

Java 17 Programming with Eclipse 2021-12

Section	Title	Page
One	Introduction to Java	2
	– Usage of Java	3
	– Structure of Java	4
	– Flexibility of Java Programming	5
	– Using the Eclipse Software	6
Two	Running Java in Eclipse	7
	– Introduction	8
	– Using Eclipse	9
	– Workspace Launcher	11
	– Workspace in Eclipse	16
	– Projects in Eclipse	17
	– Opening Projects in Eclipse	18
	– Importing Projects in Eclipse	19
	– Running Projects in Eclipse	23
	– Viewing results in the Eclipse Console	24
	– The Eclipse Console properties	26
	Three	First Steps to Programming in Java
– Introduction to Java Programming		28
– Anatomy of Java Programming		29
– Using System.out.println in Java		33
– Passing Arguments in a Java Program		35
– Packages in Java Programming		36
– Naming Java modules		37
– Commenting in Java Programs		38
– Editing Java in Eclipse		39
– The SRC folder		41
– Editing the code in the SRC		43
– Examining the Workspace Folder		45
– Examining the Workspace		46
Four		Creating Projects and Classes in Eclipse
	– Introduction	49
	– Creating Projects	50
	– Importing Projects	56
	– Importing Projects from other Folders	57
	– Importing Archives into Workspace	60
	– Exporting a Project	63
	– Deleting Projects	67
	– Creating Packages	68
	– Creating Classes	71
	– Exporting Classes into Projects	74
	– Importing Classes into Projects	75
– Copying Classes	78	
– Incorporating Existing Classes	80	
Five	Using the Java Editor in Eclipse	81
	– Introduction	82
	– Folding	84
	– Line Numbers	87
	– Creating Bookmarks	88
	– Using Bookmarks	89
	– Using Tasks	93
	– Correcting Errors	98
	– Syntax Rules	99
	– Error Checking	100

Java 17 Programming with Eclipse 2021-12 Computing Limited

Section	Title	Page
	– Colour Coding	102
	– Hints while typing	103
	– Bracket Location	105
	– <i>Exercise One</i>	106
Six	Java Strings	108
	– Introduction	109
	– Using Escape Characters	110
	– Concatenating of Strings	113
	– Using Methods with Strings	116
	– Using the Java Editor with Methods	117
	– Methods with Parameters / Arguments	120
	– Selecting Substrings	122
	– indexOf	123
	– lastIndexOf	124
	– Finding the index of a Substring	129
	– Finding the Length of a String	128
	– Capitalizing Strings Example	129
	– <i>Exercise Two</i>	130
Seven	Using Numbers in Java	133
	– Performing Calculations	134
	– Calculations and Concatenation	136
	– Calculations and Precedence	138
	– Using Concatenation with Numbers	139
	– Using Methods with Numbers	141
	– <i>Exercise Three</i>	144
Eight	Creating Variables in Java	145
	– Introduction	146
	– Naming Conventions	148
	– Using Final to create a Constant value	152
	– Primitive Datatypes	154
	– byte Datatype	155
	– long Datatype	156
	– short Datatype	158
	– int Datatype	159
	– float Datatype	160
	– double Datatype	161
	– Compatibility between Primitive Datatypes	162
	– Casting between Primitive Datatypes	163
	– Casting and Converting Values	164
	– byte Casting	165
	– double Casting	166
	– int Casting	167
	– long Datatype	168
	– float Casting	169
	– short Casting	170
	– char Datatype	171
	– char Casting	172
	– String Casting	173
	– boolean Datatype	174
	– Manipulating Variables	175
	– Incrementing Variables with Postfix	179
	– Postfix versus Prefix	180
	– Number Formatting in Java	181

