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JEE WITH MULESOFT LOT COURSE STRUCTURE

JEE LOT provides exposure to the Java technologies, Cloud-AWS, MuleSoft . The following table lists the course structure for JEE Cloud with Mule soft.

Sr. No.	Course	Duration (In Days)	Remarks
1	Discover	1	
2	Soft Skills Foundation – Part 1	1	Soft Skills Part 1
3	OOPS & SQL(Oracle) Core Java 8 & Development Tools+Build Tool-Maven+DevOps/CI CD concepts (Github /Nexus,CI with Jenkins, Sonar)	11	Project kick off
4	Core Java Test	0.5	Coding and MCQ
5	Soft Skills Foundation – Part 2	1	Soft Skills Part 2 (Saturday)
6	JPA with Hibernate 3.0 (Basics)	1.5	
7	Spring 4.0 with Spring Boot and Spring with REST	7	
8	Micro Services Advance using Spring Boot and Rest Template	2	Sprint 1 Implementation
9	Soft Skills Foundation – Part 3	1	Soft Skills Part 3
10	Cloud Basics & AWS Basics of different services	2	Sprint 1 Implementation +MCQ
11	Containers – Introduction to Docker	1	
12	Sprint 1 Evaluation	1	Sprint 1 Evaluation
13	Soft Skills Foundation – Part 4	1	Soft Skills Part 4 (Evaluation)
14	Mulesoft	8	
15	Sprint 2+MCQ	7	Sprint 2 Implementation +MCQ
16	Sprint 2 Evaluation	1	Sprint 2 Evaluation, MCQ
17	L1 Test	1	
Total Training Duration		48	

Oracle Basics

Program Duration: 2 days

Contents:

- Introduction to Database

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- Getting Started with Database
 - Characteristics of DBMS
 - Data models
 - Relational DBMS
 - Database Administrator
- Basics of SQL
 - The SQL Language
 - Rules for SQL Statements
 - Standard SQL Statement Groups
- Data Query Language
 - The SELECT statement
 - The WHERE clause
 - Comparison, Mathematical, and Logical operators
 - The DISTINCT clause
 - The ORDER BY clause
 - Tips and Tricks in SELECT Statements
- Aggregate (Group) Functions
 - The Group function
 - GROUP BY & HAVING clause
 - Examples of GROUP BY and HAVING clause
 - Tips and Tricks
- SQL (Single-row) functions
 - SQL functions
 - Number functions
 - Character functions
 - Date functions
 - Conversion functions
 - Miscellaneous functions
 - Tips and Tricks
- Joins and Sub-queries
 - Joins
 - Oracle Proprietary Joins
 - Types of Joins
 - Sub-query
- Database Objects
 - Basic Data Types
 - Data Integrity
 - Examples of CREATE TABLE
 - Examples of ALTER TABLE
 - Database Objects(Index, and View)

- Data Manipulation Language
 - Adding Data
 - Removing Data
 - Modifying Data
- Transaction Control Language
 - Introduction to Transactions
 - Transaction Control Statements

OOP and UML

Program Duration: 1 day.

Contents:

- Principles in Object-Oriented technology
- UML diagram
 - Use Case Diagram
 - Class Diagram
 - Sequence Diagram

Core Java 8 and Developer Tools

Program Duration: 9 days

Contents:

- Introduction to Java
 - Introduction to Java
 - Features of Java
 - Evolution in Java
 - Developing software in Java
- Eclipse 4.4 (Luna) as an IDE
 - Installation and Setting up Eclipse
 - Introduction to Eclipse IDE
 - Creating and Managing Java Projects
 - Use of Java docs
 - Miscellaneous Options
- Language Fundamentals
 - Keywords
 - Primitive Data Types
 - Operators and Assignments
 - Variables and Literals
 - Flow Control: Java's Control Statements
 - Best Practices
- Classes and Objects

- Classes and Objects
 - Packages
 - Access Specifiers
 - Constructors - Default and Parameterized
 - this reference
 - using static keyword
 - Best Practices
- Exploring Java Basics
 - The Object Class
 - Wrapper Classes
 - Type casting
 - Using Scanner Class
 - String Handling
 - Date and Time API
 - Best Practices
- Inheritance and Polymorphism
 - Inheritance
 - Using super keyword
 - InstanceOf Operator
 - Method & Constructor overloading
 - Method overriding
 - @Override annotation
 - Using final keyword
 - Best Practices
- Abstract Classes and Interfaces
 - Abstract class
 - Interfaces
 - default methods
 - static methods on Interface
 - Runtime Polymorphism
 - Best Practices
- Regular Expressions
 - Regular Expressions
 - Validating data
 - Best Practices
- Exception Handling
 - Introduction
 - Exception Types
 - Exception Hierarchy
 - Try-catch-finally
 - Try-with-resources

