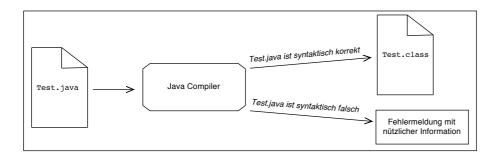
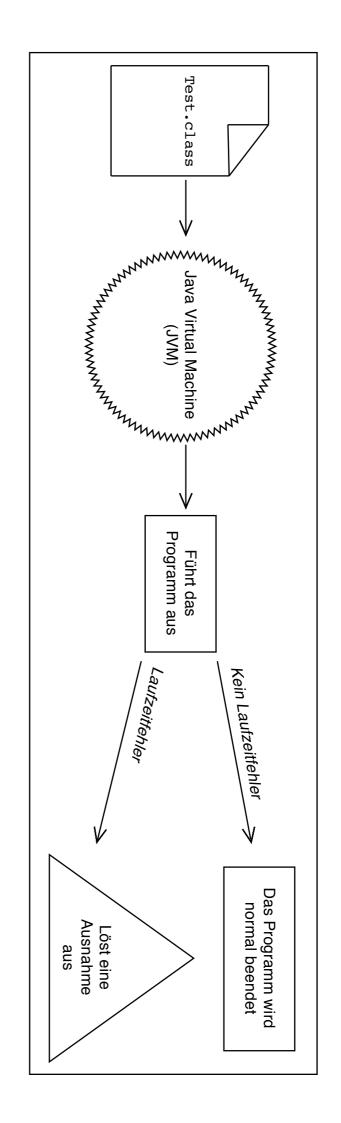
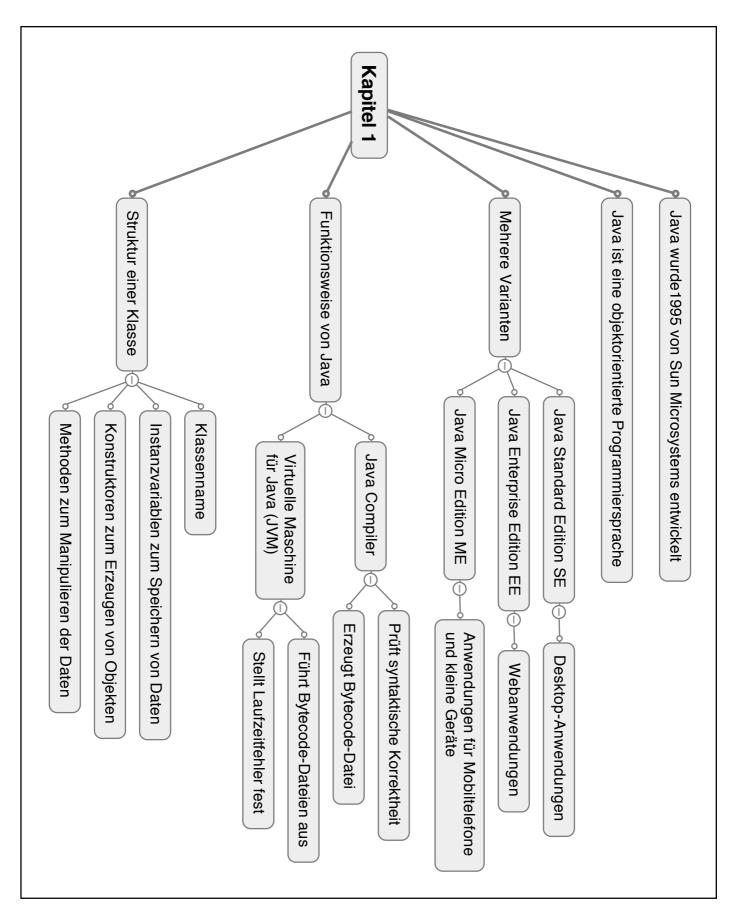