Java 17 Programming with Eclipse 2021-12 Computing Limited

Section	Title	Page
	– <i>Exercise Four</i>	189
Nine	Wrapper Classes in Java	193
	– Introduction	194
	– Using MAX_VALUE	196
	– Declaring Wrappers	197
	– Populating Wrapper Classes	198
	– Postfix Wrappers	201
	– Number Formatting	202
	– Converting Numeric Wrappers	203
	– Converting Numeric Wrappers to String	204
	– String to Numeric Datatypes (decode)	205
	– String to Numeric Datatypes (parseInt)	206
	– String to Numeric Datatypes (valueOf)	207
	– Numeric Datatypes to String using valueOf()	208
	– Character Class Methods in Java	209
	– Converting String to char	210
	– <i>Exercise Five</i>	211
Ten	Conditional Tests	214
	– Making Decisions in Java	215
	– Testing Booleans in Java	222
	– Else Conditions in Java	224
	– Else if Conditions in Java	225
	– Nesting Conditions in Java	226
	– Ternary if-else Operator	227
	– Case Switch Conditions	229
	– Using Break in Java Switches	231
	– Using Java Switches with Strings (v7+)	233
	– Using Java Switches with Bytes (v7+)	234
	– Using Java Switches with Shorts (v7+)	235
	– Using Java Switches with Wrappers (v7+)	236
	– Compound Conditions in Java	237
	– AND Conditions in Java (&&)	238
	– OR Conditions in Java ()	239
	– XOR Conditions in Java (^)	240
	– Short-circuiting Conditions in Java	243
	– <i>Exercise Six</i>	243
Eleven	Conditional Tests with Wrappers	248
	– Class Conditions	249
	– Class Methods	251
	– String Class Methods	252
	– Character Class Methods	254
	– Boolean Class Methods	256
	– <i>Exercise Seven</i>	257
Twelve	Arrays	260
	– Array Variables in Java	261
	– Declaring Arrays in Java ([])	262
	– Using copyOf to extend an array	266
	– Declaring Empty Arrays in Java ({})	267
	– Populating Arrays in Java	268
	– Multi-Dimensional Arrays	269
	– Defining Multi-Dimensional Arrays	270
	– Populating Multi-Dimensional Arrays	272
	– Cloning Arrays	274

Java 17 Programming with Eclipse 2021-12 Computing Limited

Section	Title	Page
	– Converting Char Arrays to Strings	275
	– Converting Strings to Arrays	276
	– Sorting Arrays	277
	– <i>Exercise Eight</i>	278
Thirteen	Object	282
	– The Object Superclass in Java	283
	– Creating and utilising Objects	284
Fourteen	Looping	285
	– Looping Methods in Java	286
	– While Looping in Java	287
	– Do While Looping in Java	289
	– For Looping in Java	290
	– For-Each Looping in Java	291
	– Terminating a Loop in Eclipse	292
	– Nested Looping in Java	293
	– Branching in Looping in Java	294
	– Continue Looping in Java	295
	– Break Looping in Java	297
	– Labelling Looping in Java	298
	– The Break Statement in Java	299
	– Breaking with a Loop Label	300
	– Continuing with a Loop Label	301
Fifteen	Passing Arguments in Eclipse	302
	– Sending Arguments to Methods	303
	– Using Eclipse to pass arguments	305
	– Using length with arguments	309
	– <i>Exercise Nine</i>	310
Sixteen	Multiple Methods	315
	– Introduction	316
	– Multiple Methods	317
	– Overloading	322
	– Returning Values in Java	326
	– Returning Wrappers in Java	333
	– Returning Arrays in Java	334
	– Using varargs in Java	335
	– Definition of scope	336
	– <i>Exercise Ten</i>	339
Seventeen	Multiple Classes	341
	– Multiple Classes / Single File	342
	– Multiple Classes	344
	– Accessing Variables	345
	– Nested Classes	346
	– Finalising Class Variables	350
	– Accessing from other Classes	352
	– <i>Exercise Eleven</i>	354
Eighteen	Packages	358
	– Introduction	359
	– Definition of a Package	360
	– Multi-Level Packages	361
	– Accessing and Importing Packages	366
	– Classes outside Packages	372
	– <i>Exercise Twelve</i>	374

