CODING CREATROS.

JAVA REAL-TIME PROJECT COURSE CONTENT

INTRODUCTION

1) **Introduction to Real-time Project Types of**

2) **Software companies** a) Product Based Companies b) Service Based Companies c) Outsourcing Companies **Interview process in software companies Types of software**

3) **jobs** a) Permanent Job

4)

   b) Contract Job

5) **Types of software projects**

   a) Scratch Development Projects

   b) Maintenance Projects

   c) Migration Projects

6) **Types of teams in software project**

   a) On-shore Team

   b) Off-shore Team

REALTIME - TOOLS

7) Maven 8) Gradle 9) **Debugging** 10) **Project Lombok** 11) **GIT & Bit Bucket** 12) **Log4J & SLF4J** 13) **Putty & WinScp** 14) **JUNIT** 15) Mocking 16) JaCoCoo 17) **SonarQube** 18) JIRA 19) **Jenkins** 20) **Docker** 21) **Kubernetes** 22) **JMETER** 23) Apache **Kafka** 24) Redis **Cache** 25) POSTMAN 30) **Swagger**

MINI PROJECTS DEVELOPMENT

26) SDLC (Agile)

   I. Story

   II. Story Points

   III. Backlog grooming

   IV. Sprint Planning

   V. Sprint

   VI. Sprint Duration

   VII. Scrum

   VIII. Retrospective

27) Real-time Environment Terminology

28) Requirements Gathering 29) Requirements Analysis

30) Minutes of meeting

31) Query Log

32) DB Design

33) Real-time Coding Standards

34) 01-Mini Project

35) 02- Mini Project

36) Mini Projects Case study

MAJOR PROJECT DEVELOPMENT

37) Major Project Introduction

38) Major Project Modules

39) Major Project Architecture

40) Major Project Functional Flow

41) Database Design

42) Microservices Development

43) Logging in Project

44) Swagger Configuration

45) Actuators Configuration

46) Exception Handling

47) Multi-Threading use case in Project

48) Rest Calls in Project

49) Batch Processing

50) Unit Testing

51) Integration Testing

52) Code Review

53) Project Deployment

AWS (Cloud)

ANGULAR FRAMEWORK

INTERVIEW GUIDE