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Developing Applications with Java SE 6 Platform

What will you learn ?

The Developing Applications With the Java SE Platform course gives you solid, practical experience. You'll learn to design a vertical solution for a distributed, multi-tier application and more.

Course Objectives

- Apply Model View Controller (MVC) design pattern to create reusable classes
- Implement unit testing using JUnit
- Implement a program from the ground up that could be used in a commercial intranet application
- Develop classes to connect programs to Structured Query Language (SQL) database systems using the core aspects of the Java Database Connectivity (JDBC) (API)
- Organize and set up the GUI generation and event handling to support a Java technology project
- Implement the Logging API to generate log messages in GUI
- Create two-tier and three-tier Java technology applications
- Create a multithreaded server
- Create remote objects using Java Remote Method Invocation (Java RMI)

Required Prerequisites:

- Develop applications by using the Java programming language
- Understand basic Unified Modeling Language (UML) diagrams
- Understand basic Structured Query Language (SQL) statements
- Understand how to implement interfaces and handle Java programming exceptions
- Java Programming Language, Java SE 6

Suggested Prerequisites:

- Use object-oriented programming techniques
- Understand GUI design
- Understand basic Transmission Control Protocol/Internet Prot
- Program with sockets or streams
- Fundamentals of the Java Programming Language, Java SE 6

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Learn To:

- Design a multi-tier application using a case study approach.
- Gather requirements.
- Analyze, design and develop the key components of the application.
- Design the application with a Model-View-Controller (MVC) pattern.
- Implement testing with JUnit.
- Create a Graphical User Interface (GUI) that supports logging.
- Implement database connections with JDBC.
- Create both client and server components.

Who Can Benefit from this Course:

- Developers continuing their education of the development of enterprise multi-tier applications after completing the Java Programming Language course.
- Developers pursuing the Sun Certified Developer for the Java 2 Platform certification.

Course Topics

Introduce the BrokerTool Application

- Explain the problem statement of the BrokerTool application
- Creating and populating the StockMarket Database
- Executing SQL Statements on the StockMarket Database

Apply the Model View Controller (MVC) Design Pattern

- Explain design patterns
- Explain the MVC design pattern
- Analyze how the MVC design pattern can be used in applications
- Add MVC Interaction Code

Implement Unit Testing

- Develop unit test cases using JUnit
- Execute Unit test cases
- Open the InfoTool Project
- Prepare JUnit Test Cases for the InfoTool Project

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- Analyze the JUnit Test Cases of the InfoController class of the InfoTool Project
- Create and Analyze Test Methods Inside InfoToolTest.java File
- Create a TestSuite of all the Test Cases of the InfoTool Project

Design the BrokerTool Application

- Apply the MVC design pattern
- Begin the analysis and design of the project under study
- Develop a build plan for the project
- Create the MVC Participants
- Establish the BrokerTool MVC Baseline

Implement the Java Database Connectivity (JDBC) API

- Describe the JDBC API
- Explain how using the abstraction layer provided by the JDBC API makes a database front end portable across platforms
- Describe the five major tasks involved with the JDBC programmer's interface
- State the requirements of a JDBC driver and its relationship to the JDBC driver manager
- Describe the data access objects (DAO) pattern and its applicability to a given scenario
- Identify the Workflow and Object Interactions
- Implement a Database-Connected Broker Model by Using the DAO Pattern

Create Graphical User Interfaces (GUI)

- Apply the principles of good GUI design
- Design and implement a GUI for the project using Matisse
- Apply the Composite Design pattern to build the BrokerTool GUI
- Use JTable and JTabbedPane classes in your application to build a sophisticated GUI
- Add AllCustomerTablePanel to the Palette Window and drag-and-drop to the BrokerGui Class
- Create the CustomerPanel Class, add to the Palette Window and drag-and-drop to the BrokerGui Class
- Change the Order of the Tabs
- Compile and Test the BrokerGui Class

Handle GUI Events

- Implement a view class
- Implement a controller class

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- Create the BrokerTool view Class
- Create the BrokerTool Controller Class
- Compile and Testing the BrokerGui Class
- Add Event Handling Functionality

Log Messages in GUI

- Use the logging API
- Examine a logging example
- Write a custom handler
- Set filters to a particular handler
- Create the Custom Handler Class

Implement Multiple-Tier Design

- Compare the BrokerTool two-tier design with the three-tier design for the same application
- Explain how you can use the Java technology package, java.net to implement networking applications
- Demonstrate how to use the Command design pattern in the application
- Apply the Strategy design pattern to create reusable code
- Describe how you can implement the network client
- Describe how you can implement the network server

Implement Advanced Multiple-Tier Design

- Use the new Java concurrency APIs to create a multithreaded server
- Examine a thread pool
- Identify integrity problems in multithreaded servers
- Create a Generic Network Client Class

Communicate With Remote Objects Using Java RMI

- Create remote objects
- Use Java RMI to create a multi-tier application
- Deploy a Java RMI Implementation of the BrokerModel Interface
- Create a Java RMI Implementation of the BrokerView Interface

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Exam Details

Exam No	Exam Name	Exam Objectives	Duration	No of Questions	Results
1Z0-855	Java SE 6 Developer Certified Master Assignment		6 Months from Assignment Purchase	NA	Subject to Validation of Assignment %
1z0-856	Java SE 6 Developer Certified Master Essay Exam		120 Minutes	NA	Subject to Validation of Assignment %

Note

- BOTH assignment and essay must be submitted **within 6 months of assignment purchase date**. No exceptions. If you do not submit assignment and essay before the deadline, you will be required to purchase a new assignment.
- Assignment must be submitted before you can register for the essay.

To become OCM in Java SE6 follow the steps below

- 1) Clear OCP Java
- 2) Take training of Developing Applications with Java at Oracle Authorised Partner like us
- 3) Purchase assignment from Oracle ie 1z0-855 and submit it before deadline
- 4) Purchase Essay from Oracle ie 1z0-856 and submit it before deadline
- 5) Fill up hands on form (Contact Authorised training center from where you took training)