

Object Oriented Programming Language Complete Syllabus

1. Understanding the compilation process of the JVM, JVM vs JDK vs JRE.
2. Feature of java.
3. Difference between C and java
4. Key Feature of java.
5. Structure of a Simple java program.
6. Strongly types nature of java.
7. Primitive datatype types.
8. The new 'var' keyword.
9. Scope of variable.
10. Declare structure of java class.
11. Declare member of java class(field method).
12. Declaring and using java objects.
13. Signature of a method.
14. Types of methods.
15. Static and Non-static method.
16. Constructor of a class.
17. Constructor overloading.
18. Using the scanner class.
19. Using command-line argument.
20. Declaring and initializing one-dimension and two-dimension array.
21. Introduction to java.util.Arrays class.
22. Sequence, selection, Iteration and transfer statements for each loop.
23. String Data type, commonly used method in from String class, StringTokenizer, StringBuffer, StringBuilder.
24. Using access modifier within a class, principle of encapsulation.
25. Declaring Sub class and Super class.
26. Constructor chaining, this, this() super and super().
27. Abstract class
28. Extends abstract class
29. Polymorphism by overriding method.
30. Differentiate overloading, overriding and method hiding.
31. Declaring and using java object, life-cycle of object garbage collection.
32. Create and import package, static import
33. Abstract program logic to packages
34. creating executable main class with package
35. running the executable class inside a package.
36. Constructor in abstract class.
37. Create and implements interface.

38. default and private method in interface.
39. Marker interface.
40. Need of exception handling.
41. Exception and Error Hierarchy.
42. Checked and Unchecked Exception.
43. try-catch and finally block.
44. throws and throw keyword.
45. Create and handle custom exception.
46. Life cycle of thread.
47. Creating a thread by extends Thread class or by implements Runnable interface.
48. Thread priority.
49. sleep() method.
50. Wrapper class in java.
51. Auto-Boxing and Auto-Unboxing.
52. Collection Hierarchy, Base interface List Set and Map.
53. Create generic class, generic methods, diamond operator, wildcard.
54. JDBC Driver.
55. Connection to a MySQL database.
56. Connection interface, DriverManager class, Statement interface, ResultSet interface, PreparedStatement.
57. Regular expression, Pattern and Matcher class.
58. Lambda Expression in java.
59. Functional interface.
60. Introduction to the Stream API, using lambda expression in Stream.