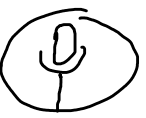


Rule 1:- Turn off Webcam

Rule 2:- Mute the mic 

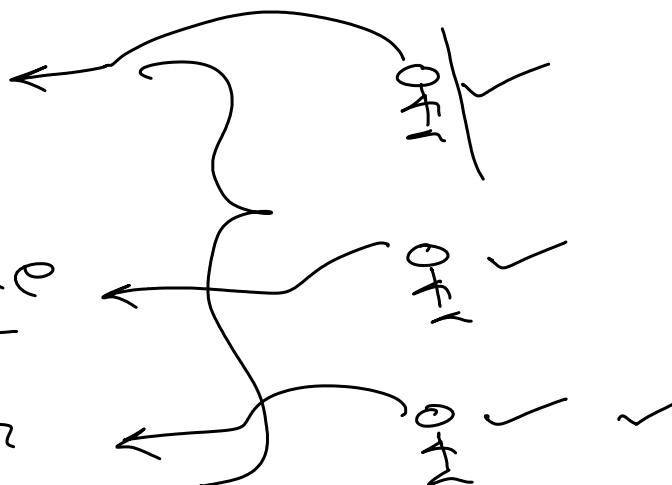
Rule 3:- Chat Box , 5 mins

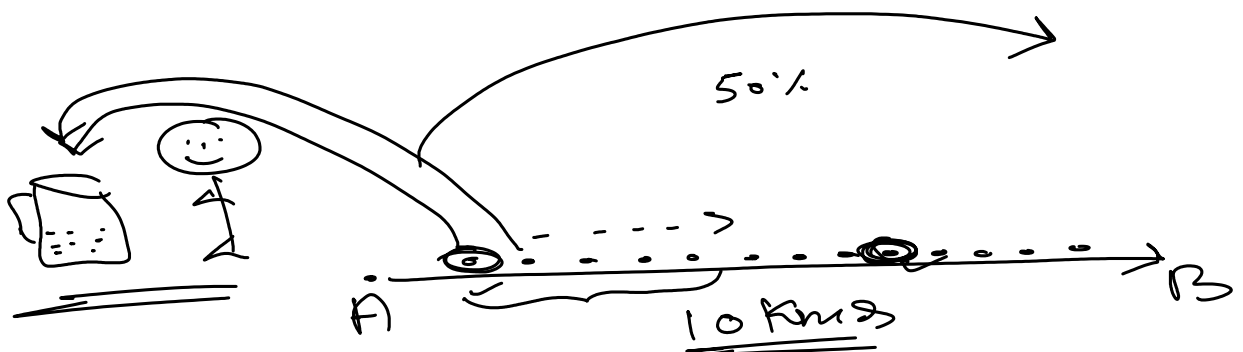
Rule 4:- → notes , Programs → google

Rule 5:- → Assign → mail

→ DixitR SN → Java

- 1.) Is Java Tough?
 - 2.) Sir I'm from Non-IT / IT
- Basics of programming

- 1.) Doctor
 - 2.) Advocate
 - 3.) Teacher
- 



- 1.) Weight →
- 2.) 5km → legs

→ Subject starts from basic fundamentals:

Java Syllabus :

Part 1 : Procedure oriented Programming (Basics of Programming) :

1. programming language and its types :
2. Java and its advantages
3. Tokens
4. Structure of a java program
5. Datatypes & variables
6. operators
7. Statements
 - a. print statements
 - b. decision statements
 - c. loop statements
 - d. control transfer statements
8. Methods / Functions
9. Basic Programs to become perfect

=====

Part2 : OOP (Object Oriented Programming)

1. Fundamentals of OOPS
 - a. static & static members
 - b. non-static & non-static members
 - c. Object creation
 - d. reference variable
2. OOP Design Principles
 - a. What is a class ?
 - b. What is an Object ?
 - c. Principles of OOP
 - i. Encapsulation
 - ii. Inheritance
 - iii. Polymorphism