### Compiler

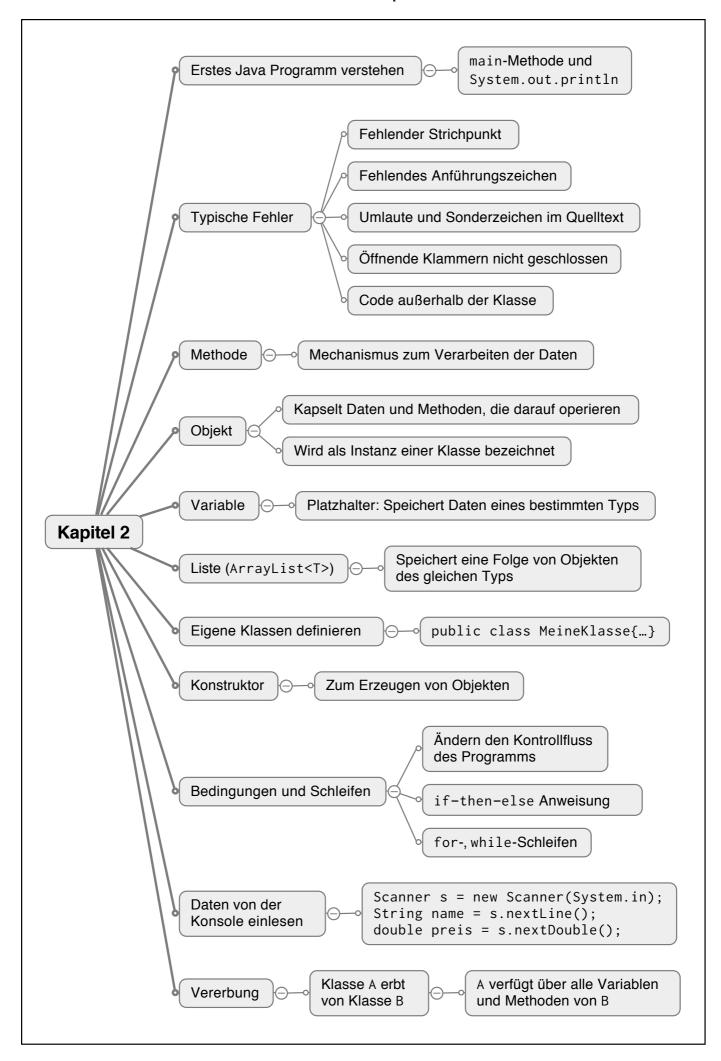




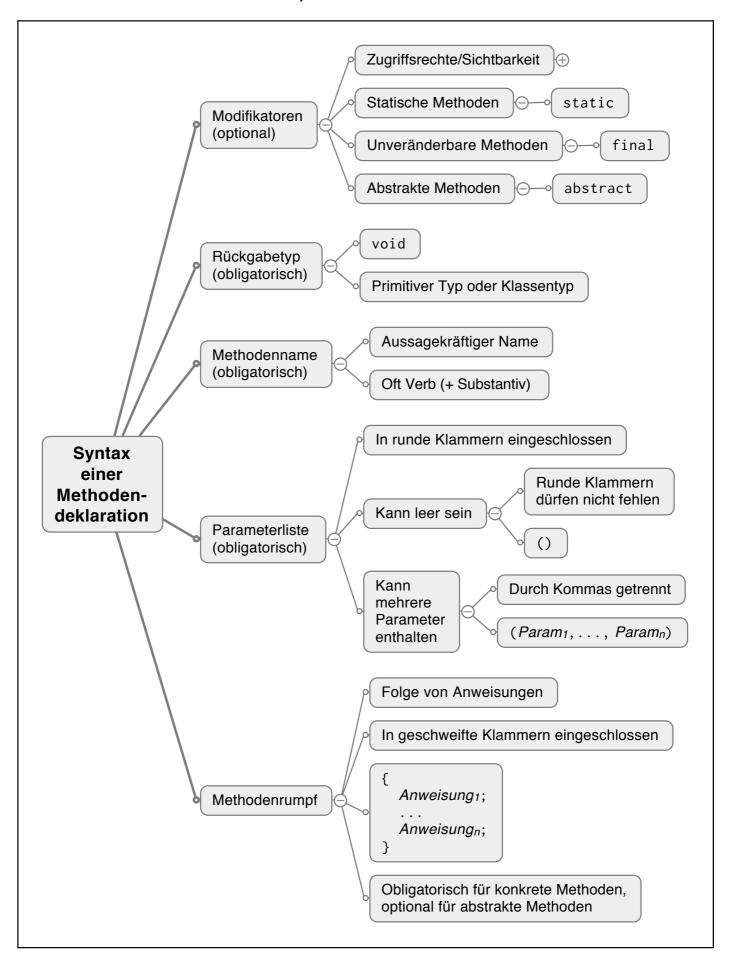


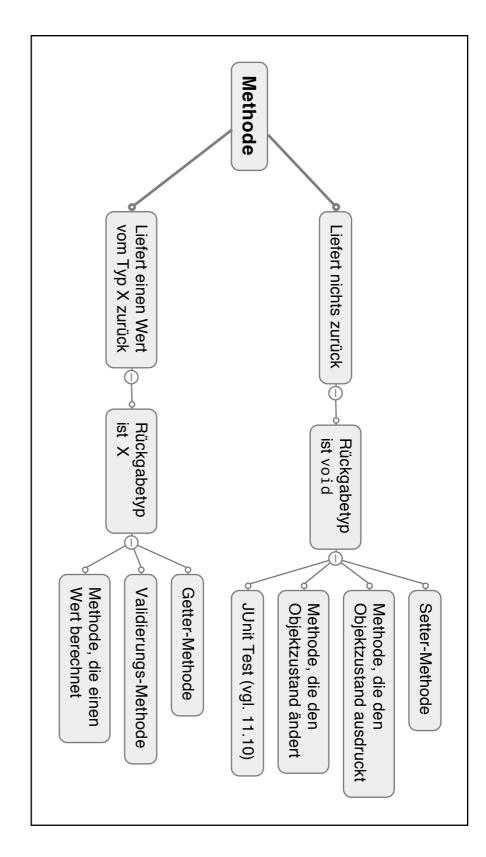


### Kapitel 02 Ein Schnelleinstieg in Java

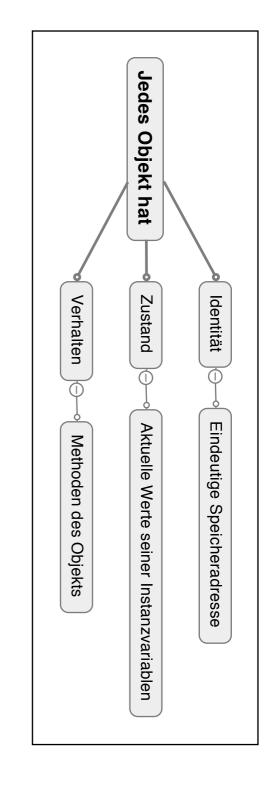


### Kapitel 03 Klassen und Objekten



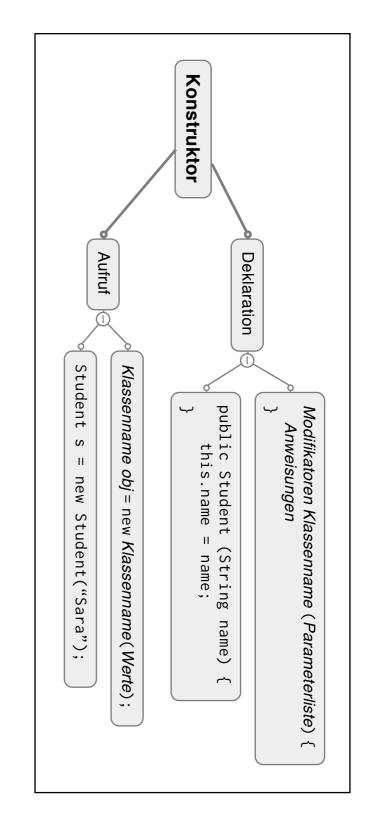


## Eigenschaften von Objekten

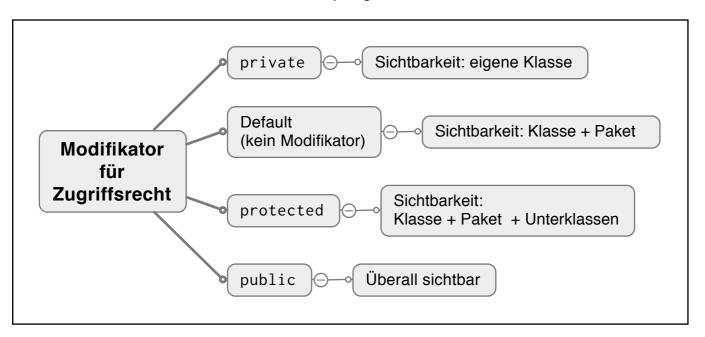


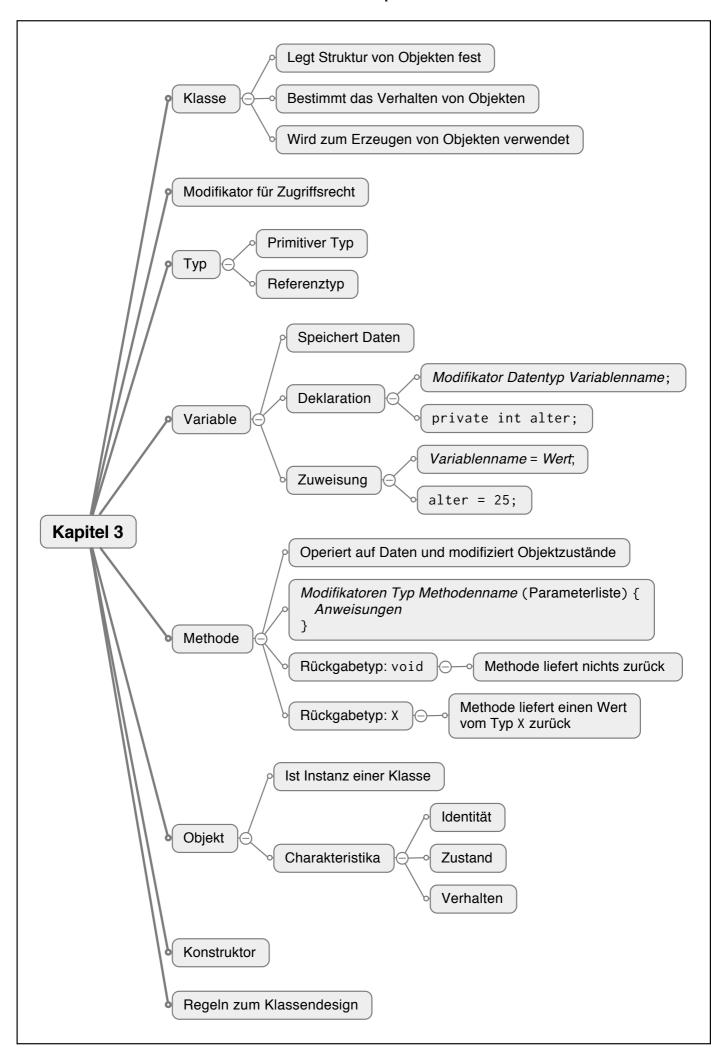
```
1 public class Student {
    private String name;
                                                                                             Konstruktor III
                                                                                                                           obj1: Student
     private String matrikelnummer;
                                                                                                              this.name = "Seep"
     private int semester;
                                                                                                              this.matrikelnummer = null;
      // Konstruktor I
     public Student(String name, String matrikelnummer, int semester) {
                                                                                                              this.semester = 0
8
           this.name = name;
9
           this.matrikelnummer = matrikelnummer;
10
           this.semester = semester;
11
     }
                                                                                             Konstruktor II
12
                                                                                                                           obj2: Student
     // Konstruktor II
13
14
     public Student(String name, String matrikelnummer) {
                                                                                                              this.name = "Anne"
15
           this(name, matrikelnummer, 1);
                                                                                                              this.matrikelnummer = "67342"
16
17
                                                                                                              this.semester = 0
