

- JDK - JAVA DEVELOPMENT KIT (includes execution environment)
- JVM - JAVA VIRTUAL MACHINE (only run time environment)
- JRE - JAVA RUNTIME ENVIRONMENT
- Data Types - Primitive(int, char, float) NonPrimitive(Array, String, Class, Object)
- System.err - print the standard error
- Access modifiers - Public, Private & Protected (default)
- Packages - Collection of related classes and interfaces
- Abstract Class - restricted class that cannot create objects
- Abstraction - hiding of the implementation details by only showing the functionality to users
- Thread States - Ready, Running, Waiting, Dead
- Applet - dynamic and interactive programs that runs inside a web page
- Applet LifeCycle - init, start, paint, stop, destroy
- AWT - Abstract Window ToolKit is an API to develop GUI or web applications in JAVA
- Encapsulation - mechanism of binding the code and data together
- Inheritance - process by which one object acquires the properties of another
- Polymorphism - perform single action in different ways
- Polymorphism Types - runtime and compile time
- Interface - collection of abstract methods
- Use of bin folder - contains tools (Java, applet viewer)
- Method Overloading - class having the same method name with different arguments
- Method Overriding - class having the same method name with same arguments
- .class file - binary file
- .jar files - java archive files
- .war files - web archive files
- Constructor - block of code similar to the method that is used to create an instance of a class
- Constructor - special method used to initialise objects
- Invoke Thread - start()
- To Start a Thread - run()
- Ways to create Thread - Thread Class & Runnable

- Garbage collection - remove objects that are no more required
- Thread - allows multiple executions at the same time
- BufferedReader - read text from input stream and buffer characters into character array
- Java Sockets - end point for communication btw machines
- Java Sockets Types - Stream, Datagram, Raw
- Java Data Structures - Linear & Non Linear
- Non Linear. - Tree & Graph
- Linear - Dynamic (Queue, Stack, LinkedList) Static(Array)
- Maps in Java - HashMap, TreeMap, LinkedHashMap
- Stack Methods - add, remove, removeAll, clear, size, length
- LinkedList Methods - add, remove, clear, removeAll, size, length
- Map Methods - clear, put, remove
- Duque - add, remove, peek, poll
- FileInputStream - read data from a file as a stream of bytes
- FileOutputStream - write data byte by byte into a file
- Declare Array - `data_type array_name = new data-type{array_size}`
- Copy array - `.clone()`
- Keywords in JAVA - `this()`,