Java 17 Programming with Eclipse 2021-12 Computing Limited

Section	Title	Page
Nineteen	Regular Expressions in Java	375
	– Introduction	376
	– Line Anchors	379
	– Case Sensitivity	380
	– Using the Dot (Any Character)	381
	– Counting Characters {Intervals}	383
	– Character Range Lists	386
	– Excluding Character Lists	390
	– Metacharacters in Java	391
	– Or Patterns (Alternatives)	393
	– Using the Question Mark (Optional)	394
	– Using the Plus sign (Mandatory)	396
	– Using the Star sign (Optional)	397
	– Negative Lookahead	398
	– POSIX in Java	399
	– Using String methods for Regex – matches()	401
	– Using String methods for Regex – replaceAll()	402
	– Using String methods for Regex – replaceFirst()	404
	– Using String methods for Regex – split()	405
	– <i>Exercise Thirteen</i>	407
Twenty	Vectors	412
	– Using Vectors in Java	413
	– Populating Vectors using add() method	414
	– Populating Vectors using addAll() method	415
	– Counting number of values in a Vector	417
	– Accessing values in a Vector	418
	– Using Loops with Vectors	419
	– Changing existing values in a Vector	420
	– Sorting values in a Vector	421
	– Miscellaneous methods to use with Vectors	422
	– Using Vectors in Java	423
Twenty One	Hashtables	424
	– Creating Hashtables	425
	– Populating Hashtables	426
	– Accessing values in a Hashtable	427
	– Accessing values in Hashtables with For-Each	428
	– Some useful methods for Hashtables	429
Twenty Two	Enumeration	430
	– Introduction	431
	– Using Enumeration	432
Twenty Three	Concepts of OOPS	434
	– Introduction	435
	– Classes and Instances (Instantiation)	436
	– Constructor	437
	– Polymorphism	440
	– Inheritance	442
	– IS-A	444
	– Overriding and Overloading	445
	– Extends	446
	– Interfaces and Implementation	447
	– Abstraction	448
	– Encapsulation	449
	– Packages	450

Java 17 Programming with Eclipse 2021-12

Section	Title	Page
Twenty Four	Interfaces	451
	– Introduction	452
	– Implementing Interfaces	453
	– The Hierarchy of Interfaces Using Extends	457
	– The purpose of @Override	460
Twenty Five	Access Methods in Java	461
	– Class Access Levels in Java	462
	– Method Access Levels in Java	463
	– Variable Access Levels in Java	466
Twenty Six	Using OOPS in Java	467
	– Introduction	468
	– Instances and Constructors	469
	– Instances and Constructors across Packages	472
	– The 'This' keyword	473
	– Overriding and Extending Classes	480
	– Using the Super keyword	488
	– <i>Exercise Fourteen</i>	489
	Twenty Seven	Exception Handling in Java
– Error Handling in Java		496
– Trying Exceptions in Java		497
– Catching Exceptions in Java		498
– Throw Exceptions in Java		505
– Using Finally in Java		508
– Throws and Modular Programming		510
– <i>Exercise Fifteen</i>		521
Twenty Eight	Using Java Swing with Eclipse	522
	– Introduction	523
	– Using Dialog Boxes	524
	– Using Message Dialogs	526
	– Using Confirm Dialogs	531
	– Using Input Dialogs	534
	– Using Icons in Java	536
	– Using ImageIcon in Java	537
	– Using Option Dialogs	538
	– Making a Beep in Java	544
	– <i>Exercise Sixteen</i>	545
Twenty Nine	Enums	548
	– Introduction	549
	– Declaring a basic Enum	550
	– Testing Enums	554
	– Using the values() method with Enums	555
	– Creating methods in Enums	556
	– <i>Exercise Seventeen</i>	562
Thirty	HashMaps	564
	– Creating HashMaps	565
	– Populating HashMaps	566
	– Populating HashMaps using putAll()	567
	– Accessing values in HashMaps	568
	– Accessing values in HashMaps with For-Each	569
	– Accessing keys in HashMaps with For-Each	570
	– Some useful methods for HashMaps	571