18
      // Konstruktor III
     public Student(String name) {
17
18
           this(name, null, 0);
19
20
                                                                                             Konstruktor I
                                                                                                                           obj3: Student
21
     // Methode zum Drucken eines Studenten
22
     public void printStudent(){
                                                                                                              this.name = "Sara"
           23
                                                                                                              this.matrikelnummer = "76345"
24
25
                                                                                                              this.semester = 5
26
     }
27
     public static void main(String[] args) {
   Student obj1 = new Student("Sepp");
   Student obj2 = new Student("Anne", "67342");
   Student obj3 = new Student("Sara", "76345",5);
   Student obj4 = new Student("Alex", "12345",1);
28
29
30
                                                                                             Konstruktor I
                                                                                                                           obj4: Student
31
32
                                                                                                              this.name = "Alex"
33
34
           obj1.printStudent();
                                                                                                              this.matrikelnummer ="12345"
35
           obj2.printStudent();
                                                                                                              this.semester = semester = 1
36
           obj3.printStudent();
37
           obj4.printStudent();
38
    }
39 }
```

### Mindmap Konstruktor



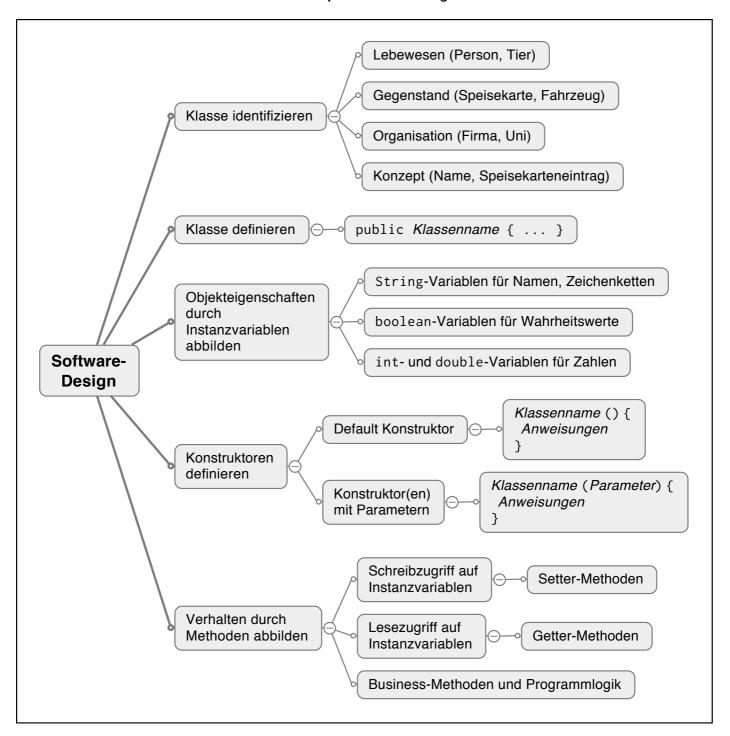
### Mindmap Zugriffsrecht



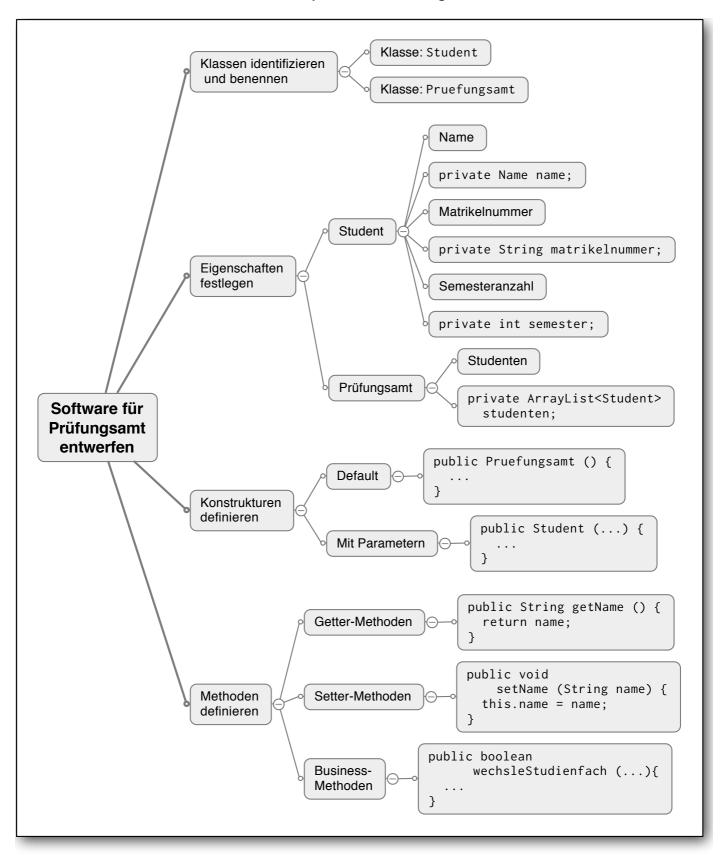


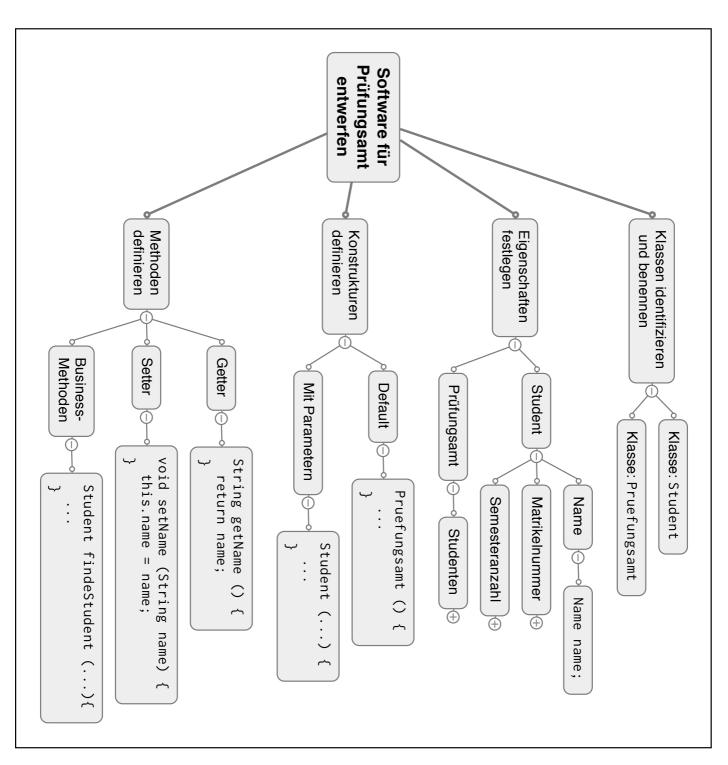
### Kapitel 04 Mehr zu Klassen und Objekten

