



L4G - Java for Android

Java for Android Applications Programming

Java is a registered trade mark of Oracle

Objectives

- Master the concepts of Java
- Secure your Java applications exception handling language
- Control mechanism threads
- Control function call C / C ++ Java programs via JNI
- Use collections of objects in Java
- Master the main utility classes in Java
- Optimize the Java code

This course is the prerequisite to our Android programming courses:

- [G2 - Android Programming](#)course
- [G5 - Android for Industrial System Control](#)course

Course environment

- A PC for two trainees with
 - The JDK
 - Eclipse development environment for Java applications
- Course material, printed (for face to face trainings) and in PDF format
- Exercises source code (with solutions)

Prerequisites

- Knowledge of a programming language like C or C ++

Target Audience

- Any embedded systems engineer or technician with the above prerequisites.

Course Outline

First Day

Introduction

- History of Java
- Features of Java
 - Portability
 - Security
 - Robustness
 - Simplicity
 - Multithreading
- The JDK (Java Development Kit)
- The virtual machine
- The basics of JAVA
 - Data types

- Operators
- Flow control

Exercise: Write the "Hello World" program in Java

Object Programming in Java

- Classes
 - Encapsulation
 - Inheritance
 - Polymorphism
 - Interfaces

Exercise: Write a producer-consumer program in java (plant)

- The nested classes and interfaces
 - Internal Classes
 - Anonymous Classes
- Typecasts and instanceof operator
- Packages: definition, import, search order

Exercise: Rewrite the plant using anonymous classes

Advanced aspects

- Generics in Java
 - Generic Classes (parameterized)
 - Generic Methods

Exercise: Configuring the plant with generic types

- Java exceptions
 - Presentation of exceptions and their mechanism
 - Capture and propagation of exceptions
 - Exception classes
 - Business exceptions

Exercise: Controlling the plant with exceptions

Second Day

Multitask programming in Java

- What is a thread
- The Java threading API
- Inter-thread synchronization
- Thread scheduling
- Asynchronous communication between threads

Exercise: Create two plants working in parallel, the second consuming the products of the first

Java utility classes

- Manipulating strings
 - The String class
 - The StringBuffer class
- Input/Output
 - The java.io package
 - Standard I/O read and write
 - Reading and writing text files

Exercise: Write a program that reads a text file and print one word per line

- Mathematical computations:
 - The java.lang.Math class
- Date management
 - The Calendar class

- Environment access
 - The System class
 - The Runtime class

Exercise: Modify the program to sort the result (using the "sort" command)

Data management in Java

- Collections
 - The collection types and interfaces
 - The collection abstract classes
 - The implementation classes
- The Iterator interface
- Comparing and sorting objects
- Rational use of collections

Exercise: Rewrite the previous program to count the number of occurrences of each word and display the 10 most frequent