

Java Programming Fundamentals

1. Getting Started (Language Fundamentals):

- 1) Why Java and its importance
- 2) Introduction of OOPs
- 3) Java features
- 4) Java Class Structure and its member
- 5) Main method in java.
- 6) Printing in Java
- 1) Java Coding Convention
- 2) Java Data Types
- 3) Typecasting
- 4) Operators in Java
- 5) Method declaration in Java
- 7) Method calling in Java
- 8) Method overloading in Java
- 9) Constructor
- 10) Arrays
- 11) Conditional and looping Statement in java

2. Package Declaration:

- 12) Introduction to all predefined packages
- 13) User Defined Packages
- 14) Access Specifiers

3. Exception Handling

- 15) Introduction
- 16) Pre-Defined Exceptions
- 17) Try-Catch-Finally
- 18) Throws, throw

4. OOPs

- 19) Inheritance
- 20) Method Overriding
- 21) Field Hiding
- 22) Use of this and super keyword
- 23) Constructor chaining using this() and super()
- 24) Abstract Classes, Final Classes
- 25) Interfaces
- 26) Reference assignment
- 27) Use of instanceof operator
- 28) Garbage Collections

5. Inner Classes

- 29) Introduction
- 30) Member inner class
- 31) Static inner class
- 32) Local inner class
- 33) Anonymous inner class

6. Fundamental Classes

- 34) Object
- 35) String, StringBuffer and StringBuilder
- 36) Character
- 37) Math
- 38) Byte, Short, Integer, Long, Float, Double, Character, Boolean classes.

7. Collection Frame Work

- 39) java.util package interfaces: Collection, List, Set, Map
- 40) Arrays and Collections class
- 41) Comparable and Comparator
- 42) Generics

8. Multi-Threading

- 43) Introduction
- 44) Thread Creations
- 45) Thread Life Cycle
- 46) Life Cycle Methods
- 47) Synchronization

9. I/O Streams

- 48) File Creation
- 49) Reading and Writing Data from File
- 50) Reading and Writing Data from console using Scanner class and BufferedReader class
- 51) Object Saving(Serialization)

10. JDBC (JavaDataBaseConnectivity)

- 52) Introduction of DBMS and SQL
- 53) Types of Drivers
- 54) Connection Modes
- 55) Statement and PreparedStatement

56) ResultSet

11. GUI using SWING / AWT

57) Components

58) Event-Delegation-Model

59) Listeners

60) Layouts

61) Individual components JLabel, JButton, JCheckBox, JRadioButton,

62) JList, JMenu, JTextField, JText Area, Jtable etc.

PROJECT WORK

Interview Questions discussion with assignments and Mini
Project Discussion Based on Real Time Problem

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