

## Java 1.9 Programming

Section	Title	Page	
<b>One</b>	<b>Introduction to Java</b>	2	
	– Usage of Java	3	
	– Structure of Java	4	
	– Flexibility of Java Programming	5	
<b>Two</b>	<b>Running Java in Dos</b>	6	
	– Using the DOS Window	7	
	– DOS Operating System Commands	8	
	– Compiling and Executing Java Programs in DOS	10	
	– Using JAVAC to Compile Java Programs	11	
	– <i>Exercise One</i>	16	
<b>Three</b>	<b>Getting the Java Developer Kit (JDK)</b>	18	
	– Downloading the JDK	19	
	– Installing the Java Developer Kit	22	
<b>Four</b>	<b>First Steps to Programming in Java</b>	30	
	– Introduction to Java Programming	31	
	– Anatomy of Java Programming	35	
	– Using System.out.println in Java	36	
	– Passing Arguments in a Java Program	37	
	– Packages in Java Programming	38	
	– Naming Java modules	39	
	– Commenting in Java Programs	40	
	– Case Sensitivity in Java	41	
	– Syntax Rules in Java 1.8 Programming	42	
	– <i>Exercise Two</i>	43	
	<b>Five</b>	<b>Java Strings</b>	44
– Introduction		45	
– Using Escape Characters		46	
– Concatenating of Strings		49	
– Using Methods with Strings		51	
– Methods with Parameters / Arguments		52	
– Selecting Substrings		53	
– Finding the Index		54	
– Finding the Index of a Substring		56	
– Finding the Length of a String		60	
– Capitalizing Strings Example		61	
– <i>Exercise Three</i>		62	
<b>Six</b>		<b>Using Numbers in Java</b>	65
		– Performing Calculations	66
	– Calculations and Concatenation	68	
	– Calculations and Precedence	69	
	– Using Concatenation with Numbers	70	
	– Using Methods with Numbers	72	
	– <i>Exercise Four</i>	75	
<b>Seven</b>	<b>Creating Variables in Java</b>	76	
	– Introduction	77	
	– Naming Conventions	79	
	– Using Final to create a Constant value	83	
	– Primitive Datatypes	85	
	– byte Datatype	86	
	– long Datatype	87	
	– short Datatype	89	
	– int Datatype	90	
	– float Datatype	91	
	– double Datatype	92	
	– Compatibility between Primitive Datatypes	93	

## Java 1.9 Programming

Section	Title	Page
	– Casting between Primitive Datatypes	94
	– Casting and Converting Values	95
	– byte Casting	96
	– double Casting	97
	– int Casting	98
	– long Datatype	99
	– float Casting	100
	– short Casting	101
	– char Datatype	102
	– char Casting	103
	– String Casting	104
	– boolean Datatype	105
	– Manipulating Variables	106
	– Incrementing Variables with Postfix	110
	– Postfix versus Prefix	111
	– Number Formatting in Java	112
	– <i>Exercise Five</i>	120
<b>Eight</b>	<b>Wrapper Classes in Java</b>	124
	– Introduction	125
	– Using MAX_VALUE	127
	– Declaring Wrappers	128
	– Populating Wrapper Classes	129
	– Postfix Wrappers	133
	– Number Formatting	134
	– Converting Numeric Wrappers	135
	– Converting Numeric Wrappers to String	136
	– String to Numeric Datatypes (decode)	137
	– String to Numeric Datatypes (parseInt)	138
	– String to Numeric Datatypes (valueOf)	139
	– Numeric Datatypes to String using valueOf()	140
	– Character Class Methods in Java	141
	– Converting String to char	142
	– <i>Exercise Six</i>	143
<b>Nine</b>	<b>Conditional Tests</b>	145
	– Making Decisions in Java	146
	– Testing Booleans in Java	153
	– Else Conditions in Java	155
	– Else if Conditions in Java	156
	– Nesting Conditions in Java	157
	– Ternary if-else Operator	158
	– Case Switch Conditions	160
	– Using Break in Java Switches	162
	– Using Java Switches with Strings (v7+)	164
	– Using Java Switches with Bytes (v7+)	165
	– Using Java Switches with Shorts (v7+)	166
	– Using Java Switches with Wrappers (v7+)	167
	– Compound Conditions in Java	168
	– AND Conditions in Java (&&)	169
	– OR Conditions in Java (  )	170
	– XOR Conditions in Java (^)	171
	– Short-circuiting Conditions in Java	172
	– <i>Exercise Seven</i>	174
<b>Ten</b>	<b>Conditional Tests with Wrappers</b>	178
	– Class Conditions	179
	– Class Methods	181

