1. **Object-Oriented Programming:**
   1. Features Of Object-Oriented Programming,
   2. Introduction To Object-Oriented Java Programming.
2. **Java Technology & Environment:**
   1. Understanding The Compilation Process Of The Jvm, Jvm Vs Jdk Vs Jre,
   2. Key Features Of Java,
   3. Structure Of A Simple Java Program.
3. **Working** With **Java Primitive Data Types:** 
   1. Strongly Typed Nature Of Java,
   2. Primitive Data Types In Java,
   3. Typecasting Implicit and Explicit
   4. Var arguments
   5. Scope Of A Variable:- Instance variable, static variable, local variable.
   6. Difference between static and instance variable
4. **Accepting User Input In** Java **Programs:** 
   1. Using The Scanner Class,
   2. Using Command Line Arguments.
5. **Programming Constructs:**
   1. Sequence, Selection,
   2. Iteration & Transfer Statements,
   3. For-Each Loop.
6. Importing Math Class
7. **Working With Java Arrays:** 
   1. Declaring And Initializing One-Dimensional And
   2. Two-Dimensional Arrays In Java,
   3. Introduction To Java. Util. Arrays Class.
8. **The String Api:** 
   1. String Data Type, Declaration of strings
   2. Commonly Used Methods From The String Api,
   3. String Tokenizer, String Builder & String Buffer.
   4. Differentiate between StringBuffer and String
   5. Mutable and Immutable
9. **Creating And Using Methods:** 
   1. Signature Of A Method,
   2. Types Of Methods: Static And Non-Static Methods.
   3. Overloading Methods In A Class,
10. **Describing And Using Objects & Classes:** 
    1. Declare The Structure Of A Java Class,
    2. Declaring Members Of A Class (Fields And Methods),
    3. Declaring And Using Java Objects,
    4. Lifecycle Of An Object (Creation, Assignment, Dereferencing And Garbage Collection),
    5. Constructors Of A Class,
    6. Types of constructors: default and parameterized
    7. Overloading Constructors,
    8. Constructor Chaining Using 'This’ And ‘Super’ Keyword.
    9. Super variable and supermethods
11. **Using** Java **Packages:** 
    1. Import In-built library packages
    2. Create And Import Java Packages
    3. Types of Packages
    4. Abstracting Program Logic To Packages,
    5. Creating Executable Main Class,
12. Static Import of Package
13. **Applying Encapsulation:** 
    1. Using Access Modifiers With/In A Class,
       1. Public, protected, private and default access specifiers
    2. Principles Of Encapsulation.
14. **Reusing Implementations Using Inheritance:** 
    1. Declaring Subclasses And Super Classes,
    2. Types of Inheritance:Single, Hierachial, Multilevel
    3. Exploring Polymorphic Behavior By Overriding Methods,
    4. Dynamic Dispatch
    5. Differentiate method Overloading, Overriding And Hiding.