1. Enums **(Rohan)**
2. Exception Handling **(Rahul)**
3. Multithreaded Programing: Executor framework, etc. **(Rohan)**
4. Generics **(Rahul)**
5. Lambda Expressions and Method References **(Rohan)**
6. String Handling **(Rohan)**
7. Exploring java.lang package :- Atomic Integer, etc **(Rahul)**
8. Regular Expression **(Rohan)**
9. Java Utility Classes **(Rahul)**
10. Functional Interface and Marker Interface **(Rohan)**
11. Collections and Collectors frameworks **(Rahul)**
12. Concurrency Utilities and Synchronization **(Rahul and Rohan)**
13. Reflection API **(Rahul)**
14. Exploring Lombok **(Rahul)**