

CERTIFICACIÓN PROGRAMADOR JAVA I 1Z0-819

SOMOS Y FORMAMOS EXPERTOS EN T.I



Metodología

100% PRACTICO



Duración

20 HRS.

ACERCA DEL WORKSHOP

OBJETIVOS PRINCIPALES

- Obtienes la preparación para la certificación OCAJP
- Obtienes acceso a más de 400 preguntas similares al examen oficial de certificación

OBJETIVOS SECUNDARIOS

- Reafirmas conceptos que son parte fundamental de cualquier framework en Java, por ejemplo entiendes el patrón Singleton que es la base de Spring

PREREQUISITOS

- Experiencia de 1 año programando con Java o haber cursado nuestro [Diplomado Java Empresarial](#).
- Fundamentos de programación orientada a objetos

[¿Cuál es mi nivel en programación? clic aquí](#)

¡NUNCA DEJES DE APRENDER!

1. Understanding Java Technology and environment

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

2. Creating a Simple Java Program

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

3. Working With Java Primitive Data Types and String APIs

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

4. Using Operators and Decision Constructs

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

5. Working with Java Arrays

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

6. Describing and Using Objects and Classes

- 6.1 Declare and instantiate Java objects, and explain objects' lifecycles (including creation, dereferencing by reassignment, and garbage collection)
- 6.2 Define the structure of a Java class
- 6.3 Read or write to object fields

7. Creating and Using Methods

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

8. Applying Encapsulation

- 8.1 Apply access modifiers
- 8.2 Apply encapsulation principles to a class

9. Reusing Implementations Through Inheritance

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

10. Programming Abstractly Through Interfaces

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

11. Handling Exceptions

- 11.1 Describe the advantages of Exception handling and differentiate among checked, unchecked exceptions, and Errors
- 11.2 Create try-catch blocks and determine how exceptions alter program flow
- 11.3 Create and invoke a method that throws an exception

12. Understanding Modules

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

CERTIFICADO DIGITAL

Obtén una constancia que avala tu preparación, si cumples con la asistencia a tu capacitación y elaboras el proyecto final de cada curso, bootcamp o diplomado.

Registrado por la Secretaria del Trabajo y Previsión Social (México).



¡Te esperamos!

 55 5211 6931

 +52 55 6186 8835

 TecGurusNet