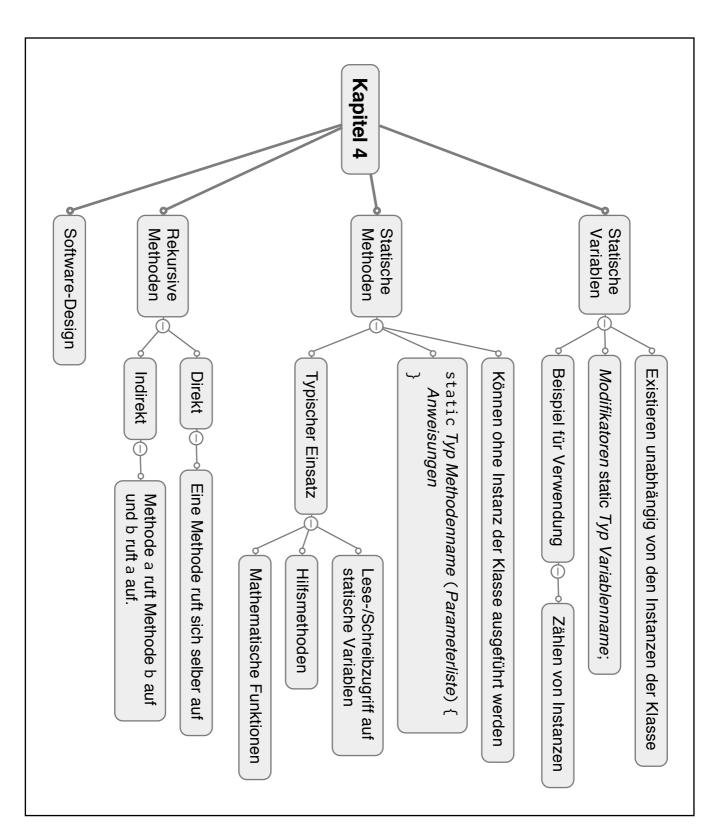
### Mindmap Software-Design



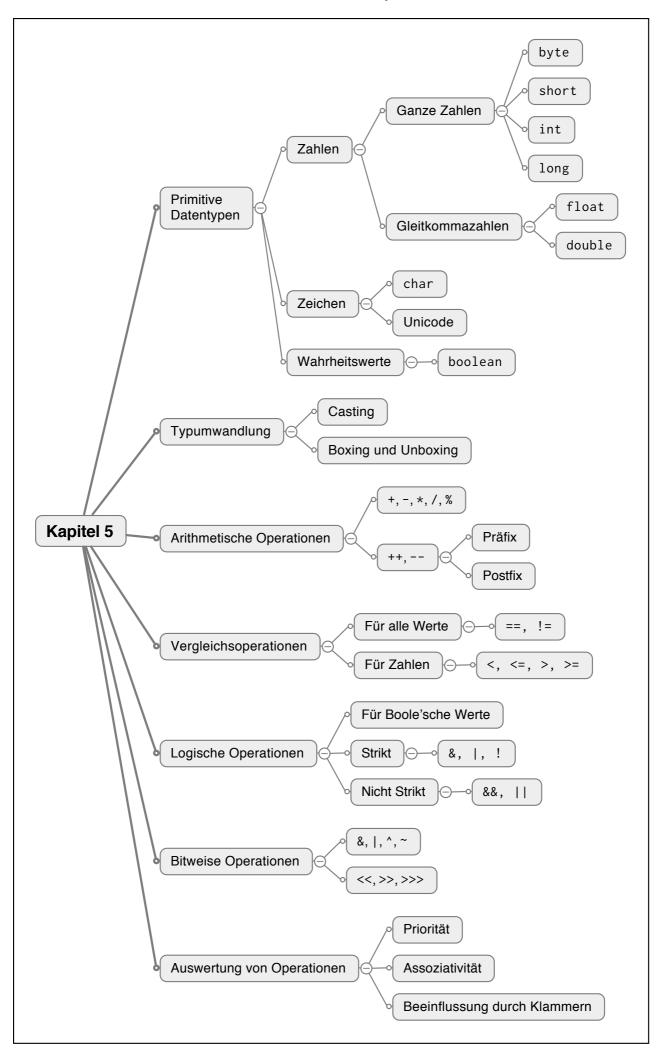
### Mindmap Sofwareentwurf groß



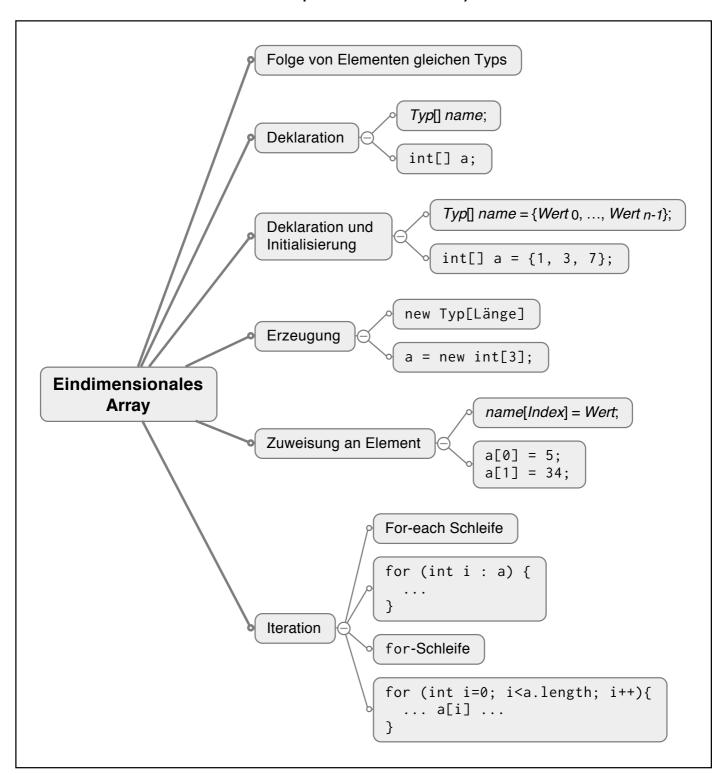


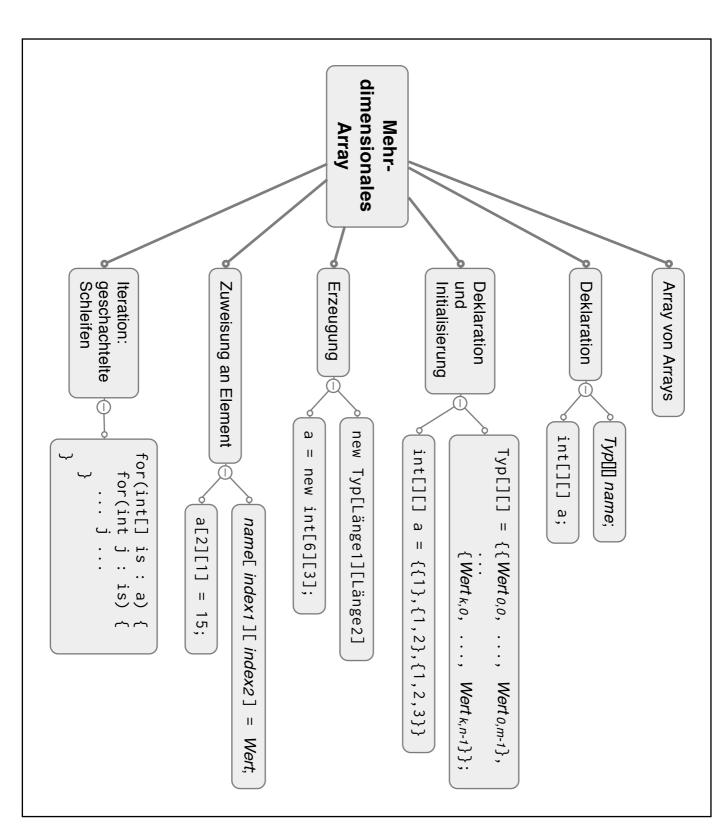