- Multi catch blocks
 - Throwing exceptions using throw
 - Declaring exceptions using throws
 - User defined Exceptions
 - Best Practices
- Array
 - One dimensional array
 - Multidimensional array
 - Using varargs
 - Using Arrays class
 - Best Practices
- Collection
 - Collections Framework
 - Collection Interfaces
 - Implementing Classes
 - Iterating Collections (using foreach & iterator)
 - Comparable and Comparator
 - Best Practices
- Generics
 - Generics
 - Writing Generic Classes
 - Using Generics with Collections
 - Best Practices
- File IO
 - Overview of I/O Streams
 - Types of Streams
 - The Byte-stream I/O hierarchy
 - Character Stream Hierarchy
 - Buffered Stream
 - The File class
 - The Path class
 - Object Stream
 - Best Practices
- Property Files
 - What are Property Files?
 - Types of Property files
 - User defined Properties

Build Tool Maven

Contents:

- Maven

- Maven Overview
- Benefits of Maven
- Maven Basics
- Working with Maven
- Installing Maven
- Creating simple project using Maven Commands
- Setting up Maven in Eclipse
- Creating Web application using Maven

- Introduction to JUnit 4
 - Introduction to JUnit 4
 - Why testing
 - Why use JUnit
 - Installing and Running JUnit
 - Understanding JUnit Framework
 - Testing with JUnit
- Java Database Connectivity
 - Java Database Connectivity - Introduction
 - Database Connectivity Architecture
 - JDBC APIs
 - Database Access Steps
 - Calling database procedures
 - Using Transaction
 - Connection Pooling
 - DAO Design Pattern
 - Best Practices
- Introduction to Layered Architecture
- Logging with Log4J
 - Log4J Concepts
 - Installation of Log4J
 - Configuring Log4J
 - Best Practices
- MultiThreading
 - Understanding threads
 - Thread life cycle and Scheduling threads- Priorities , sleep(),join()
 - Consumer Producer problem
 - Inter Thread communication : wait, notify, notifyAll methods
 - Synchronization concept
- Lambda expressions
 - Understand the concept of Lambda expressions

- Working with lambda expressions
- Use method references and functional interfaces
- Stream API
 - Understand the concept of Stream API
 - Use stream API with collections
 - Perform different stream operations

Introduction to DevOps

- Introduction of DevOps
- Dev And Ops
- Agile Vs DevOps
- Continuous Integration & Delivery pipeline
- Tools For DevOps
- Use-case walkthrough

GIT Hub:

- Working locally with GIT
- Working remotely with GIT
- Branching, merging & rebasing with GIT
- Use Case walkthrough

Jenkins:

- Introduction to Jenkins
- Jenkins Objective
- Introduction to continuous integration deployment & Jenkins-ci
- Continuous Deployment & distribution builds with Jenkins

Sonar

- Introduction to Sonar
- Code quality Monitoring- Sonar
- Use Case walkthrough

JPA With Hibernate 3.0

Program Duration: 1.5 day

Contents:

- Introduction to ORM and its need

- The Persistence Life Cycle
- Java persistence API (JPA)
- JPQL

Spring 4.0 with Spring Boot and Spring with REST

Program Duration: 7 days

Contents:

- Basics of Web Technologies –Servlet & JSP
- Introduction to Spring Platform and environment
- Introduction to Spring Framework, IoC
 - What is Spring Framework, Benefits of Spring
 - The Spring architecture
 - IOC – Inversion of control, wiring beans
 - Bean containers, lifecycle of beans in containers
 - Customizing beans with BeanPostProcessors & BeanFactoryPostProcessors
 - XML and Annotation-based, mixed configurations
- Java Base Configuration
- Spring MVC framework
 - Introduction: DispatcherServlet, Handler mappings, Resolving views
 - Annotation-based controller configuration
 - Web Based Application Using Spring Boot
 - Introduction to REST web Services
 - REST Controllers on the top of MVC
 - Spring Boot Integration with Rest
- Spring JPA Integration
 - Spring support for JPA
 - Implementing Spring JPA integration
 - Spring Data
 - Spring Boot(Annotation based and Java configuration)
 - Spring ReST
 - Spring DATA ReST

MuleSoft

Program Duration: 15 days

Contents:

