread-Safe Code 14-21  
Ensure Consistent Access to Shared Data 14-23  
Non-Blocking Atomic Actions 14-24  
Ensure Exclusive Object Access Using Intrinsic Locks 14-25  
Intrinsic Lock Automation 14-26  
Non-Blocking Concurrency Automation 14-28  
Alternative Locking Mechanisms 14-29  
Summary 14-30  
Practices 14-31

## **15 Java Modules**

Objectives 15-2  
Compile, Package, and Execute Non-Modular Java Applications 15-3  
What Is a Module? 15-5  
Java Platform Module System (JPMS) 15-7  
JPMS Module Categories 15-8  
Define Module Dependencies 15-9  
Export Module Content 15-10  
Modules Example 15-11  
Open Module Content 15-12  
Open an Entire Module 15-13  
Produce and Consume Services 15-14

Services Example	15-15
Multi-Release Module Archives	15-16
Compile and Package a Module	15-17
Execute a Modularized Application	15-18
Migrating Legacy Java Applications Using Automatic Modules	15-19
Create Custom Runtime Image	15-20
Execute Runtime Image	15-22
Optimize a Custom Runtime Image	15-23
Summary	15-25
Practices	15-26

## **A Annotations**

Objectives	A-2
Introduction to Annotations	A-3
Design Annotations	A-4
Apply Annotations	A-5
Dynamically Discover Annotations	A-7
Document the Use of Annotations	A-9
Annotations that Validate Design	A-10
Deprecated Annotation	A-11
Suppress Compiler Warnings	A-12
Var-args and Heap Pollution	A-13
Summary	A-14

## **B Java Database Connectivity**

Objectives	B-2
Java Database Connectivity (JDBC)	B-3
JDBC API Structure	B-4
Manage Database Connections	B-5
Create and Execute Basic SQL Statements	B-6
Create and Execute Prepared SQL Statements	B-7
Create and Execute Callable SQL Statements	B-8
Process Query Results	B-9
Control Transactions	B-11
Discover Metadata	B-12
Customize ResultSet	B-13
Set Up ResultSet Type	B-14
Set Up ResultSet Concurrency and Holdability	B-16
Summary	B-17

## **C Java Security**

- Objectives C-2
- Security Threats C-3
- Denial of Service (DoS) Attack C-4
- Define Security Policies C-5
- Control Access Using Permissions C-6
- Execute Privileged Code C-7
- Secure Filesystem and IO Operations C-8
- Best Practices for Protecting your Code C-9
- Erroneous Value Guards C-10
- Protect Sensitive Data (Part 1) C-11
- Protect Sensitive Data (Part 2) C-12
- Prevent JavaScript Injections C-14
- Prevent XML Injections C-15
- Discover and Document Security Issues C-16
- Summary C-17

## **D Advanced Generics**

- Objectives D-2
- Compiler Erases Information About Generics D-3
- Generic and Raw Type Compatibility D-4
- Generics and Type Hierarchy D-5
- Wildcard Generics D-6
- Upper Bound Wildcard D-7
- Lower Bound Wildcard D-8
- Collections and Generics Best Practices D-9
- Summary D-10

## **E Oracle Cloud Deployment**

- Objectives E-2
- Cloud Application Requirements E-3
- Cloud Application Runtime Infrastructure E-4
- Cloud Java Application Servers E-5
- Package and Deploy Cloud Application E-7
- HTTP Protocol Basics E-9
- REST Service Conventions and Resources E-11
- Configure and Launch REST Service Application Using Helidon SE E-12
- Summary E-13
- Practices E-14