**CORE JAVA Syllabus:**

**1. Core Java Programming Introduction of Java**

Introduction to Java; features of Java

Comparison with C and C++

Download and install JDK/JRE (Environment variables set up)

The JDK Directory Structure

First Java Program through command prompt

First Java Program through Eclipse

**2. Data types and Operators**

Primitive Datatypes, Declarations, Ranges

Variable Names Conventions

Numeric Literals, Character Literals

String Literals

Arrays(One dimensional; two- dimensional)

Array of Object References

Accessing arrays, manipulating arrays

Enumerated Data Types

Non-Primitive Datatypes

Defining a class, variable and method in Java

Method Signature; method calls

Expressions in Java; introduction to various operators

Assignment Operator

Arithmetic Operators

Relational Operators

Logical Operators

Conditional Operators

Operator Precedence

Implicit Type Conversions

Upcasting and downcasting

Strict typing

Type conversion

**3. Control Flow statements**

Statements and it's various categories in Java

if, if-else, if-else-if

switch case

for statement (both flavours traditional and enhanced for)

while and do-while loops

The continue Statement; labelled continue statement

The break Statement; labelled break statement

return statement

**4. OOPS and its application in Java**

Classes and Objects

Defining a class;Defining instance variables and methods

Creating objects out of a class

Method calls via object references

Abstraction

Interfaces and Abstract classes

Abstract and non-abstract methods

Inheritance

extends and implements keywords in Java

Super class and Sub class

this keyword, super keyword in Java for inheritance

Concrete classes in Java

Polymorphism

Compile time polymorphism -- Overloading of methods

Run time polymorphism -- Overriding of methods

Method Overriding rules and method overloading rules

Introduction to Object class and it's methods

Encapsulation

Protection of data

Java Bean, POJO

Getters/Setters

Memory management in Java

Heap

Stack

**5. Packages**

Need for packages

What are packages; package declaration in Java

Import statement in Java

How do packages resolve name clashes?

**6. Miscellaneous**

Var-Args

Reference variables, local variables, instance variables

Memory allocations to variables

Double equals operator(==) operator for primitives and objects

toString() method on an object

**7. Statics**

Static variables and methods

Static imports

Static initialization blocks; instance intialization blocks

Static concept in inheritance

**8. Constructors**

What are Constructors?

Properties of Constructors

Default and Parameterized Constructors

Rules for constructor implementation

Constructor Chaining

this call; super call for constructors

Constructors for Enumerated Data Types

Constructors concept for Abstract classes and interfaces

**9. Exceptions in Java**

What are Exceptions?

Need for exceptions

How can Exceptions be coded in Java?

API heirarchy for Exceptions

Types of Exceptions

Keywords in Exception API: try, catch, finally, throw, throws

Rules for coding Exceptions

Declaring Exceptions

Defining and Throwing Exceptions

Errors and Runtime Exceptions

Custom Exception

Assertions

What are Assertions?

Enabling and disabling assertions in development environment

**10. Strings in Java**

What are Strings?

String heap memory and Constant Pool memory

Immutability in Strings

String creation on heap and constant pool

Method APIs on String; operations on Strings

Mutability of String Objects - StringBuilder and StringBuffer

Splitting of Strings and StringTokenizer class

**11. Collection Framework in Java**

The Collections Framework

The Set Interface

Set Implementation Classes

The List Interface

List Implementation Classes

The Map Interface

Map Implementation Classes

Queue Interface

Queue Implmentation classes

Utility classes

Sorting collections using utility methods

equals() and hashCode contract in Java collections

overriding equals and hashCode methods in Java

New Collections added in Java 1.6

Primitive wrapper classes and all its method APIs

**12. Generics**

Generics for Collections

Generics for class

Generics for methods

**13. Input-Output in Java**

What is a stream?

Overview of Streams

Bytes vs. Characters

Overview of the entire Java IO API

Reading a file; writing to a file usinf various APIs

Reading User input from console

PrintWriter Class

**14. Serialization**

Object Serialization

Serializable Interface

Serialization API

ObjectInputStream and ObjectOutput

Transient Fields

readObject and writeObject

**15. Inner Classes**

Inner Classes

Member Classes

Local Classes

Anonymous Classes

Static Nested Classes

**16. Threads in Java**

Non-Threaded Applications

Threaded Applications

Process based multitasking Vs Thread based multitasking

Thread API in Java

Creating Threads

States of a Thread

Sychronization for threads; static and non-static synchronized methods; blocks; concept of object and class locks

Coordination between threads - wait, notify and notifyAll methods for inter-thread communication

**19. JDBC**

What is JDBC; introduction

JDBC features

JDBC Drivers

Setting up a database annd cretaing a schema

Writing JDBC code to connect to DB

CRUD Operations with JDBC

Statement types in JDBC

Types of Rowset, ResultSet in JDBC

**20. Access Modifers in Java**

What are access modifiers?

Default

Protected

Private

Public

**ADVANCED JAVA Syllabus:**

**Servlets and JSPs**

**1. Basics of a Web application**

What is a web application?

What is a web client and web server?

How do client and server communicate?

HTTP protocol basics

HTML language basics

What is a TCP/IP port, URL?

Need for a Web Container

**2. Web Contaner and Web Application Project Set up**

To set up Tomcat Container on a machine

To set up a Servlets JSP project in Eclipse

To configure dependency of Servlet JSP APIs

Web application project struture

**3. Servlets**

What are Servlets?

What can they do? Why are they needed?

How do Servlets look in code?

HTTP Methods; GET, POST, PUT, DELETE, TRACE, OPTIONS

GET/POST request; differences between the two

Servlet Lifecycle

Servlet Context and Servlet Config

Forwarding and Redirection of requests

**4. Session Management**

What is a session?

Why is it required?

How to get a session?

Session information passing between client and server

Sesssion information passing mechanisms - Cookies, Rewriting

How to destroy a session

**Hibernate Framework (version 3.x)**

**1. Introduction**

What is ORM principle?

Why ORM?

ORM implementations

**2. Hibernate Architecture**

Introduction to Hibernate

Hibernate Architecture

What are Peristent classes?

**3. Hibernate CRUD**

Setting up Hibernate project

Configuring all JARs and XML files

Setting up connection to DB using Hibernate

Performing basic CRUD operations using Hibernate API

Object Identity; Generator type classes

Using SQL with Hibernate

Using HQL

Using Criteria queries

**4. Mapping Collections and Associations**

To define sets, mas, lists in Hibernate

Association Mappings: 1. One to one

2 One to many

3 Many to one

4 Many to many

**5. Hibernate Caching**

What is caching?

What are the types of caching in Hibernate?

Explanation of various caching mechanisms in Hibernate

**6. Using Hibernate Annotations (if time permits)**

Sample example of using Hibernate Annotations

**Spring Framework (version 3.x)**

**1. Introduction to spring**

What is Spring?

Spring Architecture explanation and all it's components

**2. Introduction to all modules of spring**

Spring Bean Factory

Spring Application Context

Spring DI

Spring AOP

Spring Integration; Spring messaging, Spring JMS

Spring MVC

Spring DAO

**3. Setting up spring**

Setting up of Spring framework

Download JARs

Configure XML files

**4. Dependency Injection**

What is Dependency Injection?

How is it implemented using Spring Framework?

Bean Wiring mechanisms in Spring

**5. Spring AOP**

What is Spring AOP?

Implementation of Spring AOP

Garbagecollector

Comparator comparable

Iterator