Introducing Anypoint Platform

- Anypoint Platform Components
- What is the role of each component in building application networks
- Anypoint Platform Navigation
- Anypoint Exchange - Locate APIs and other assets needed to build integrations and APIs
- Flow Designer - Creating basic integrations to connect systems

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Designing APIs

- RAML (Restful API Modeling Language)
- Defining APIs with RAML
- Creating Mock APIs to test their design before they are built
- Make APIs discoverable by adding them to Anypoint Exchange
- Creating API portals for developers to learn how to use APIs

Building APIs

- Define Mule applications
- Define flows
- Define messages
- Define message processors
- Create flows graphically using Anypoint Studio
- Building, running, and testing Mule applications
- munit
- Connect to databases using connector
- Graphical DataWeave editor to transform data
- Create RESTful interfaces for applications from a RAML file
- Connect API interfaces to API implementations

Structuring Mule Applications

- Create reference flows and subflows
- Pass messages between flows using the Java Virtual Machine (VM) transport
- Investigate variable persistence through subflows and flows and across transport barriers
- Encapsulate global elements in separate configuration files
- Explore the files and folder structure of Mule projects

Consuming Web Services

- Consume RESTful web services with and without parameters
- Consume RESTful web services that have RAML definitions
- Consume SOAP web services
- Use DataWeave to pass parameters to SOAP web services

Handling Errors

- Different types of exception strategies
- Handle messaging exceptions in flows
- Create and use global exception handlers
- Specify a global default exception strategy

Connecting to Additional Resources

- API Development - Basic GET with REST/HTTP integration with another API (3rd party/inhouse)

- API Development - Batch development-simple split, transform and store to DB (MySQL)
- SF concepts, Basic user account creation, SF Connector overview, SF APIs - query, upsert, create
- API Development - Backend REST (3rd Party/inhouse) and SOAP (3rd Party/inhouse) service integration with aggregation in same API
- API Development - REST to SFDC integration (CRUD)

Cloud Basics & AWS Basics of different services

Program Duration: 2 days

Contents:

- Cloud Basics
 - What is and Why Cloud?
 - Why Cloud Computing
 - Key characteristics of Cloud
 - Cloud Computing Architecture
 - Cloud Deployment and Service Model Selection criteria
 - Cloud APIs
 - Cloud benefits and Challenges
 - Different Cloud implementer
 - Latest trend
- AWS Basics of different services
 - AWS history
 - Cloud Computing and Amazon Web Services
 - Functionality offered by AWS
 - The Differences that Distinguish AWS
 - Features of AWS service
 - Different AWS web services in Cloud
 - AWS global infrastructure
- Compute services
 - Amazon EC2
 - Elastic Load balancing
- Storage Services
 - Amazon EBS
 - Amazon S3
 - Amazon Glacier
 - AWS Storage gateway
- Database services
 - Amazon RDS
 - Amazon ElastiCache

- Amazon Dynamo DB
- Administration Services
 - AWS IAM

Microservices Advanced using Spring Boot and RestTemplate

Program Duration: 2 days()

Contents:

- Microservices Basics
 - Introduction to Micro services
 - Monolithic Architecture
 - Micro service Architecture
 - Benefits of Micro services
 - Drawbacks of Micro service
- **Rest Annotation with In Memory Database & CRUD Operations**
- - Introduction to Spring Rest Template / Async
 - How to implement client-side load balancing with Ribbon
 - How to implement a Naming Server (Eureka Naming Server)
 - How to connect the micro services with the Naming Server and Ribbon
-
- - Spring Boot Custom Logging
 - Spring Boot Profile Components
 - Auto Configuration
-
- - Thymleaf Concepts
 - Spring Boot Security
 - Spring Cloud
 - Spring Cloud Config
 - Oatuh2 Concepts
 - Actuator Concepts
 - **Swagger**
 - Data management
 - Database per Service

- o Shared database
 - o Saga transaction
 - o CQRS - practical
- **Code Walkthrough**
 - o Introduction
 - o **Extra Handson on Microservice(1.5 days)**

Containers – Introduction to Docker

Program Duration: 1 day

Contents

- Introduction to Docker
 - o Limitation of VM
 - o Introduction to Container
 - o Container Vs VM
 - o What is Docker
 - o Docker Community
 - o Docker Architecture
 - o Docker Installation
- Docker Platform overview
 - o Docker Platform
 - o Docker Engine
 - o Docker Images
 - o Docker containers
 - o Registry
 - o Repositories
 - o Docker Hub
- Introduction to images and Repository naming , Automated build, Private distribution
- Docker Demo
 - o Docker Example
 - o Docker Case study