Java - gently

Code: java-gently

Originaux

<u>*url:*</u> **http://tecfa.unige.ch/guides/tie/html/java-gently/java-gently.html**

url: **http://tecfa.unige.ch/guides/tie/pdf/files/java-gently.pdf**

Prérequis

Module technique précédent: <u>java-intro</u>

Objectifs

• Trail Guide staf2x pour Java Gently (2nd edition)

1. Module "Auto-apprentissage de Java" avec JavaGently

o = oui, n=non, ?=peut-être

"Faire" veut dire jouer avec les exemples, faire des modifications, etc.

	Lire?	Faire?	Thèmes	Slides
Chapter 1 Introduction				
1.3 The approach of this book	o			
Chapter 2 Simple programs				
2.1 Two starter programs	o	n	Motivation	
2.2 Fundamentals of object-oriented programming	o	o	Notions de: classe, objet, instance, déclarations, méthodes et leur invocation, structure d'un programme	
2.3 Beginning with output	o	o	Imprimer sur l'écran	
2.4 All about assignment	o	?		
2.5 Using classes and objects	o	?		
Summary	o	o		
Quiz	o	Q 2.4		
Problems	o	o		
Chapter 3 Structuring				
3.1 Properties of a good program	o			
3.2 Talking about types	o			
3.3 Repetition with for-loops	o	?		
3.4 Making methods	o	o		
3.5 Passing parameters	o	o		
3.6 Guidelines for designing classes	o	o		
3.7 Case Study 1: Price tickets	o	?		
Summary	o	o		

	Lire?	Faire?	Thèmes	Slides
Quiz		3.9		
Problems		Q3.7, Q3.8, Q3.9		
Chapter 4 Changing the state				
4.1 Inputting interactively	o	o		
4.2 File input and output	o	?		
4.3 Selection with if-else	o	o		
4.4 Introduction to exceptions	o	?		
4.5 Creating and accessing packages	o	?		
Summary	o			
Quiz				
Problems		Q 4.2, Q 4.6		
Chapter 5 Controlling the flow				
5.1 Conditional loops with while and do	o	o		
5.2 The switch-statement	o	o		
5.3 Conditional loops and input data	o	o		
5.4 Case Study 2: Rock-scissors-paper game	o	o (important)		
Summary				
Quiz				
Problems		Q 5.7 Q 5.8		
Chapter 6 Arrays and tables				
6.1 Simple arrays	o	o		
6.2 Tables	o	o		
6.3 Sorting and searching	o	?		
6.4 Dictionaries	?	?		
Summary				
Quiz				

	Lire?	Faire?	Thèmes	Slides
Problems				
Chapter 7 Formatting	?	?		
7.1 Strings and string handling				
7.2 Tokenizers and the Text class				
7.3 Formatting numbers with the java.text package				
7.4 Dates, calendars and time				
Summary				
Quiz				
Problems				
PART II Power 1				
Chapter 8 Objects at work	?	?		
8.1 Object protection				
8.2 Designing an object-oriented program				
8.3 Properties of objects				
8.4 Lists of objects				
8.5 Inner classes				
8.6 Case Study 3: Nelson?s Coffee Shop	?	?		
Summary				
Quiz				
Problems				
Chapter 9 Abstraction and inheritance				
9.1 Class power				
9.2 Abstraction through interfaces				
9.3 Inheritance				
9.4 Abstract methods and classes				
9.5 Case Study 4: Veterinary tags				
Summary				

	Lire?	Faire?	Thèmes	Slides
Quiz				
Problems				
Chapter 10 Graphical user interfaces				
10.1 Introduction to the awt	o	o		
10.2 Putting graphics in a window	o	o		
10.3 Laying out buttons and other components	o	o		
10.4 Panels and canvases for grouping	o	o		
Summary				
Quiz				
Problems		Q 10.1		
Chapter 11 Event-driven programming				
11.1 Interaction with text fields				
11.2 Events, listeners and handlers				
11.3 Managing sequences of events				
11.4 Case Study 5: Supermarket till				
Summary				
Quiz				
Problems				
Chapter 12 Applets in action				
12.1 From applications to applets	o	o		
12.2 Applets in browsers	o	o		
12.3 Sound and images				
12.4 Case Study 6: The Nature Conservation Project				
Summary				
Quiz				
Problems				
Chapter 13 Multi-threading				

	Lire?	Faire?	Thèmes	Slides
13.1 Introduction to multi-threading				
13.2 Setting up threads				
13.3 Synchronization among threads				
13.4 Case Study 7: Walkman hire				
Summary				
Quiz				
Problems				
Chapter 14 Networking				
14.1 Connecting via URLs				
14.2 Ports and sockets				
14.3 Case Study 8: Chatter system				
14.4 Database connectivity				
14.5 Accessing remote objects				
14.6 Case Study 9: The Airport Announcer system				
Summary				
Quiz				
Problems				
Chapter 15 Algorithms and data structures				
15.1 About data structures				
15.2 Linear and binary searching				
15.3 Quicksort and performance				
15.4 Stacks and queues				
15.5 Linked lists again				
15.6 Bit sets				
Summary				
Quiz				
Problems				