### Kapitel 05 Primitive Typen

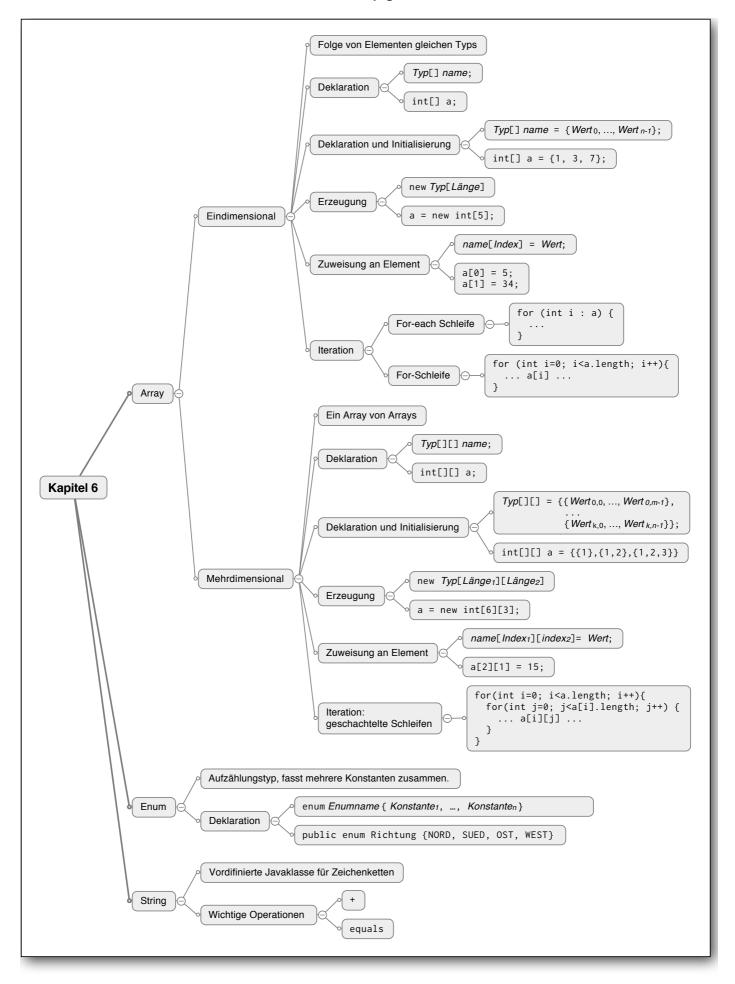


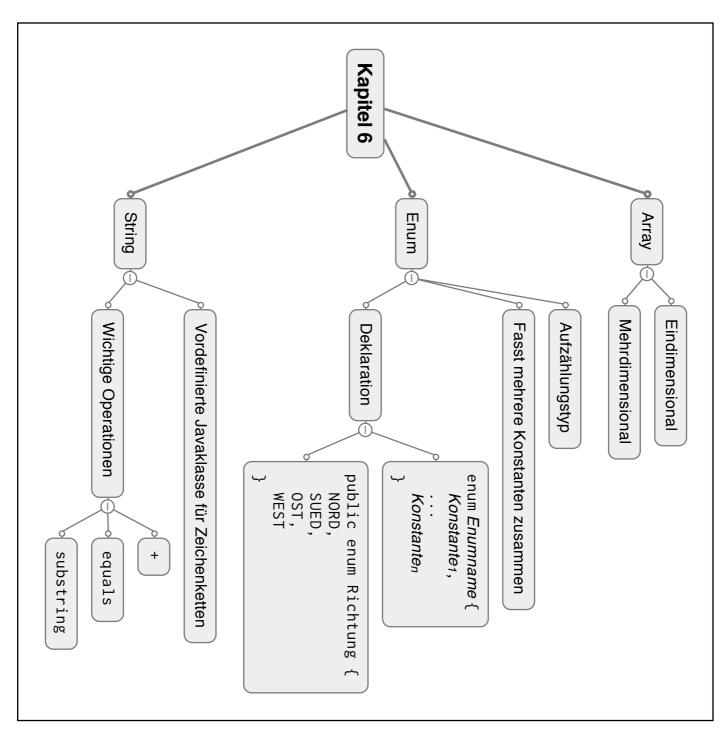
### Kapitel 06 Referenztypen





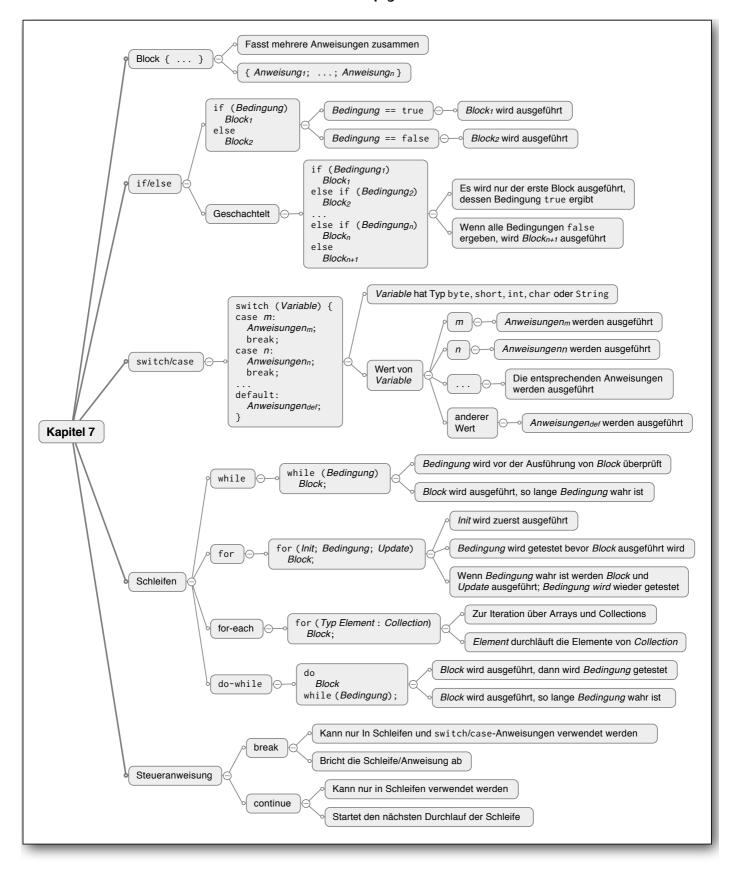
### Mindmap groß

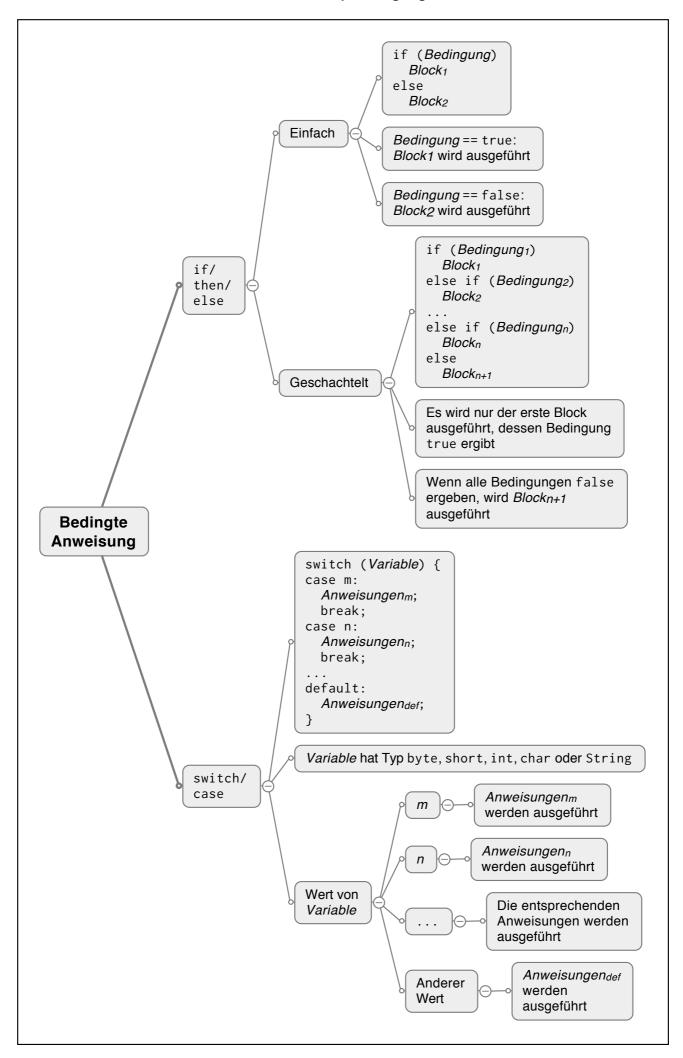


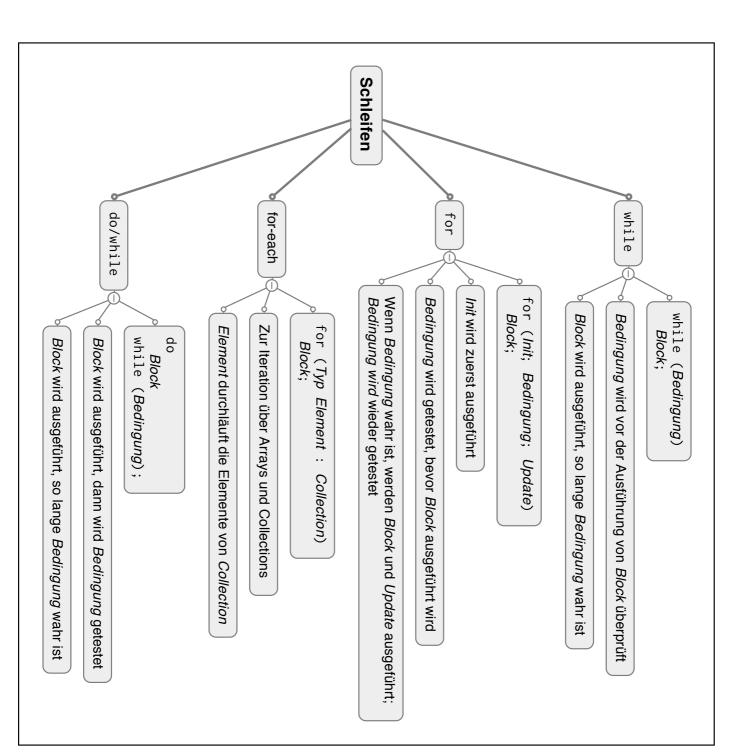


