

Java SE 7 Programmer I and II Syballus(Paper codes : 1z0-803 & 1z0-804)

Java SE 7 Programmer 1 , also called OCJA 7.0

Exam Number: 1Z0-803

Associated Certifications: Oracle Certified Associate, Java SE 7 Programmer

Java Basics

- Define the scope of variables
- Define the structure of a Java class
- Create executable Java applications with a main method
- Import other Java packages to make them accessible in your code

Working With Java Data Types

- Declare and initialize variables
- Differentiate between object reference variables and primitive variables
- Read or write to object fields
- Explain an Object's Lifecycle (creation, "dereference" and garbage collection)
- Call methods on objects
- Manipulate data using the StringBuilder class and its methods
- Creating and manipulating Strings

Using Operators and Decision Constructs

- Use Java operators
- Use parenthesis to override operator precedence
- Test equality between Strings and other objects using == and equals ()
- Create if and if/else constructs
- Use a switch statement

Creating and Using Arrays

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

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

Working with Methods and Encapsulation

- Create methods with arguments and return values

Highlights of the Certifications

- International Certification
- Ensures Complete knowledge of Core + Advanced Java
- Adds value to your Resume

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Java SE 7 Programmer I and II Syballus(Paper codes : 1z0-803 & 1z0-804)

- Apply the static keyword to methods and fields
- Create an overloaded method
- Differentiate between default and user defined constructors
- Create and overload constructors
- Apply access modifiers
- Apply encapsulation principles to a class
- Determine the effect upon object references and primitive values when they are passed into methods that change the values

Working with Inheritance

- Implement inheritance
- Develop code that demonstrates the use of polymorphism
- Differentiate between the type of a reference and the type of an object
- Determine when casting is necessary
- Use super and this to access objects and constructors
- Use abstract classes and interfaces

Handling Exceptions

- Differentiate among checked exceptions, RuntimeExceptions and Errors
- Create a try-catch block and determine how exceptions alter normal program flow
- Describe what Exceptions are used for in Java
- Invoke a method that throws an exception
- Recognize common exception classes and categories

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Java SE 7 Programmer 2, also called OCJP 7.0

Exam number: 1Z0-804

Associated Certification: Oracle Certified Professional, Java SE 7 Programmer (OCPJP)

Java Class Design

- Use access modifiers: private, protected, and public
- Override methods
- Overload constructors and methods
- Use the instanceof operator and casting
- Use virtual method invocation
- Override the hashCode, equals, and toString methods from the Object class to improve the functionality of your class.
- Use package and import statements

Advanced Class Design

- Identify when and how to apply abstract classes
- Construct abstract Java classes and subclasses
- Use the static and final keywords
- Create top-level and nested classes

Highlights of the Certifications

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- Adds value to your Resume

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Java SE 7 Programmer I and II Syballus(Paper codes : 1z0-803 & 1z0-804)

- Use enumerated types

Object-Oriented Design Principles

- Write code that declares, implements and/or extends interfaces
- Choose between interface inheritance and class inheritance
- Apply cohesion, low-coupling, IS-A, and HAS-A principles
- Apply object composition principles (including has-a relationships)
- Design a class using a Singleton design pattern
- Write code to implement the Data Access Object (DAO) pattern
- Design and create objects using a factory pattern

Generics and Collections

- Create a generic class
- Use the diamond for type inference
- Analyze the interoperability of collections that use raw types and generic types
- Use wrapper classes, autoboxing and unboxing
- Create and use List, Set and Deque implementations
- Create and use Map implementations
- Use java.util.Comparator and java.lang.Comparable
- Sort and search arrays and lists

String Processing

- Search, parse and build strings (including Scanner, StringTokenizer, StringBuilder, String and Formatter)
- Search, parse, and replace strings by using regular expressions, using expression patterns for matching limited to: . (dot), * (star), + (plus), ?, \d, \D, \s, \S, \w, \W, \b, \B, [], ().
- Format strings using the formatting parameters: %b, %c, %d, %f, and %s in format strings.

