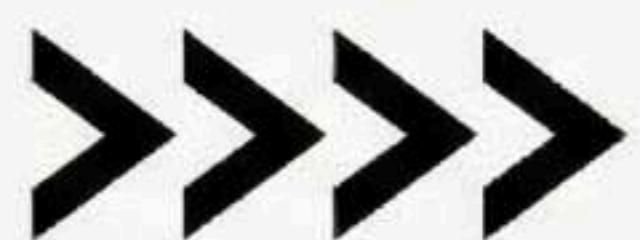


Part 1



JAVA BACKEND COMPLETE ROADMAP



Core Java Fundamentals

- JVM Architecture (Classloader, Runtime Memory Areas, Execution Engine)
- JDK vs JRE vs JVM
- Data Types & Variables
- Operators
- Control Flow Statements (if, switch, loops)
- Type Casting (Primitive & Object)
- Strings & String Pool
- Immutable Objects

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OOP (Most Important)

Be ready with definitions + real examples.

- Class & Object
- Encapsulation
- Abstraction (Abstract class vs Interface)
- Inheritance (Method Overloading & Overriding)
- Polymorphism
- Access Modifiers
- this & super keyword
- Static vs Instance members
- Composition vs Aggregation
- Deep Copy vs Shallow Copy

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Java Collections Framework

- List, Set, Map Interfaces
- ArrayList vs LinkedList
- HashSet, LinkedHashSet, TreeSet
- HashMap vs LinkedHashMap vs TreeMap
- Queue and PriorityQueue
- Comparator vs Comparable
- Fail Fast vs Fail Safe Iterators
- How HashMap works internally (**VERY IMPORTANT**)
- Big-O complexities of operations
- Concurrent Collections (ConcurrentHashMap, CopyOnWriteArrayList)

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Exception Handling

- Checked vs Unchecked Exceptions
- try / catch / finally
- throw vs throws
- Custom Exceptions
- Error vs Exception

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Multithreading & Concurrency

- Thread lifecycle
- Creating threads: Thread, Runnable, Executors
- Synchronization
- Locks (ReentrantLock)
- Volatile Keyword
- Atomic Variables
- Executor Service, Thread Pools
- CompletableFuture
- Deadlock, Starvation, Race condition

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Java Memory Management

- Stack vs Heap
- Garbage Collection (GC)
- Generations (Young, Old, Eden, Survivor)
- Soft, Weak, Phantom references
- Memory leaks
- JVM Tuning basics

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Java 8 and Functional Programming

- Lambda expressions
- Functional Interfaces (Supplier, Consumer, Predicate, Function)
- Streams API (map, filter, reduce, collect)
- Optional Class
- Method references
- Default & Static methods in interfaces

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End of Part 1

Do follow For Part 2