

Java (Beginner to Advance)

Module 1- Introduction

- Types of Programming language and Paradigms
- Java – what, where and why?
- Platform independency Comparison in Java with C and C++
- Java Evolution and History Features of Java Language
- The Java Virtual Machine – The heart of Java

Module3-Reserve/Keywords present in Java

- Lexical Tokens, Identifiers
- Module 4- Primitive Data types and Block in java

Data types

- Types and Scope of variables Static variables, Instance variable, Local variables, final variable, transient variable, volatile variable
- Static block and Non-static block
- Static, non-static, final, abstract, native and synchronized
Communicate java application with other language using java native interface

Module 5- Java Operators

Module 6- Wrapper Class

Module7-Decisionmakingand branching PROGRAMMING WITH JAVA

Module8-Decisionmakingand looping

- Module9-ObjectOriented Programming
- Life time of object & Garbage Collection
- Creating with Operating reference and Objects
- Constructor & initialization code block
- Design of Accessors and Mutator Methods

Module 10- Extending Classes and Inheritance

- Role of Constructors in inheritance
- Polymorphism in OOP
- Overriding Super Class Methods

Module 11- Package

- Organizing Classes and Interfaces in Packages
- Package as Access Protection Defining Package
- Import and Static Import Creating .EXE and jar executable file

Module 12- Exception Handling

- Control Flow in Exceptions Use of try and catch block
- Multiple catch block Nested try
- Exception handling rule in case of method overriding
- How to handle unreachable statements using finally

Module 13- Array & String

- Marshalling
- Unmarshalling

Module 19 - Event Handling

- Event Classes and its methods
- AdapterClassesas Helper Classes in Event Handling
- Module20-Networking Programming
- Communicate between two processes in single or different system
- Two way communication Socket Overview

Module 22- Projects on J2SE

- Snake game
- A chatting Application
- Paint Application Develop any editor