**INTRODUCTION OF JAVA**

WHAT IS JAVA?

HOW TO GET JAVA

A FIRST JAVA PROGRAM

COMPILING AND INTERPRETING APPLICATIONS

THE JDK DIRECTORY STRUCTURE

**DATA TYPES AND VARIABLES**

PRIMITIVE DATATYPES ,DECLARATIONS

VARIABLE NAMES

NUMERIC LITERALS,CHARACTER LITERALS

STRING,STRING LITERALS

ARRAYS,NON-PRIMITIVE DATATYPES,THE DOT OPERATOR

**OPERATORS AND EXPRESSIONS**

EXPRESSIONS

ASSIGNMENT OPERATOR

ARITHMETIC OPERATORS

RELATIONAL OPERATORS

LOGICAL OPERATORS

INCREMENT AND DECREMENT OPERATORS

OPERATE-ASSIGN OPERATORS (+=, ETC.)

THE CONDITIONAL OPERATOR

OPERATOR PRECEDENCE

IMPLICIT TYPE CONVERSIONS

THE CAST OPERATOR

**CONTROL FLOW STATEMENTS**

STATEMENTS

CONDITIONAL (IF) STATEMENTS

DATA TYPES AND VARIABLES 3

ADDING AN ELSE IF

CONDITIONAL (SWITCH) STATEMENTS

WHILE AND DO-WHILE LOOPS

FOR LOOPS

A FOR LOOP DIAGRAM

ENHANCED FOR LOOP

THE CONTINUE STATEMENT

THE BREAK STATEMENT

**METHODS**

METHODS

CALLING METHODS

DEFINING METHODS

METHOD PARAMETERS

SCOPE

METHOD PARAMETERS

SO, WHY ALL THE STATIC?

**OBJECT-ORIENTED PROGRAMMING**

INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING

CLASSES AND OBJECTS

FIELDS AND METHODS

ENCAPSULATION

ACCESS CONTROL

INHERITANCE

POLYMORPHISM

**OBJECTS AND CLASSES**

DEFINING A CLASS

CREATING AN OBJECT

INSTANCE DATA AND CLASS DATA

METHODS

CONSTRUCTORS

ACCESS MODIFIERS

ENCAPSULATION

**USING JAVA OBJECTS**

PRINTING TO THE CONSOLE

PRINTF FORMAT STRINGS

STRINGBUILDER AND STRINGBUFFER

METHODS AND MESSAGES

TOSTRING

PARAMETER PASSING

COMPARING AND IDENTIFYING OBJECTS, DESTROYING OBJECTS

**INHERITANCE IN JAVA**

INHERITANCE

INHERITANCE IN JAVA

CASTING

METHOD OVERRIDING

POLYMORPHISM

SUPER

THE OBJECT CLASS

**PACKAGES**

THE IMPORT STATEMENT

STATIC IMPORTS

CASTING

CLASSPATH AND IMPORT

DEFINING PACKAGES

PACKAGE SCOPE

**STRING HANDLING**

STRING

STRINGBUFFER

STRINGBUILDER

**EXCEPTION HANDLING**

EXCEPTIONS OVERVIEW

CATCHING EXCEPTIONS

THE FINALLY BLOCK

EXCEPTION METHODS

DECLARING EXCEPTIONS

DEFINING AND THROWING EXCEPTIONS

ERRORS AND RUNTIMEEXCEPTIONS

ASSERTIONS

**INPUT/OUTPUT STREAMS**

OVERVIEW OF STREAMS

BYTES VS. CHARACTERS

CONVERTING BYTE STREAMS TO CHARACTER STREAMS

FILE OBJECT

BINARY INPUT AND OUTPUT

PRINTWRITER CLASS

READING AND WRITING OBJECTS

BASIC AND FILTERED STREAMS

**COLLECTION FRAMEWORK**

THE COLLECTIONS FRAMEWORK

THE SET INTERFACE

SET IMPLEMENTATION CLASSES

THE LIST INTERFACE

LIST IMPLEMENTATION CLASSES

THE MAP INTERFACE

MAP IMPLEMENTATION CLASSES

**INNER CLASSES**

INNER CLASSES

MEMBER CLASSES

LOCAL CLASSES

ANONYMOUS CLASSES

INSTANCE INITIALIZERS

STATIC NESTED CLASSES

**INTRODUCTION TO THREADS**

NON-THREADED APPLICATIONS

THREADED APPLICATIONS

CREATING THREADS

THREAD STATES

RUNNABLE THREADS

COORDINATING THREADS

INTERRUPTING THREADS

RUNNABLE INTERFACE ,THREADGROUPS

**INTERFACES AND ABSTRACT CLASSES**

SEPARATING INTERFACE AND IMPLEMENTATION

UML INTERFACES AND REALIZATION

DEFINING INTERFACES

IMPLEMENTING AND EXTENDING INTERFACES

RUNNABLE THREADS

ABSTRACT CLASSES

**SERIALIZATION**

OBJECT SERIALIZATION

SERIALIZABLE INTERFACE

SERIALIZATION API

OBJECTINPUTSTREAM AND OBJECTOUTPUTSTREAM

THE SERIALIZATION ENGINE

TRANSIENT FIELDS

READOBJECT AND WRITEOBJECT

EXTERNALIZABLE INTERFACE

**GENERICS**

USING GENERICS

TYPE ERASURE

TYPE BOUNDARIES

WILDCARDS , GENERIC METHODS

STRENGTHS AND WEAKNESSES OF GENERICS

LEGACY CODE AND GENERICS

**REFLECTION**

USES FOR META-DATA

THE REFLECTION API,THE CLASS CLASS

THE JAVA.LANG.REFLECT PACKAGE

READING TYPE INFORMATION

NAVIGATING INHERITANCE TREES

DYNAMIC INSTANTIATION ,DYNAMIC INVOCATION

REFLECTING ON GENERICS