

Java SE 11 Programmer I | 1Z0-815

Nro. Horas: 48

Este es un taller de preparación para la certificación Java SE 11 Programmer I de Oracle. Este examen tiene el código 1Z0-815, costa de 80 preguntas, una duración de 180 minutos y se necesita mínimo un 63% de aprobación. Es de múltiple elección.

Exam Details			
Exam Title:	Java SE 11 Programmer I	Duration:	180 Minutes
Exam Number:	1Z0-815	Number of Questions:	80
Exam Price:	\$245,00 More on exam pricing	Passing Score:	63 %
Format:	Multiple Choice	Validated Against:	This exam has been validated against Java 11.

TOPICOS

Esos son los tópicos que se estudiarán en el taller:

Understanding Java Technology and environment

- Describe Java Technology and the Java development
- Identify key features of the Java language

Working With Java Primitive Data Types and String APIs

- Declare and initialize variables (including casting and promoting primitive data types)
- Identify the scope of variables
- Use local variable type inference
- Create and manipulate Strings
- Manipulate data using the StringBuilder class and its methods

Working with Java Arrays

- Declare, instantiate, initialize and use a one-dimensional array
- Declare, instantiate, initialize and use two-dimensional array

Creating and Using Methods

Creating a Simple Java Program

- Create an executable Java program with a main class
- Compile and run a Java program from the command line
- Create and import packages

Using Operators and Decision Constructs

- Use Java operators including the use of parenthesis to override operator precedence
- Use Java control statements including if, if/else, switch
- Create and use do/while, while, for and for each loops, including nested loops, use break and continue statements

Describing and Using Objects and Classes

- Declare and instantiate Java objects, and explain objects' lifecycles (including creation, dereferencing by reassignment, and garbage collection)

- Create methods and constructors with arguments and return values
- Create and invoke overloaded methods
- Apply the static keyword to methods and fields

Reusing Implementations Through Inheritance

- Create and use subclasses and superclasses
- Create and extend abstract classes
- Enable polymorphism by overriding methods
- Utilize polymorphism to cast and call methods, differentiating object type versus reference type
- Distinguish overloading, overriding, and hiding

Handling Exceptions

- Describe the advantages of Exception handling and differentiate among checked, unchecked exceptions, and Errors
- Create try-catch blocks and determine how exceptions alter program flow

- Define the structure of a Java class
- Read or write to object fields

Applying Encapsulation

- Apply access modifiers
- Apply encapsulation principles to a class

Programming Abstractly Through Interfaces

- Create and implement interfaces
- Distinguish class inheritance from interface inheritance including abstract classes
- Declare and use List and ArrayList instances
- Understanding Lambda Expressions

Understanding Modules

- Describe the Modular JDK
- Declare modules and enable access between modules
- Describe how a modular project is compiled and run

Prerrequisitos:

- Conocimientos de Java básico.