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Pre-requisites

* OOPS concepts
  + Inheritance
  + Encapsulation
  + Polymorphism – Overriding
  + Abstraction – abstract class & interface
* Exception Handling
  + try, catch, finally, throw & throws
* Object – root class
* String, LocalDate, LocalDateTime, LocalTime

Exceptions – Types

1. Checked Exceptions – Need to handle it at the compilation time
2. Unchecked Exceptions – These are ignored by the compiler

ArithmeticException, NullPointerException, ArrayIndexOutpBoundsException – Unchecked Exceptions

SQLException, IOException, Exception – Checked Exceptions

Naming conventions:

Keywords: lowercase, example: private, public, int, long, void, double, …

Classnames & Constructors: Starts with uppercase & follows the camel case

Method names & Variable names: Starts with lowercase & follows the camel case

Final variables: Every letter will be in uppercase & uses \_ for multiple words

Example: HELLO\_WORLD

Predefined-classes

1. LocalDate: It is to represent the date like doj, dob, current date
2. LocalDateTime: It is to represent the date & time both like login times
3. LocalTime: It is to represent the time

LocalDate follows ISO standard format to represent the date, i.e, yyyy-MM-dd

ISO format is followed by all the applications & devices

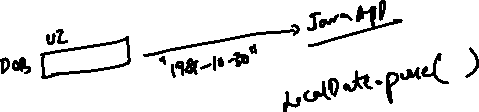
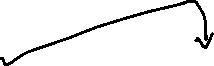
How to create LocalDate

LocalDate dob = LocalDate.of(1980, 11, 25); // 1980-11-25

LocalDate dob2 = LocalDate.parse(“1981-10-30”); // 1981-10-30

LocalDate dob3 = LocalDate.parse(“20-11-1989”, DateTimeFormatter.ofPattern(“dd-MM-yyyy”))

// dob3 = 1989-11-20



LocalDate is present in java.time package which you must import.

Note: Object, String, System and etc are part of java.lang which you don’t have to import

toString(): It is called when you print the object, by default it returns memory address & it is present in Object class, but you can override to return the object property so that when you print object it can print the object property by calling toString().

Signature of toString(): public String toString()

Creating multiple layers to maintain the user

Since we don’t have the database we are maintaining the user data in an array.

class UserService {   
 User[] users = new User[5];   
 store(User user) { // store user in the array }  
 findAll() { // returns the array }   
}