Java 17 Programming with Eclipse 2021-12

Computing Limited

Section	Title	Page
Thirty One	Arraylist	572
	– Creating ArrayLists	573
	– Populating an ArrayList	575
	– Populating an ArrayList with addAll	577
	– Counting number of values in an ArrayList	578
	– Accessing values in an ArrayList	579
	– Using Loops with ArrayLists	580
	– Changing existing values in an ArrayList	581
	– Sorting values in an ArrayList	582
Thirty Two	Iterator	583
	– Introduction	584
	– Using Iterator	585
	– Using Iterator with remove()	586
	– Using ListIterator	587
Thirty Three	Dates in Java	588
	– Using Dates in Java	592
	– Date and Time Variables	593
	– currentTimeMillis()	595
	– DateFormat in Java	597
	– Placing Strings into Dates	598
	– SimpleDateFormat Method	601
	– getTimeInstance Method in Java	603
– SimpleDateFormat Method for Time in Java	606	
Thirty Four	Calendars in Java	609
	– Calendar Class in Java	611
	– Leniency in Calendars	612
	– Populating Calendars	617
	– Populating Calendars using set()	618
	– Changing Calendars using add()	620
	– Gregorian Calendar in Java	621
	– <i>Exercise Nineteen</i>	623
Thirty Five	System Properties	627
	– Using System Properties in Java	630
	– List of System Properties in Java	631
	– System.getProperty	632
Thirty Six	File Handling in Java	633
	– File Handling in Java	643
	– Reading from Files in Java	635
	– Using the Buffered Reader	637
	– Writing to Files in Java	641
	– Using the BufferedWriter in Java	643
Thirty Seven	Reading XML Files	645
	– Introduction	646
	– Reading XML in Java	648
	– Getting the Elements of the File	649
Thirty Eight	Reading and Writing Zip Files in Java	650
	– Introduction	651
	– Counting Files in a Zip File	657
	– Naming Files in a Zip File	658
	– Reading Contents of a Zip using Enumeration	659
	– Reading Contents of a Zip using a ZipEntry	660

Java 17 Programming with Eclipse 2021-12 Computing Limited

Section	Title	Page
	– Writing to a Zip File	665
Thirty Nine	Accessing MySQL Databases in Java	668
	– Introduction	669
	– Incorporating MySQL into Projects	670
	– Using MySQL	675
	– Counting Records in MySQL	676
	– Displaying Records in MySQL	679
	– Displaying Table Structure in MySQL	681
	– Using the 'get' method with the ResultSet	685
	– Updating records in MySQL	686
	– Deleting and Inserting records in MySQL	688
	– Date Formats for MySQL	689
	– Performing DDL in MySQL with Java	690
	– Creating, Altering and Dropping MySQL Tables	691
	– Running Java and MySQL on the Command Line	693
	– <i>Exercise Twenty One</i>	696
Forty	Accessing Oracle Databases in Java	702
	– Introduction	703
	– Incorporating Oracle into Projects	704
	– Using Oracle	709
	– Counting Records in Oracle	710
	– Displaying Tables in a User	713
	– Displaying Columns in a Table	715
	– Displaying Records in Oracle	717
	– Updating records in Oracle	721
	– Deleting and Inserting records in Oracle	722
	– Inserting / Updating Dates in Oracle	723
	– Performing DDL in Oracle with Java	724
	– Creating, Altering and Dropping Oracle Tables	725
	– Running Java and Oracle on the Command Line	727
	– <i>Exercise Twenty Two</i>	729
Forty One	Developer Defined Exceptions	735
	– Developer Defined Exceptions in Java	736
	– serialVersionUID	737
Forty Two	Creating Java Modules	743
	– Introduction	744
	– module-info.java	746
	– module-info.java keywords	748
	– module-info.java exports	749
	– module-info.java requires	751
	– module-info.java other settings	752
	– Steps to using modules	753
	– Using the Module	758
Forty Three	Creating JAR files in Eclipse	759
	– Introduction	760
	– Creating a JAR file in Eclipse	761
Forty Four	Using Javadoc in Eclipse	764
	– Documenting Java Programs	765
	– Using Javadoc	766
	– Using Javadoc for classes	767
	– Using Javadoc for methods	768
	– Javadoc Tags	769
	– Suggestions for Class documentation	770

Section	Title	Page
	- Using HTML with Javadoc	771
	- Generating Javadoc in Eclipse	774
	- <i>Exercise Twenty Three</i>	783

Appendices

- J1 – Javadoc Settings
- J2 – Date and Time Formats
- J3 – Calendar Values
- J4 – IO Exceptions

Delegate Questionnaire

