

## JAVA Syllabus

## Unit I

- 1 Introduction to JAVA programming.

  - \* Basics of JAVA

    \* Back ground / History of JAVA

    \* JAVA and Internet

    \* Advantages of JAVA

    \* JVM (Java Vintual Machine) & Byte

  - \* Java Environment Setup. \* Java Program Structure

>Basics of OOPS

- \* Abstraction
- \* Inheritance
- \* Encapsulation.
- \* Classes
- \* Sub-classes & super-classes

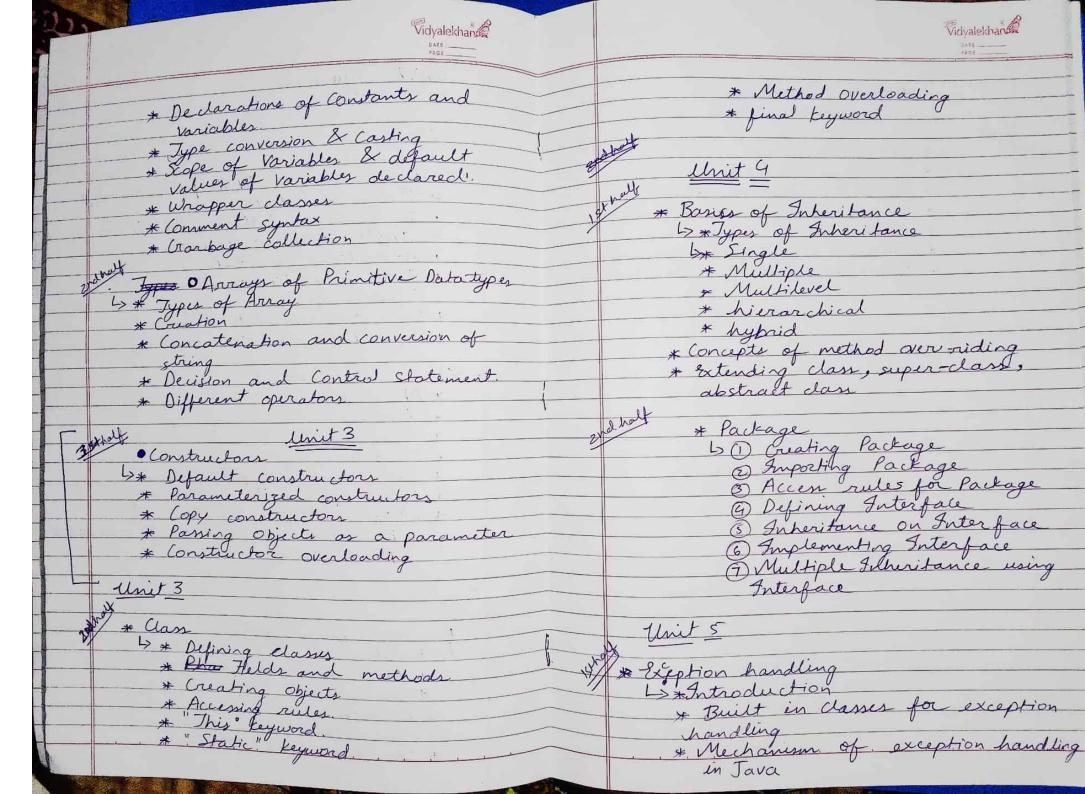
- \* Polymorphism & Overloading \* Message Communication La Procedure oriented & object oriented Programming

Unit 2

Primitive Data - types

> \* Integer

- \* Floating Point type \* Characters
- \* Boolean
- \* User-defined data type \* Adentifiers, and Literals



\* Error handling \* Exception classes Multi-threading 1> \* Creating threads \* Extending threads class

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\* Implementing runanable interface

\* Liperycle of threads

\* Thread priority & synchronization

\* Exception handling in threads