**Core Java Training Overview**

This Core Java Training is by the Real-Time Professionals and Teaching Experts.

* Entire SCJP syllabus will be covered
* Every program execution will be explained with Compiler and JVM Architectures
* Every program memory diagram will be clearly explained with **JVM Architecture**
* 1000+ Programs will be covered in training as well as in practice material
* Entire list of interview questions will be covered on every concept
* Every concept will be clearly explained with real-time project scenarios
* Every concept will be explained with **MVC** and LC-RP Architectures
* Therefore you will get good knowledge in designing and developing projects
* So that you can clear all interviews as a fresher or as an experienced

**Core Java Training Prerequisites**

* No Prerequisite, Anyone Can Learn

**Core Java Course Duration**

* Normal Track 60 Working days, daily one and half hour
* Fast Track 40 Working days, daily two hours
* Core Java Training Course Overview

**Core Java Training Content Overview**

**Java Language, OOPS, Programming**

1. Introduction to Java and OOPS
2. Java Tokens- Comments, Identifiers, Keywords, Separators
3. Working with Java Editor Softwares – Editplus, NetBeans, Eclipse
4. Packages with static imports
5. Working with jar
6. Modifiers – File level, Access level and Non-access level
7. Datatypes, Literals, Variables, Type Conversion, Casting & Promotion
8. Reading runtime values from keyboard and Properties File
9. Operators and Control Statements
10. Method and Types of methods
11. Variable and Types of Variables
12. Constructor and Types of constructors
13. Block and Types of Blocks
14. Declarations, Invocations and Executions
15. Compiler & JVM Architecture with Reflection API
16. Static Members and their execution control flow
17. Non-Static Members and their execution control flow
18. Final Variables and their rules
19. Classes and Types of classes
20. OOPS- Fundamentals, Models, Relations and Principles
21. Coupling and Cohesion (MVC and LCRP Architectures)
22. Types of objects & Garbage Collection
23. Arrays and Var-arg types
24. Enum and Annotation
25. Design Patterns

**Java API and Project**

1. API and API Documentation
2. Fundamental Classes – Object, Class, System, Runtime
3. String Handling
4. Exception Handling and Assertions
5. Multithreading with JVM Architecture
6. IO Streams (File IO)
7. Networking (Socket Programming)
8. Wrapper Classes with Auto boxing and unboxing
9. Collections with Generics
10. Java 5, 6, 7, 8 new features
11. Inner classes
12. AWT, Swings, Applet
13. Regular Expressions
14. Formatting date, time (java.text package)