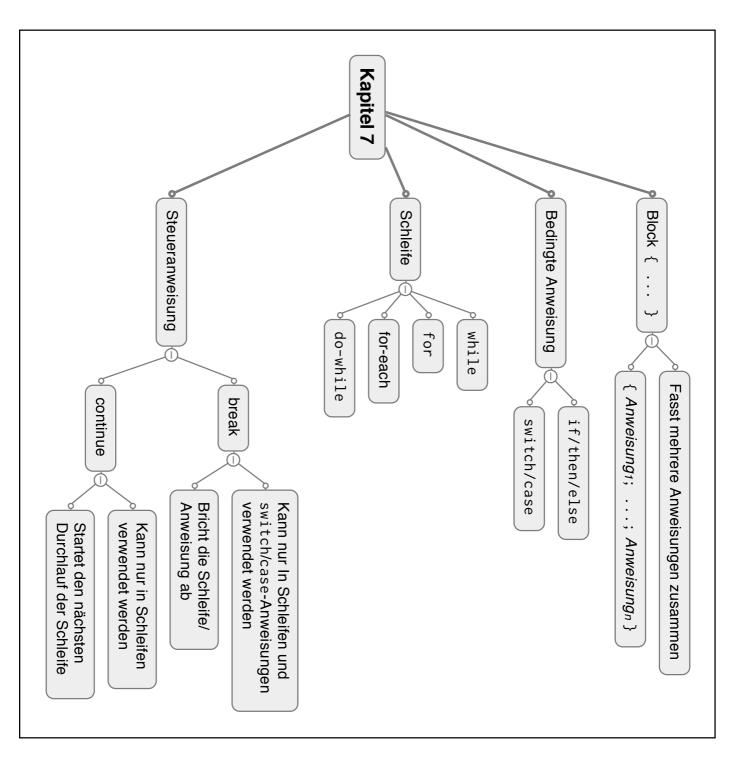
### Kapitel 07 Kontrollfluss

### Mindmap groß

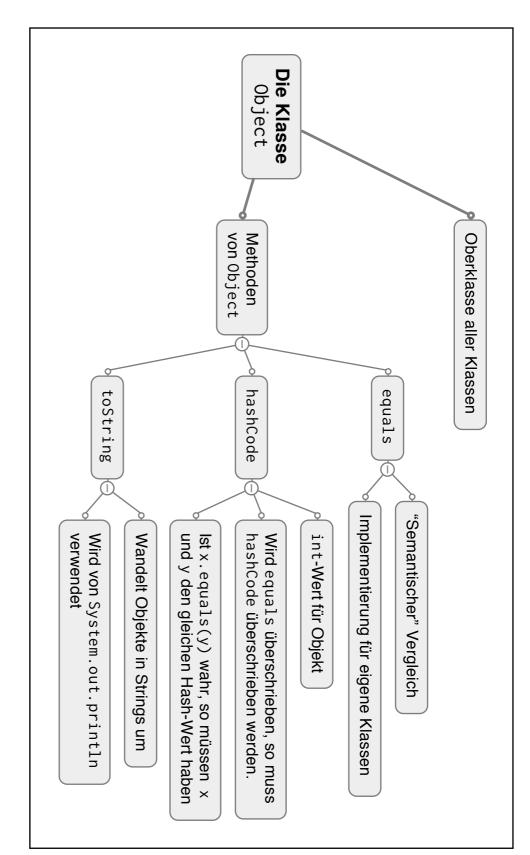


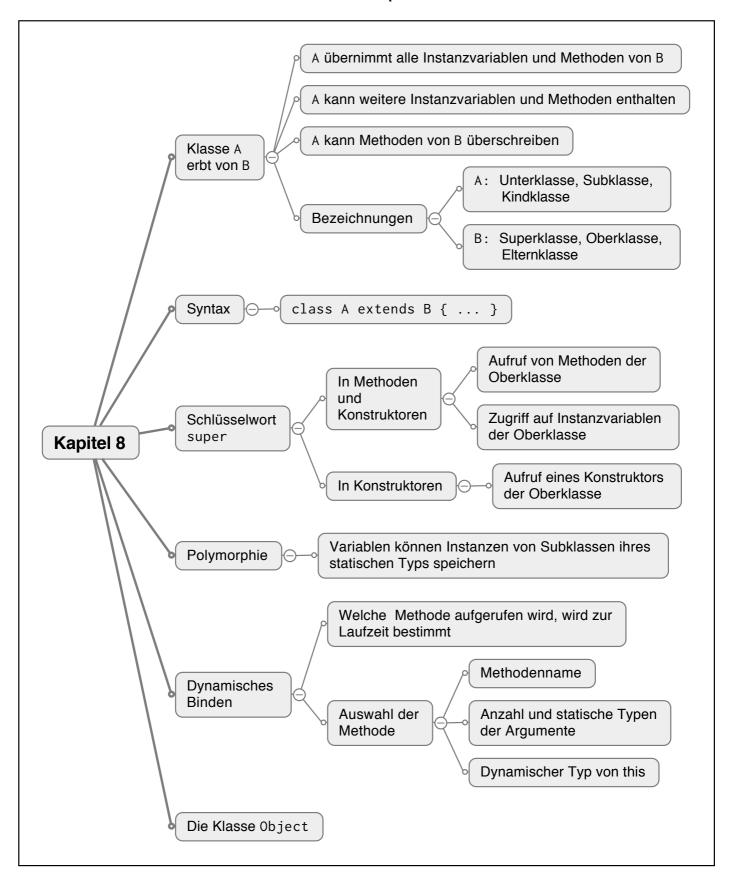




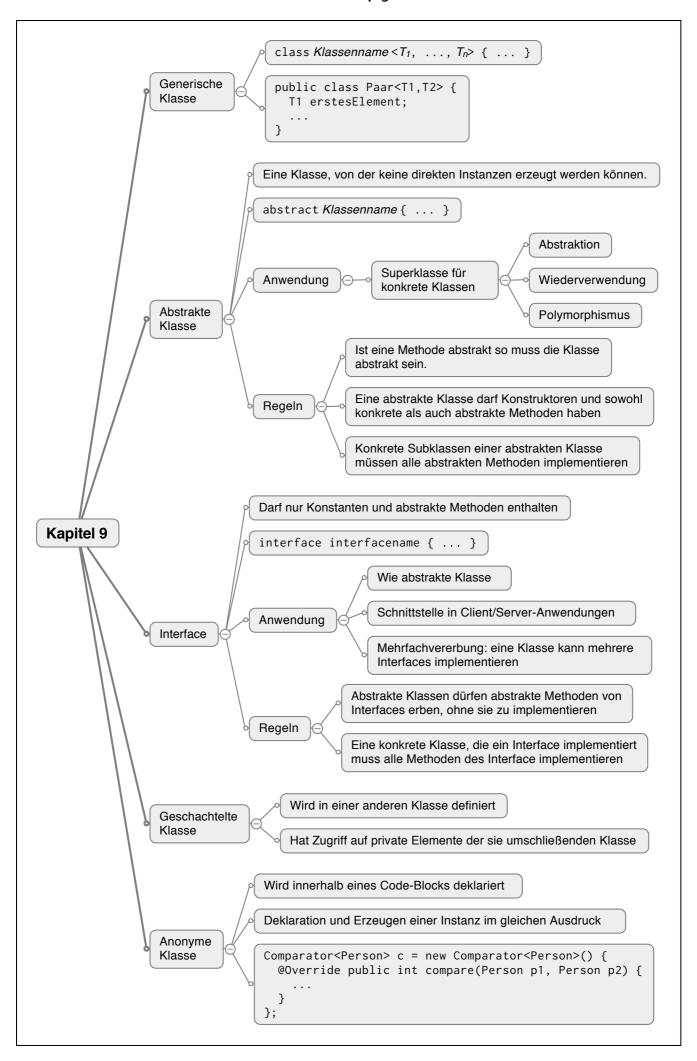