## Java 1.9 Programming

Section	Title	Page
	– String Class Methods	182
	– Character Class Methods	184
	– Boolean Class Methods	186
	– <i>Exercise Eight</i>	187
<b>Eleven</b>	<b>Arrays</b>	189
	– Array Variables in Java	190
	– Declaring Arrays in Java ([])	191
	– Using copyOf to extend an array	195
	– Declaring Empty Arrays in Java ([])	196
	– Populating Arrays in Java	197
	– Multi-Dimensional Arrays	198
	– Defining Multi-Dimensional Arrays	199
	– Populating Multi-Dimensional Arrays	201
	– Cloning Arrays	203
	– Converting Char Arrays to Strings	204
	– Converting Strings to Arrays	205
	– Sorting Arrays	206
	– <i>Exercise Nine</i>	207
<b>Twelve</b>	<b>Object</b>	210
	– The Object Superclass in Java	211
	– Creating and utilising Objects	212
<b>Thirteen</b>	<b>Looping</b>	213
	– Looping Methods in Java	214
	– While Looping in Java	215
	– Do While Looping in Java	217
	– For Looping in Java	218
	– For-Each Looping in Java	219
	– Nested Looping in Java	220
	– Branching in Looping in Java	221
	– Continue Looping in Java	222
	– Break Looping in Java	224
	– Labelling Looping in Java	225
	– The Break Statement in Java	226
	– Breaking with a Loop Label	227
	– Continuing with a Loop Label	228
<b>Fourteen</b>	<b>Passing Arguments</b>	229
	– Sending Arguments to Methods	230
	– Using length with arguments	232
	– <i>Exercise Ten</i>	234
<b>Fifteen</b>	<b>Multiple Methods</b>	239
	– Introduction	240
	– Multiple Methods	241
	– Overloading	246
	– Returning Values in Java	249
	– Returning Wrappers in Java	256
	– Returning Arrays in Java	257
	– Using varargs in Java	258
	– Definition of scope	259
	– <i>Exercise Eleven</i>	262
<b>Sixteen</b>	<b>Multiple Classes</b>	264
	– Multiple Classes / Single File	265
	– Multiple Classes	267
	– Accessing Variables	268
	– Nested Classes	269

## Java 1.9 Programming

Section	Title	Page
	– Finalising Class Variables	273
	– Accessing from other Classes	274
	– <i>Exercise Twelve</i>	276
<b>Seventeen</b>	<b>Packages in Java</b>	280
	– Introduction	281
	– Definition of a Package	282
	– Multi-Level Packages	283
	– Accessing and Importing Packages	285
	– <i>Exercise Thirteen</i>	289
<b>Eighteen</b>	<b>Regular Expressions in Java</b>	290
	– Introduction	291
	– Line Anchors	294
	– Case Sensitivity	295
	– Using the Dot (Any Character)	296
	– Counting Characters {Intervals}	298
	– Character Range Lists	301
	– Excluding Character Lists	305
	– Metacharacters in Java	306
	– Or Patterns (Alternatives)	308
	– Using the Question Mark (Optional)	309
	– Using the Plus sign (Mandatory)	311
	– Using the Star sign (Optional)	312
	– Negative Lookahead	313
	– POSIX in Java	314
	– Using String methods for Regex – matches()	316
	– Using String methods for Regex – replaceAll()	317
	– Using String methods for Regex – replaceFirst()	318
	– Using String methods for Regex – split()	319
	– <i>Exercise Fourteen</i>	321
<b>Nineteen</b>	<b>Vectors</b>	326
	– Using Vectors in Java	327
	– Populating Vectors using add() method	328
	– Populating Vectors using addAll() method	329
	– Counting number of values in a Vector	331
	– Accessing values in a Vector	332
	– Using Loops with Vectors	333
	– Changing existing values in a Vector	334
	– Sorting values in a Vector	335
	– Miscellaneous methods to use with Vectors	336
	– Using Vectors in Java	337
<b>Twenty</b>	<b>Hashtables</b>	338
	– Creating Hashtables	339
	– Populating Hashtables	340
	– Accessing values in a Hashtable	341
	– Accessing values in Hashtables with For-Each	342
	– Some useful methods for Hashtables	343
<b>Twenty One</b>	<b>Enumeration</b>	344
	– Introduction	345
	– Using Enumeration	346
<b>Twenty Two</b>	<b>Concepts of OOPS</b>	348
	– Introduction	349
	– Classes and Instances (Instantiation)	350
	– Constructor	351
	– Polymorphism	354
	– Inheritance	356

