Java SE 9, Part 5 of 14: Interfaces and Streams

Meet the expert: Paulo Dichone graduated from Whitworth University with a B.S in Computer Science in 2009 and has worked building Android and iOS mobiles apps as well as web applications. Since 2014 he's been an online instructor teaching over 40,000 students from 170 countries in how to program Java and build Android Applications.

Prerequisites: This course is for beginners and programmers with experience alike.

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Course description: Welcome to the Java 9 Master course. whether you've programmed before or never had programming experience, by the end of this series you'll be able to write sophisticated real world java applications. This course covers autoboxing, enumerations and how to use generics in your code. It finishes with explaining how interfaces allow a bridge to handle inheritance as well as Input/Output and TreeSets.

Course outline:

Classes And Autoboxing
• Introduction
• Outer and Inner Classes
• Annotations - Introduction
• Autoboxing and Wrap and Unwrap
• Summary

Enums And Generics
• Introduction
• Enums
• Generics
• Summary

Interfaces In Java
• Introduction
• Interfaces in Java
• Interface Example
• Summary

Input Streams
• Introduction
• Intro to IO Input Streams
• InputStream -Reading Text Files
• Summary

IO Write And Buffer Reader
• Introduction
• IO WriteToFile
• IO Buffer Reader
• Summary

Tree And HashSets
• Introduction
• Set and HashSet
• TreeSets
• LinkedHashSets
• Summary

Intro To Swing
• Introduction
• Intro To Swing

• SwingDemo JFrame
• jLabel
• Summary

Jbuttons and Swing Buttons
• Introduction
• JButtons
• Swing Buttons
• Summary

Events And TextField
• Introduction
• SwingButton EventListener
• Swing TextField
• Summary