### Kapitel 08 Vererbung

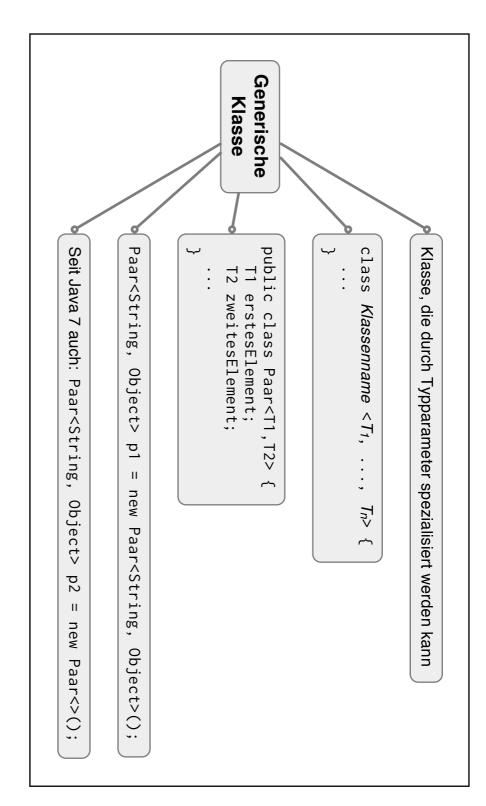


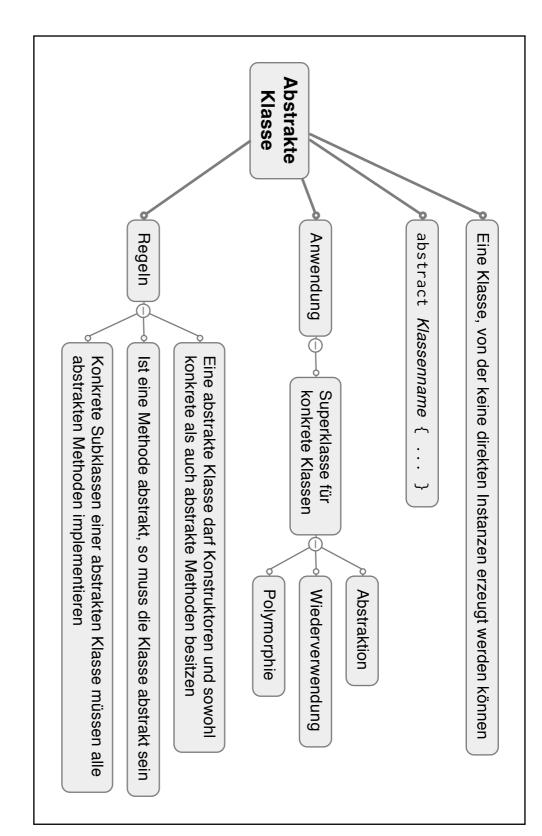


### Kapitel 09 Generische Typen und Interface

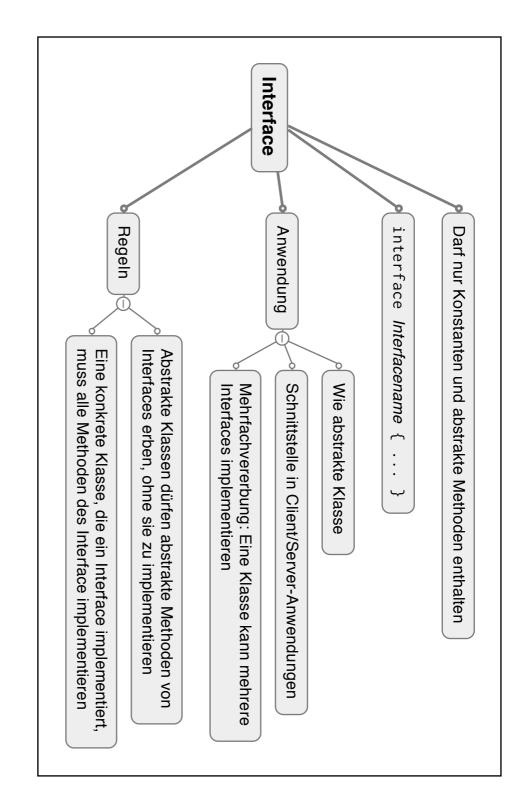


## **Mindmap Generische Klasse**

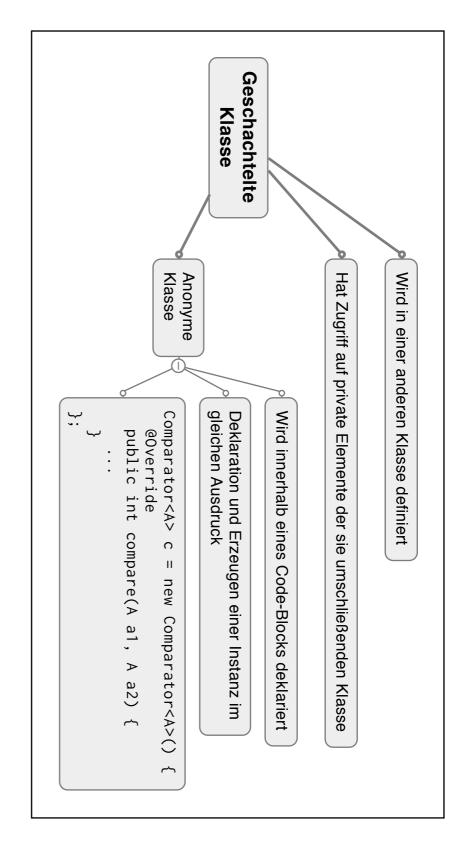