## Java 1.9 Programming

Section	Title	Page
	– IS-A	358
	– Overriding and Overloading	359
	– Extends	360
	– Interfaces and Implementation	361
	– Abstraction	362
	– Encapsulation	363
	– Packages	364
<b>Twenty Three</b>	<b>Interfaces</b>	365
	– Introduction	366
	– Implementing Interfaces	367
	– The Hierarchy of Interfaces Using Extends	370
	– The purpose of @Override	371
<b>Twenty Four</b>	<b>Access Methods in Java</b>	373
	– Class Access Levels in Java	374
	– Method Access Levels in Java	375
	– Variable Access Levels in Java	378
<b>Twenty Five</b>	<b>Using OOPS in Java</b>	379
	– Introduction	380
	– Instances and Constructors	381
	– The 'This' keyword	384
	– Overriding and Extending Classes	391
	– Using the Super keyword	399
	– <i>Exercise Fifteen</i>	400
<b>Twenty Six</b>	<b>Exception Handling in Java</b>	406
	– Error Handling in Java	407
	– Trying Exceptions in Java	408
	– Catching Exceptions in Java	409
	– Throw Exceptions in Java	416
	– Using Finally in Java	419
	– Throws and Modular Programming	421
	– <i>Exercise Sixteen</i>	432
<b>Twenty Seven</b>	<b>Using Java Swing</b>	433
	– Introduction	434
	– Using Dialog Boxes	435
	– Using Message Dialogs	437
	– Using Confirm Dialogs	442
	– Using Input Dialogs	445
	– Using Icons in Java	447
	– Using ImageIcon in Java	448
	– Using Option Dialogs	449
	– Making a Beep in Java	455
	– <i>Exercise Seventeen</i>	456
<b>Twenty Eight</b>	<b>Enums</b>	459
	– Introduction	460
	– Declaring a basic Enum	461
	– Testing Enums	464
	– Using the values() method with Enums	465
	– Creating methods in Enums	466
	– <i>Exercise Eighteen</i>	473
<b>Twenty Nine</b>	<b>HashMaps</b>	474
	– Creating HashMaps	475
	– Populating HashMaps	476
	– Populating HashMaps using putAll()	477
	– Accessing values in HashMaps	478
	– Accessing values in HashMaps with For-Each	479

