CORE JAVA Syllabus



DETAILS

Java commonly referred of all programming language important and highly a SourceKode Institute It involves object oriented programmi nd is used to master additional oftwares in web, desktop serverside as well as in mobility. gred to be easy to use and asy to write, compile, learn than ning languages. Java allows you modular programs and reusable

the is one of the best languages for beginners to learn. It is also open source and free to use, hence it's adopted by many companies world-wide.

Hands-on Programming Practice

Techno Knowledge Center

Beginning with C++

- What is C++, its Applications, Advantages etc.
- Difference between C and C++. major and minor difference.
- Creating C++ source file, Editing, Compiling, Linking, Debugging. Etc.
- Make File Utility, Command Line Arguments etc.

Introduction and Setting up Your Environment

- Introdunction
- What is Java
- JRE vs. JDK
- Setting up the JDK
- Integrated Development Environment (IDE)
- Setting up IDE

Creating a Simple

- Introduction
- Creating Your First Project
- Running From the Command Line
- Statement Structure and Whitespace
- Comments
- Creating and Running Projection IDE

Variables Data Type and Math Operator

- Introduction
- Variables
- Primitive Data Types
- Primitive Types are Stored by Values
- Arithmet Overators
- Two Codyersion

Conditional Logic, Looping and Arrays

- Conditional Logic and Relational Operators
- Conditional Assignment
- If-else Statement
- Nested If Statements
- Block Statements and Variable Scope.
- Logical Operator
- Loops
- Arrays
- For-each Loop
- Switch Statement

Representing Complex Types with Class

- Introduction
- Classes
- Using Classes
- Encapsulation and Access Modifiers
- Applying Access Modifiers
- Naming Classes
- Method Basics
- Existing from a method
- Method Return Values
- Special References: this and null
- Access, and Mutators

Class Initializers and Constructors

- Introduction
- Establishing Initial State
- Field Initial State
- Constructor and Adding Multiple Constructors
- Main Constructor and Constructor Visibility
 - In aleation and Construction Order

A Closer Look at Parameters

- Introduction
- Parameter Immutability

- Overloading
- Overloading Walkthrough
- Variable Number of Parameters

Class Inheritance

- Introduction
- Inheritance Basic and Types References
- Member Hiding and Overriding
- Object Class
- Equality
- Special Reference: Super
- Using Final and Abstract
- Inheritance and Constructors

Exceptions and Error Handling g with Exception

- Introduction
- Error Handling with Exceptions
- Handling Exception by Type
- Exception and Methods
- Throwing Exception and Custon

- Introduction
- What is package
- Package Creat Namespace.

Exception Handling

- Introduction
- Creating Abstract Relationships with Interfaces.
- Implementing a Generic Interface
- Implementing Multiple Interfaces
- Declaring an Interface
- Extending and Interface



Static Members, Nested Types and Anonymous Classes

- Introduction
- Static Members
- Static Initialization Blocks
- Nested Types
- Inner Classes
- Anonymous

Collections

- Introduction
- Collections
- List
- Maps
- Set
- Queue



- Introduction
- Threads
- Threading Examples
- · Creating a Thread
- Creating a Runnable
- Synchronization
- Inter Thread Communication
- 10

- Introduction
- IO Basic
- Reading a file
- Writing
- Implementing a Stream
- Serialization and Deserialization
- ▲ Inter Thread Communication

Annotations

- Introduction
- What is an Annotation
- Annotation in Java
- Annotation Uses (Compiler)
- Using Built in Annotations
- Creating an Annotation

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- Reflection
- Using a Custom Annotation

JDBC

- Introduction to JDBC
- Driver Types
- Establishing Database Connections
- Connections
- Statements
- Resultset
- PreparedStatement
- CallableStatement
- DatabaSeMetadata
- ResultSetMetaData
- Transaction