Exceptions and Assertions

- Use throw and throws statements
- Develop code that handles multiple Exception types in a single catch block
- Develop code that uses try-with-resources statements (including using classes that implement the AutoCloseable interface)
- Create custom exceptions
- Test invariants by using assertions

Java I/O Fundamentals

- Read and write data from the console
- Use streams to read from and write to files by using classes in the java.io package including BufferedReader, BufferedWriter, File, FileReader, FileWriter, DataInputStream, DataOutputStream, ObjectOutputStream, ObjectInputStream, and PrintWriter

Java File I/O (NIO.2)

- Operate on file and directory paths with the Path class
- Check, delete, copy, or move a file or directory with the Files class
- Read and change file and directory attributes, focusing on the BasicFileAttributes, DosFileAttributes, and PosixFileAttributes interfaces
- Recursively access a directory tree using the DirectoryStream and FileVisitor interfaces
- Find a file with the PathMatcher interface
- Watch a directory for changes with the WatchService interface

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Building Database Applications with JDBC

- Describe the interfaces that make up the core of the JDBC API (including the Driver, Connection, Statement, and ResultSet interfaces and their relationship to provider implementations)
- Identify the components required to connect to a database using the DriverManager class (including the jdbc URL)
- Submit queries and read results from the database (including creating statements, returning result sets, iterating through the results, and properly closing result sets, statements, and connections)
- Use JDBC transactions (including disabling auto-commit mode, committing and rolling back transactions, and setting and rolling back to savepoints)
- Construct and use RowSet objects using the RowSetProvider class and the RowSetFactory interface
- Create and use PreparedStatement and CallableStatement objects

Threads

- Create and use the Thread class and the Runnable interface
- Manage and control thread lifecycle
- Synchronize thread access to shared data
- Identify code that may not execute correctly in a multi-threaded environment.

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Concurrency

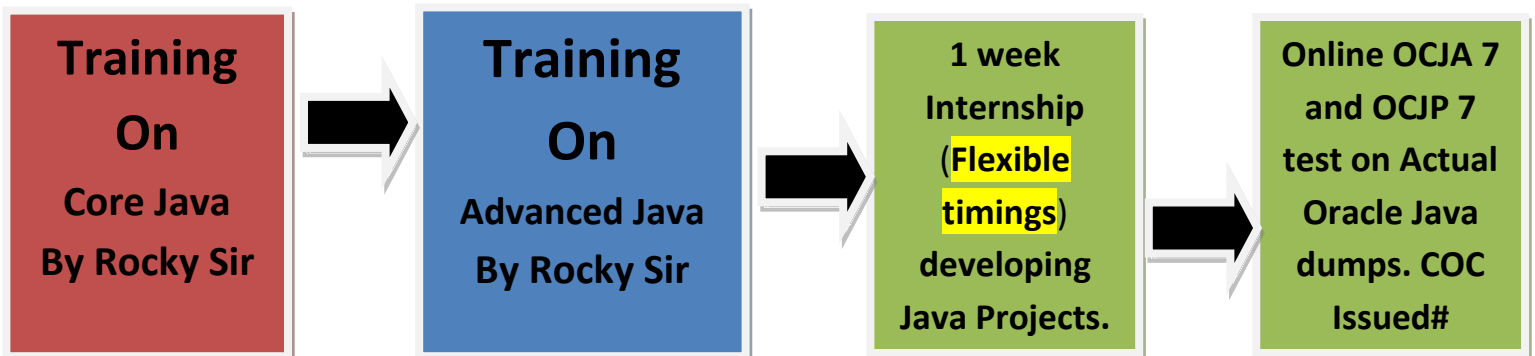
- Use collections from the java.util.concurrent package with a focus on the advantages over and differences from the traditional java.util collections.
- Use Lock, ReadWriteLock, and ReentrantLock classes in the java.util.concurrent.locks package to support lock-free thread-safe programming on single variables.
- Use Executor, ExecutorService, Executors, Callable, and Future to execute tasks using thread pools.
- Use the parallel Fork/Join Framework

Localization

- Read and set the locale by using the Locale object
- Build a resource bundle for each locale
- Call a resource bundle from an application
- Format dates, numbers, and currency values for localization with the NumberFormat and DateFormat classes (including number format patterns)
- Describe the advantages of localizing an application
- Define a locale using language and country codes

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Course Flow of OCJA 7.0 + OCJP 7.0 Certification at SCTPL



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