## Java 1.9 Programming

Section	Title	Page
	– Accessing keys in HashMaps with For-Each	480
	– Some useful methods for HashMaps	481
<b>Thirty</b>	<b>Arraylist</b>	482
	– Creating ArrayLists	483
	– Populating an ArrayList	484
	– Populating an ArrayList with addAll	486
	– Counting number of values in an ArrayList	487
	– Accessing values in an ArrayList	488
	– Using Loops with ArrayLists	489
	– Changing existing values in an ArrayList	490
	– Sorting values in an ArrayList	491
<b>Thirty One</b>	<b>Iterator</b>	492
	– Introduction	493
	– Using Iterator	494
	– Using Iterator with remove()	495
	– Using ListIterator	496
	– <i>Exercise Nineteen</i>	497
<b>Thirty Two</b>	<b>Dates in Java</b>	501
	– Using Dates in Java	502
	– Date and Time Variables	504
	– currentTimeMillis()	506
	– DateFormat in Java	507
	– Placing Strings into Dates	510
	– SimpleDateFormat Method	512
	– getTimeInstance Method in Java	515
	– SimpleDateFormat Method for Time in Java	518
<b>Thirty Three</b>	<b>Calendars in Java</b>	520
	– Calendar Class in Java	521
	– Leniency in Calendars	526
	– Populating Calendars	527
	– Populating Calendars using set()	529
	– Changing Calendars using add()	530
	– Gregorian Calendar in Java	532
	– <i>Exercise Twenty</i>	536
<b>Thirty Four</b>	<b>System Properties</b>	539
	– Using System Properties in Java	540
	– List of System Properties in Java	541
	– System.getProperty	542
<b>Thirty Five</b>	<b>File Handling in Java</b>	543
	– File Handling in Java	544
	– Reading from Files in Java	546
	– Using the Buffered Reader	550
	– Writing to Files in Java	552
	– Using the BufferedWriter in Java	554
	– <i>Exercise Twenty One</i>	555
<b>Thirty Six</b>	<b>Reading XML Files</b>	557
	– Introduction	558
	– Example of an XML file	559
	– Getting the Elements of the File	560
<b>Thirty Seven</b>	<b>Reading and Writing Zip Files in Java</b>	566
	– Introduction	567
	– Counting Files in a Zip File	568
	– Naming Files in a Zip File	569
	– Reading Contents of a Zip using Enumeration	570
	– Reading Contents of a Zip using a ZipEntry	572

## Java 1.9 Programming

Section	Title	Page
	– Writing to a Zip File	574
<b>Thirty Eight</b>	<b>Accessing MySQL Databases in Java</b>	577
	– Introduction	578
	– Running Java and MySQL on the Command Line	579
	– Counting Records in MySQL	583
	– Displaying Records in MySQL	586
	– Using the 'get' method with the ResultSet	588
	– Updating records in MySQL	589
	– Deleting and Inserting records in MySQL	591
	– Date Formats for MySQL	592
	– Performing DDL in MySQL with Java	593
	– Creating, Altering and Dropping MySQL Tables	594
	– <i>Exercise Twenty Two</i>	596
<b>Thirty Nine</b>	<b>Accessing Oracle Databases in Java</b>	601
	– Introduction	602
	– Using Oracle	603
	– Running Java and Oracle on the Command Line	604
	– Counting Records in Oracle	607
	– Displaying Records in Oracle	610
	– Updating records in Oracle	612
	– Deleting and Inserting records in Oracle	614
	– Inserting / Updating Dates in Oracle	615
	– Performing DDL in Oracle with Java	616
	– Creating, Altering and Dropping Oracle Tables	617
	– <i>Exercise Twenty Three</i>	619
<b>Forty</b>	<b>Developer Defined Exceptions</b>	624
<b>Forty One</b>	<b>Creating JAR files</b>	631
	– Introduction	632
	– Creating a simple Jar file	634
	– Viewing the contents of a Jar file	635
	– Extracting the contents of a Jar file	636
	– Incorporating a Jar file	637
<b>Forty Two</b>	<b>Applets</b>	639
	– Introduction to using Applets	640
	– Embedding Java in HTML	641
	– Using Appletviewer in DOS	642
	– Appletviewer Options	644
	– Converting a basic Application to an Applet	645
	– Dialog Boxes converted to JApplet	647
	– Choosing Applet or Application	648
	– Using start(), stop(), paint(), init() and destroy()	652
	– Accessing System Properties in Applets	655
	– Using the <applet> tag in HTML	657
	– Using showStatus() (Short status strings)	658
	– Passing Parameters to the Applet	659
	– Using getParameter() with JApplet	660
	– Using the <object> tag in HTML	661
<b>Forty Three</b>	<b>Using Javadoc</b>	662
	– Documenting Java Programs	663
	– Using Javadoc	664
	– <i>Exercise Twenty Three</i>	682