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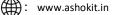
JAVA REAL-TIME PROJECT COURSE CONTENT

INTRODUCTION

1) **Introduction to Real-time Project**

2) **Types of Software companies**

    a) Product Based Companies

    b) Service Based Companies

    c) Outsourcing Companies

3) **Interview process in software companies**

4) **Types of software jobs**

    a) Permanent Job

    b) Contract Job

5) **Types of software projects**

    a) Scratch Development Projects

    b) Maintenance Projects

    c) Migration Projects

6) **Types of teams in software project**

    a) On-shore Team

    b) Off-shore Team

REALTIME - TOOLS

7) **Maven**

8) **Gradle**

9) **Debugging**

10) **Project Lombok**

11) **GIT & Bit Bucket**

12) **Log4J & SLF4J**

13) **Putty & WinScp**

14) **JUNIT**

15) **Mocking**

16) **JaCoCoo**

17) **SonarQube**

18) **JIRA**

19) **Jenkins**

20) **Docker**

21) **Kubernetes**

22) **JMETER**

23) **Apache Kafka**

24) **Redis Cache**

25) **POSTMAN**

30) **Swagger**

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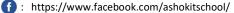ashokitschool   ashokitschool

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MINI PROJECTS DEVELOPMENT

26) SDLC (Agile)

    I.   Story

    II.   Story Points

    III.   Backlog grooming

    IV.   Sprint Planning

    V.   Sprint

    VI.   Sprint Duration

    VII.   Scrum

    VIII.   Retrospective

27) Real-time Environment Terminology

28) Requirements Gathering

29) Requirements Analysis

30) Minutes of meeting

31) Query Log

32) DB Design

33) Real-time Coding Standards

34) 01-Mini Project

35) 02- Mini Project

36) Mini Projects Case study

MAJOR PROJECT DEVELOPMENT

37) Major Project Introduction

38) Major Project Modules

39) Major Project Architecture

40) Major Project Functional Flow

41) Database Design

42) Microservices Development

43) Logging in Project

44) Swagger Configuration

45) Actuators Configuration

46) Exception Handling

47) Multi-Threading use case in Project

48) Rest Calls in Project

49) Batch Processing

50) Unit Testing

51) Integration Testing

52) Code Review

53) Project Deployment

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AWS (Cloud)

ANGULAR FRAMEWORK

INTERVIEW GUIDE