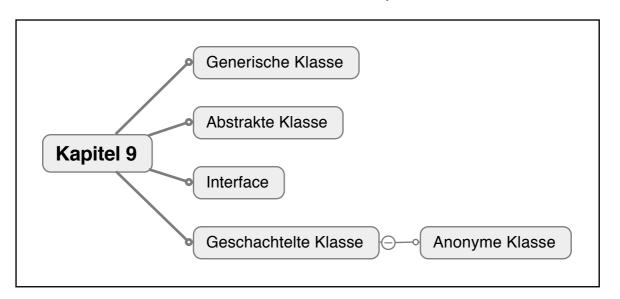
### **Mindmap Interface**



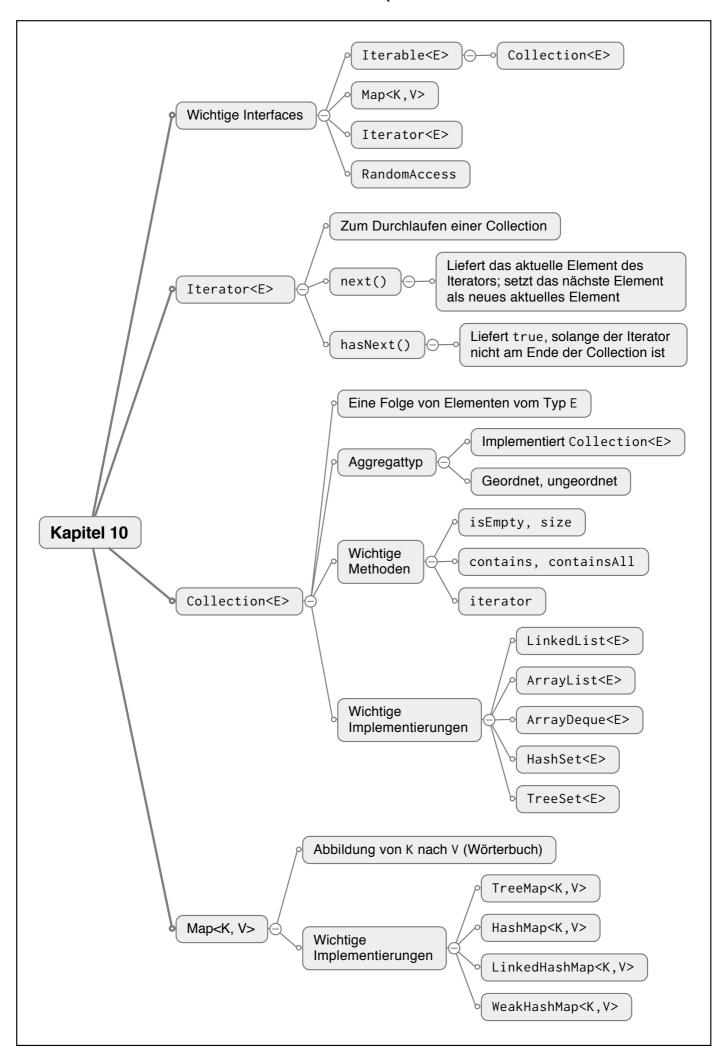
# Mindmap Geschachtelte Klasse



### Mindmap



### Kapitel 10 Das Java Collections Framework



### Kapitel 11 Ausnahmebehandlung

### **Mindmap Exceptions**

