

Core Java Course Details

By A1Training(PT)

Course Name	Core Java
Category	Programming
Mode Of Classes	Online/Offline
Demo Classes	At Your Convenience
Training Methodology	20% Theory & 80% Practical
Course Duration	30-35 Hours
Class Availability	Weekdays & Weekends
For Demo Class	Call - +91-8368 979712, 63804 86914 Email ID - <u>a1projecttraining@gmail.com</u>
Why A1Training?	A1 Means Success

- Training by highly experienced and certified professionals
- No slideshow (PPT) training, fully Hand-on training
- Interactive session with interview QA's
- Real-time projects scenarios & Certification Help
- Most competitive & affordable course fees
- Placement support for all courses
- List of established & satisfied clients & students (Visit our website for reviews).



Core Java Syllabus

Core Java

A1Training

Basics of Java

- ✓ Java What, Where and Why?
- ✓ History and Features of Java
- ✓ Internals of Java Program
- ✓ Difference between JDK,JRE and JVM
- ✓ Internal Details of JVM
- √ Variable and Data Type
- ✓ Unicode System
- ✓ Naming Convention

OOPS Conecpts

- ✓ Advantage of OOPs
- ✓ Object and Class
- ✓ Method Overloading
- ✓ Constructor
- ✓ static variable, method and block
- √ this keyword
- ✓ Inheritance (IS-A)
- √ Aggregation and Composition(HAS-A)
- ✓ Method Overriding
- ✓ Covariant Return Type
- √ super keyword
- ✓ Instance Initializer block
- √ final keyword
- ✓ Runtime Polymorphism
- ✓ static and Dynamic binding
- ✓ Abstract class and Interface
- Downcasting with instanceof operator
- ✓ Package and Access Modifiers
- ✓ Encapsulation
- √ Object class
- ✓ Object Cloning
- ✓ Java Array
- ✓ Call By Value and Call By Reference
- ✓ strictfp keyword
- ✓ Creating API Document

String Handling

- ✓ String: What and Why?
- ✓ Immutable String



- ✓ String Comparison
- ✓ String Concatenation
- ✓ Substring
- ✓ Methods of String class
- ✓ StringBuffer class
- ✓ StringBuilder class
- ✓ Creating Immutable class
- ✓ toString method
- ✓ StringTokenizer class

Exception Handling

- ✓ Exception Handling: What and Why?
- ✓ try and catch block
- ✓ Multiple catch block
- ✓ Nested try
- ✓ finally block
- √ throw keyword
- ✓ Exception Propagation
- √ throws keyword
- ✓ Exception Handling with Method Overriding
- ✓ Custom Exception

Nested Classes

- ✓ Nested Class: What and Why?
- ✓ Member Inner class
- ✓ Annonymous Inner class
- ✓ Local Inner class
- ✓ static nested class
- √ Nested Interface

A1Training A1 Means Success

Multithreading

- ✓ Multithreading: What and Why?
- ✓ Life Cycle of a Thread
- ✓ Creating Thread
- √ Thread Schedular
- ✓ Sleeping a thread
- Joining a thread
- ▼ Thread Priority
- ✓ Daemon Thread
- ▼ Thread Pooling
- ▼ Thread Group
- ✓ ShutdownHook
- ✓ Performing multiple task by multiple thread
- ✓ Garbage Collection
- ✓ Runnable class

Synchronization

1Training



- ✓ Synchronization: What and Why?
- √ synchronized method
- ✓ synchronized block
- ✓ static synchronization
- ✓ Deadlock
- ✓ Inter-thread Communication
- ✓ Interrupting Thread

Input and output

- √ FileOutputStream & FileInputStream
- ✓ ByteArrayOutputStream
- √ SequenceInputStream
- ✓ BufferedOutputStream & BufferedInputStream
- ✓ FileWriter & FileReader
- ✓ CharArrayWriter
- ✓ Input from keyboard by InputStreamReader
- ✓ Input from keyboard by Console
- ✓ Input from keyboard by Scanner
- ✓ PrintStream class
- ✓ PrintWriter class
- ✓ Compressing and Uncompressing File
- ✓ Reading and Writing data simultaneously
- ✓ DataInputStream and DataOutputStream
- √ StreamTokenizer class

Serialization

- ✓ Serialization & Deserialization
- ✓ Serialization with IS-A and Has-A
- √ transient keyword

Networking

- ✓ Socket Programming
- ✓ URL class
- ✓ Displaying data of a web page
- ✓ InetAddress class
- ✓ DatagramSocket and DatagramPacket
- √ Two way communication

AWT and EventHandling

- ✓ AWT Controls
- ✓ Event Handling by 3 ways
- ✓ Event classes and Listener Interfaces
- ✓ Adapter classes
- ✓ Creating Games and Applications

Swing

- ✓ Basics of Swing
- √ 1Button class



- ✓ JRadioButton class
- √ JTextArea class
- √ JComboBox class
- ✓ JTable class
- ✓ JColorChooser class
- ✓ JProgressBar class
- ✓ JSlider class
- ✓ Digital Watch
- ✓ Graphics in swing
- ✓ Displaying Image
- ✓ Edit Menu for Notepad
- ✓ Open Dialog Box
- ✓ Creating Notepad
- ✓ Creating Games and applications

LayoutManagers

- ✓ BorderLayout
- ✓ GridLayout
- √ FlowLayout
- ▼ BoxLayout
- ✓ CardLayout

Applet

- ✓ Life Cycle of Applet
- ✓ Graphics in Applet
- ✓ Displaying image in Applet
- ✓ Animation in Applet
- ✓ EventHandling in Applet
- ✓ JApplet class
- ✓ Painting in Applet
- ✓ Digital Clock in Applet
- ✓ Analog Clock in Applet
- ✓ Parameter in Applet
- ✓ Applet Communication
- ✓ Creating Games

Reflection API

- ✓ Reflection API
- ✓ newInstance() & Determining the class object
- √ javap tool
- ✓ creating javap tool
- ✓ creating appletviewer
- ✓ Accessing private method from outside the class

Collection

- ✓ Collection Framework
- ✓ ArrayList class
- ✓ LinkedList class
- ✓ ListIterator interface





- ✓ HashSet class
- ✓ LinkedHashSet class
- ✓ TreeSet class
- ✓ PriorityQueue class
- ✓ ArrayDeque class
- ✓ Map interface
- √ HashMap class
- ✓ LinkedHashMap class
- √ TreeMap class
- ✓ Hashtable class
- ✓ Comparable and Comparator
- ✓ Properties class

JDBC

- ✓ JDBC Drivers
- ✓ Steps to connect to the database
- ✓ Connectivity with Oracle
- ✓ Connectivity with MySQL
- ✓ Connectivity with Access without DSN
- ✓ DriverManager
- ✓ Connection interface
- ✓ Statement interface
- ✓ ResultSet interface
- ✓ PreparedStatement
- ✓ ResultSetMetaData
- ✓ DatabaseMetaData
- ✓ Storing image
- ✓ Retrieving image
- ✓ Storing file
- ✓ Retrieving file
- ✓ Stored procedures and functions
- √ Transaction Management
- ✓ Batch Processing
- ✓ JDBC New Features
- ✓ Mini Project

Java New Features

- ✓ Assertion
- √ For-each loop
- √ Varargs
- ✓ Static Import
- ✓ Autoboxing and Unboxing
- ✓ Enum Type
- ✓ Annotation

etc.

Internationalization

- ✓ Internationalization
- ✓ ResourceBundle class
- ✓ I18N with Date







A1 Means Success