

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

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**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 TreeSet.

## 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
- TreeSet
- 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