**2025 Java (Day 3)**

|  |  |
| --- | --- |
| Document Owner | Siddarth Sharma |
| Delivered by | Skillsoft |
| Duration | 1 day |

**Learning Objectives**

By the end of Day 3, learners will be able to:

* Enhance Object-Oriented Programming (OOP) proficiency
* · Develop robust and reliable software solutions
* · Master effective string manipulation techniques
* · Efficiently handle file input/output operations
* · Write clean, maintainable code following SOLID principles

**Morning # Topics**

**JAVA** Module 3 :  
 o Inheritance: Building Class Hierarchies and Code Reusability.  
 o Polymorphism: Enabling Dynamic Method Dispatch and Runtime Binding.  
 o Exception Handling Mechanisms (try-catch blocks) for Robust Code.  
 o Abstraction and Encapsulation

**Afternoon # Topics**

**JAVA** Module 4 :  
 o String Manipulation Techniques in Java (String Class methods).  
 o Access Modifiers and Package Visibility Control in Java.  
 o File I/O Operations: Reading from and Writing to Text Files.  
 o Introduction to Multithreading for Concurrent Programming.  
 o SOLID Principles( Best Practice)

**LABS**

* Read And Write a File
* Java Novice
* Handle Exception in Java
* Threading in Gym
* Medieval Serialization Lab 6963dcc9-5e3a-494a-94ef-3df3802247fe (Optional)