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- 1.3. Why Java
- 1.4. Features of Java
- 1.5. Environment Setup
- 1.6. Hello World Application
- 1.7. Java Program Internal
- 1.8. JDK, JRE, JVM
- 1.9. JVM- Java Virtual Machine
- 1.10. Class, Objects, Data Types
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- 1.12. Type Casting
- 1.13. Operators
- 1.14. Java Comments
- 1.15. Object Oriented Programming Concepts
  1. Abstraction
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- 1.17. Package – Creating package, naming package
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- 1.19. Access Specifiers – Public, Private, Protected, Default
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- 1.21. Scanner Class
- 1.22. Control Statement – If, If...else, Nested if...else and SwitchCase
- 1.23. Java Break Statement
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- 1.25. Flow Statement- for, while, do..while
- 1.26. Constructor- Default, Parameterized

- 1.27. Inheritance
- 1.28. Extends, super and this keyword
- 1.29. Method Overloading, Method Overriding
- 1.30. Interface
- 1.31. Abstract Class
- 1.32. Abstract Class vs Interface
- 1.33. Garbage Collection
- 1.34. Marker Interface
- 1.35. Serialization
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- 1.37. Java instanceof
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- 1.40. Exception Handling
- 1.41. Exception Handling- try, catch, throw, throws, finally
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  - String Methods
- 1.43. String Buffer
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- 1.46. Java - Arrays
- 1.47. Collection Framework
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  - Iterator Interface
  - Methods of Collection Interface
- 1. List
  - A] Array List
  - B] Linked List
  - C] Vector

## 2. Set

A] Hash Set

B] Tree Set

## 3. Map

A] Hash Map

B] Tree Map

C] Hash table

## 1.48. Collection Framework Advance Concepts

1. Comparable Interface

2. Comparator Interface

3. Collections class

4. Differentiate Comparable and Comparator

## 1.49. Java Enum

## 1.50. Date Concept

## 1.51. File Handling Concept

1. File Handling Basics

2. Create Folder

3. Create File- .txt, .pdf, .xlsx, .docs, etc

4. Write File

5. Read File

6. Delete File

## 1.52. Thread

1. Concept, Lifecycle

2. Extends Thread

3. Implement Runnable Interface

4. Thread Priorities

5. Thread Methods

## 1.53. Multithreading

## 1.54. Thread Synchronization

1. Synchronization

2. Object Locking

3. Inter Thread Communication