→ If condition

→ for loop

→ Basic Geometry Pattern (Triangle, Square)

→ Arith-metic Progression Pattern -
```
*
*
* α α α
x
x
x
x α α x α α α
```

→ Arithmetic Progression pattern with numbers

→ Basic Array operations (searching, Soring)

→ Array element Replacing

→ Array deletion of elements

→ Array element Swaping

→ Count of elements (frequency)

→ Majority of elements (Most repeating)

→ Largest & second largest

→ unique elements least

→ Java Source File structure.

  → Package

  → Import Statement

  → Class

  → Object

  → Modifiers
    ┌ class modifiers
    ├ Member modifiers
    └ Access Modifiers

→ Abstract class

→ Abstract Method.

→ Interface.

OOPS

→ Abstraction

→ Inheritance

→ Encapsulation
- Private member
- getter() Method
- Setter() Method.

→ Polymorphism
- Method ~~over riding~~ Over loading
- Method Overriding

→ Exception handling (try - catch - finally && Throw, Throws)

→ final v/s finally v/s finalize ()

→ Constructor

→ Destructor.

→ Thread class & Runnable Interface.

→ this key word

→ Super key word.