iv. Abstraction

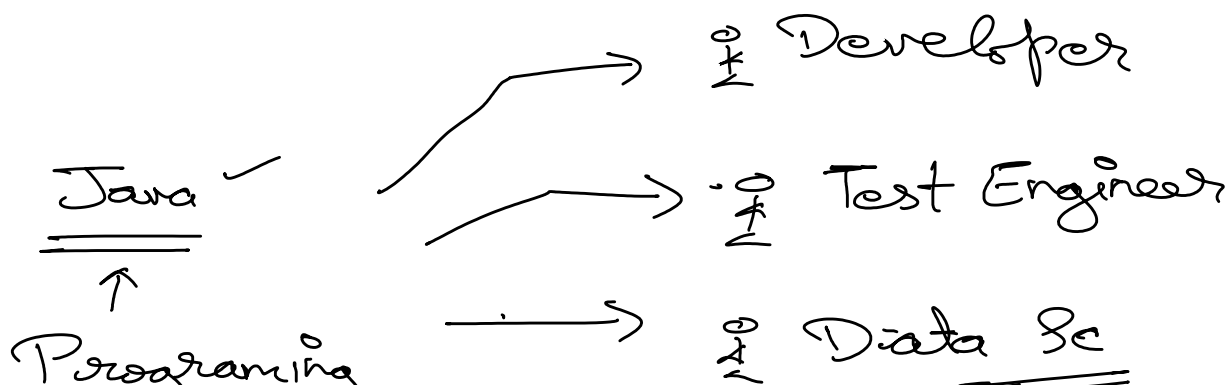
3. Packages

4. Modifiers & Access Modifiers

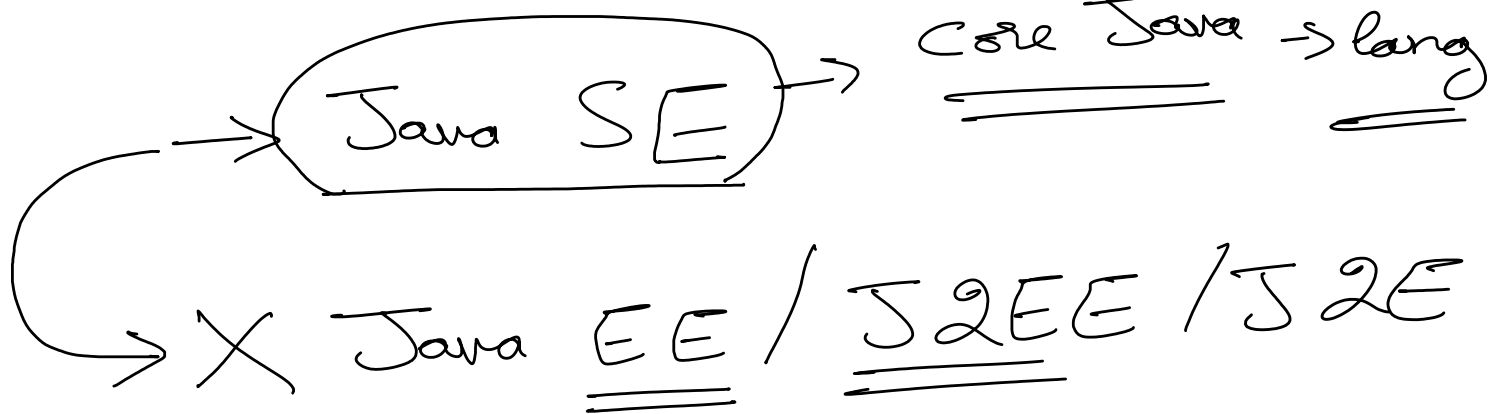
Part3 - Built-In classes of Java

1. java.lang.Object class & it's members
2. java.lang.String class & it's members
3. Exception
4. Exception Handling
5. Wrapper classes
 - a. Boxing & unboxing
6. Arrays
7. Collection Framework
 - a. List
 - b. Set
 - c. Maps
8. Introduction to File Handling
9. Introduction to Threads & Multi Threading

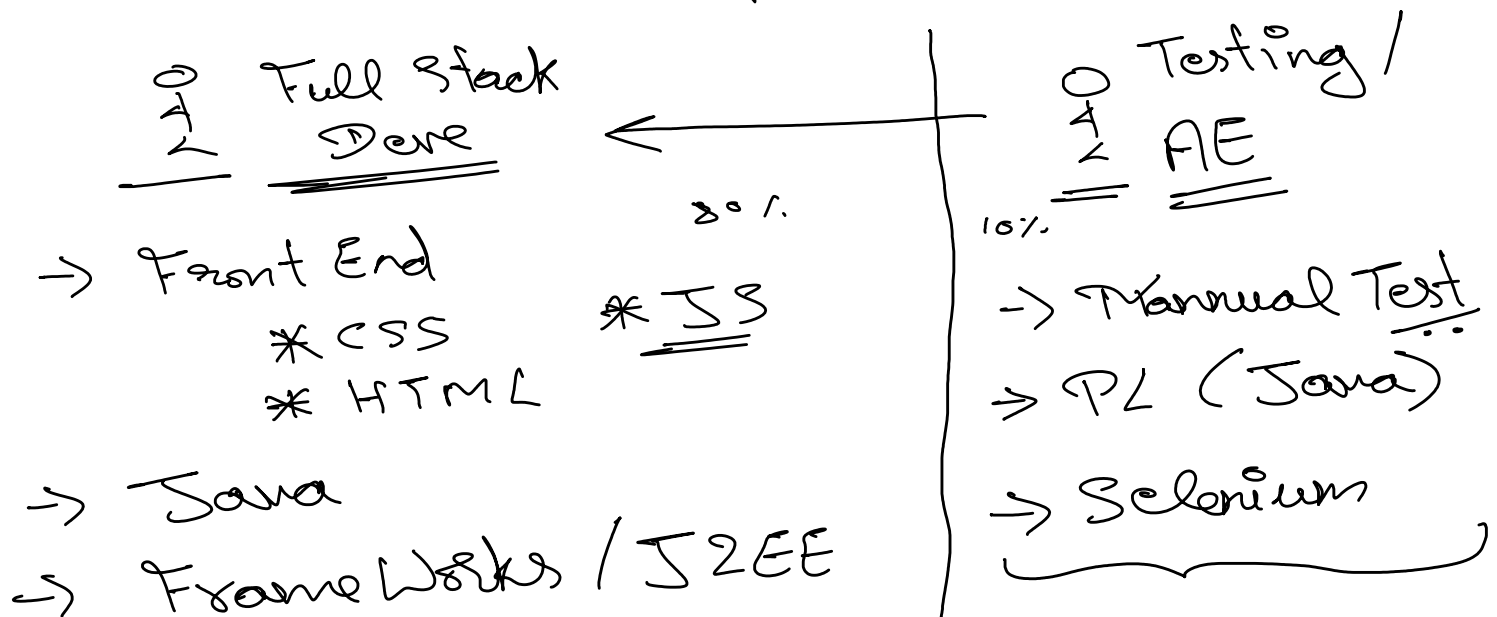
Total : $\boxed{2 \text{ hrs} \times 60 \text{ classes}} \rightarrow A$
30] - B



1 Programming Lang → 2 Data Sc



✓ → Enterprise Level App
✓ → Web Application



script

Selenium
tool