

📁 Detailed structure and content of JAVA/

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❖ 01-platform/ → Ecosystem and tools

- Here goes everything related to **how Java works**, what it is composed of, and **which tools we work with**.
 - JVM, JRE, JDK (differences, roles).
 - Compilation process (javac → bytecode → execution with java).
 - JDK tools (javac, java, jar, javadoc, jshell).
 - Java versions and modules (since Java 9, java.base, java.sql).
 - Dependency management: Maven and Gradle (project structure, pom.xml, lifecycle).
 - IDEs and environment setup (IntelliJ, Eclipse, VS Code).
 - Documentation (javadoc).
- ↗ Example file: platform/jvm-jdk.md, platform/maven.md.

❖ 02-language/ → Pure language (Java SE)

- Here goes everything that is **syntax**, **rules**, and **construction** of the language.
 - Basic syntax: primitive types, operators, variables, constants.
 - Control flow: if, switch, for, while, do-while.
 - Methods and overloading.
 - Modifiers (public, private, protected, static, final, abstract).
 - Strings and wrappers (Integer, Double, Boolean).
 - Exception handling: try/catch/finally, throw, throws, checked vs unchecked.
 - Inner and anonymous classes (when not in the context of collections).
- ↗ Example file: language/basic-syntax.md, language/exceptions.md.

❖ 03-oop/ → Object-Oriented Programming

- Everything related to modeling with **objects** and **classes**.
 - OOP concepts: class, object, encapsulation.
 - Inheritance and composition.
 - Polymorphism.

- Interfaces and abstract classes.
- SOLID principles (introduction).
- Lombok (as a boilerplate simplifier).
- ⌂ Example file: oop/inheritance-polymorphism.md, oop/interfaces.md.

❖ 04-collections-iterators/ → Collections and data structures

- Here goes the **Java Collections Framework** and **data manipulation**.
 - Arrays vs Collections.
 - List, Set, Map.
 - Iterators (Iterator, Iterable, for-each).
 - Inner and anonymous classes applied to collections.
 - Comparators and sorting.
 - Implement your own collection by extending Collection or List.
- ⌂ Example file: collections/list-set-map.md, collections/iterators.md.

❖ 05-functional-streams/ → Functional and Streams

- Here goes everything **new from modern Java (>= 8)**.
 - Lambda expressions.
 - Functional interfaces (Predicate, Function, Consumer, Supplier).
 - Streams API: map, filter, reduce, collect.
 - Optional.
 - Functional programming in Java (what to do and what not to do).
 - File processing (e.g., CSV with streams).
- ⌂ Example file: functionalstreams.md, functional/lambdas.md.

❖ 06-data-access/ → Data access

- Everything related to **persistence and database connection**.
 - JDBC (drivers, Connection, Statement, ResultSet).
 - JPA (Java Persistence API).
 - Hibernate (most used ORM).
 - 1-1, 1-N, N-N relationships.
 - Transactions and EntityManager.
- ⌂ Example file: data-access/jdbc.md, data-access/jpa.md.

❖ 07-testing/ → Testing

- Here goes everything related to **Testing and code quality**.
 - JUnit (basic tests).
 - Test lifecycle (@BeforeEach, @AfterEach).
 - Assertions.
 - Mockito (mocks, stubs).
 - TDD (Test Driven Development).
- ⌂ Example file: testing/junit.md, testing/mockito.md.

❖ 08-http-apis/ → HTTP and API design

- Everything related to **REST, HTTP and documentation.**
 - HTTP: methods (GET, POST, PUT, DELETE), headers, status codes.
 - REST principles: resources, URIs, versioning.
 - API design (best practices).
 - OpenAPI/Swagger (automatic documentation).
- ⌂ Example file: [http-apis/http-basics.md](#), [http-apis/rest-design.md](#).

❖ 09-spring/ → Spring and Spring Boot

- Here goes everything related to the **framework**.
 - Spring Core: IoC (Inversion of Control), DI (Dependency Injection).
 - Spring Boot: auto-configuration, starters, application.yml.
 - Spring MVC: controllers, REST endpoints, validation.
 - Spring Data JPA: repositories, queries.
 - Spring Security: authentication/authorization, JWT.
 - Testing with Spring Boot.
- ⌂ Example file: [spring/spring-core.md](#), [spring/spring-rest.md](#), [spring/spring-data.md](#).

❖ 10-architecture/ → Architecture (ONLY THE NECESSARY because is topic of DSI)(Full microservices here)

- Everything related to **software architecture** and **application structure**.
 - Layered architecture (Controller → Service → Repository).
 - Hexagonal / Ports and Adapters.
 - Microservices vs Monoliths.
 - DTOs, Mappers, Entities.
 - Architectural diagrams and 4+1 views.
 - Quality attributes (availability, scalability, maintainability, security).
- ⌂ Example file: [architecture/layers.md](#), [architecture/microservices.md](#), [architecture/quality-attributes.md](#).

❖ 11-patterns/ → Design patterns

- Everything related to **design patterns** (reusable solutions at the code level).
 - Creational patterns: Factory, Builder, Singleton, Prototype.
 - Structural patterns: Adapter, Decorator, Composite, Proxy.
 - Behavioral patterns: Strategy, State, Observer, Iterator, Command.
 - Domain-driven patterns: Repository, Aggregate, Value Object, Entity.
- ⌂ Example file: [patterns/strategy.md](#), [patterns/observer.md](#), [patterns/factory.md](#).