DAY-2

APPLICATION

IT IS A PLATFORM IN WHICH WE CAN PERFROM A PARTICULAT TASK

EG : INSTGRAM, FACEBOOK, AMAZON.COM, WHATSAPP, CALCULATOR, EXCEL , PAINT, CALENDER , ETC
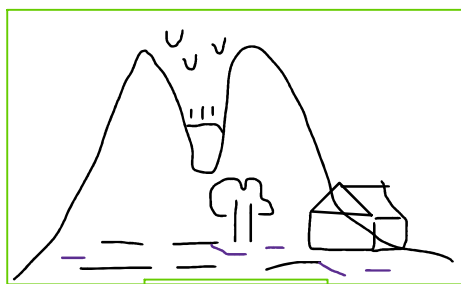
TYPES OF APPLICATION

1. STAND-ALONE APPLICATION
2. WEB APPLICATION
3. CLIENT-SERVER APPLICATION

STAND ALONE APPLICATION
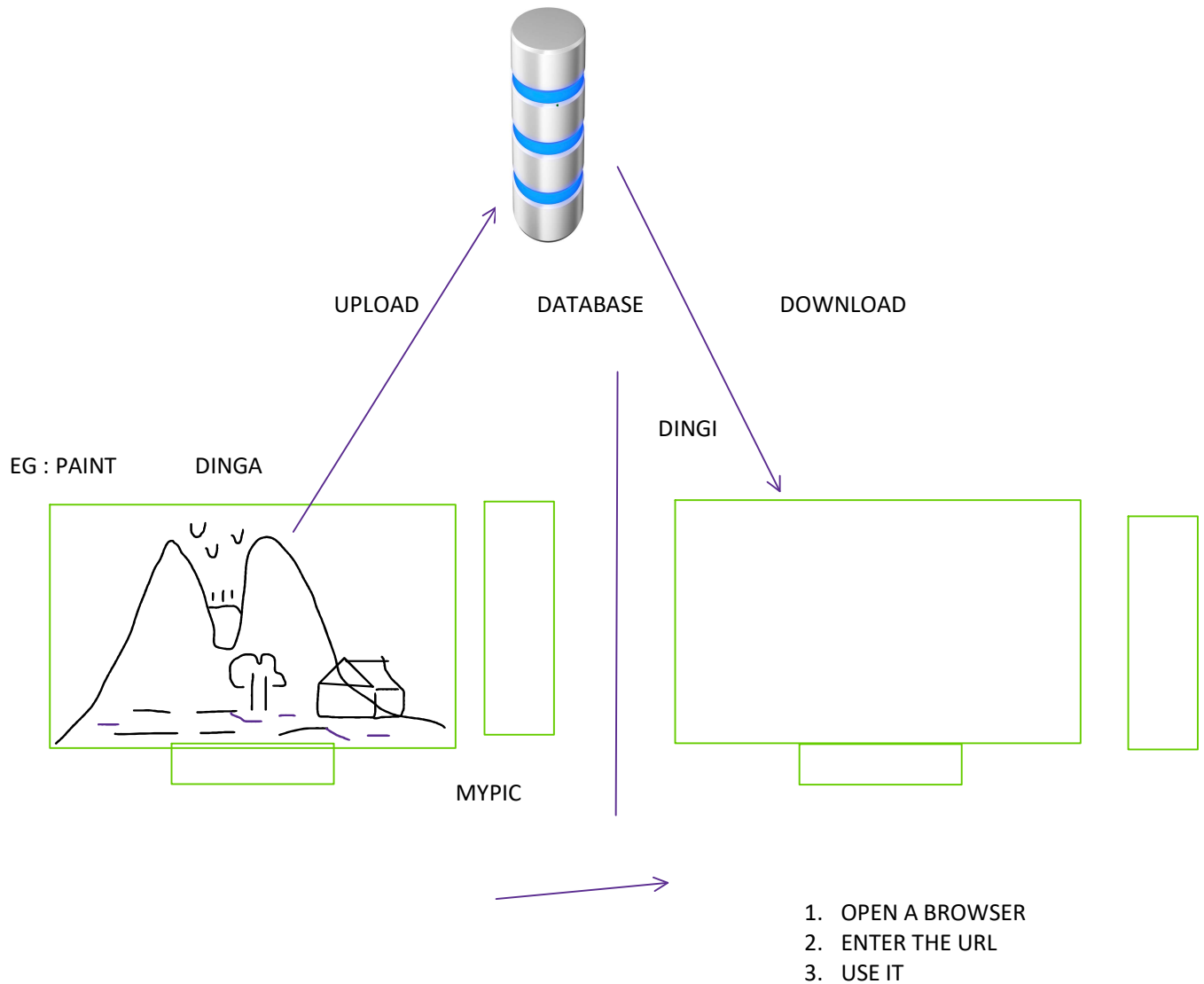
EG : PAINT   DINGA

DINGI

MYPIC

ANY APPLICATION WHICH CAN BE USED COMPLETELY BY A SINGLE USER IS KNOWN AS STAND-ALONE (NOT REQUIRED AN INTERNET)

EG : CALCULATOR, CALENDER, NOTEPAD, CHROME, CLOCK, EXCEL ETC

NOTE : THE DATA IS STORE IN A DEVICE WHICH IS LOCAL TO THE USER

WEB APPLICATION

UPLOAD   DATABASE   DOWNLOAD

DINGI

EG : PAINT   DINGA

MYPIC

1. OPEN A BROWSER
2. ENTER THE URL
3. USE IT

ANY APPLICATION THAT IS OPENED THROUGH A BROWSER IS KNOWN AS WEB APPLICATION (INTERNET REQUIRED)
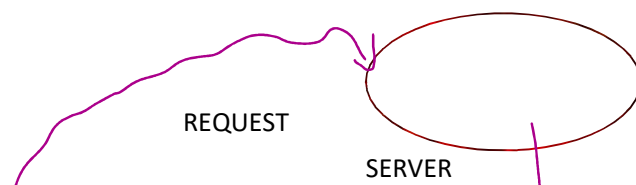
EXAMPLE : AMAZON.COM, INSTAGRAM.COM , FLIPKART.COM ETC
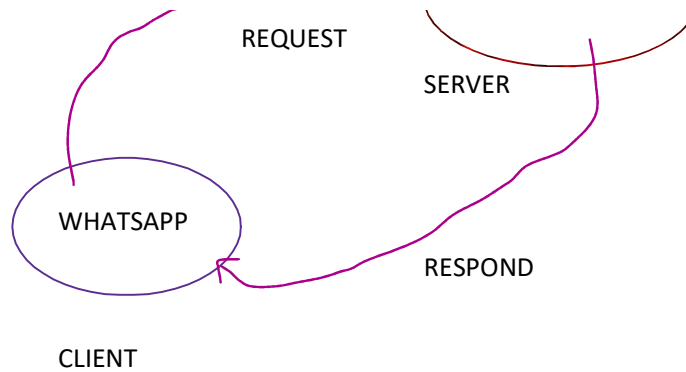
3. **CLIENT-SERVER APPLICATION (MOBILE APPLICATION)**

ANY APPLICATION WHICH IS ACCESSED BY ITS CLIENT APPLICATION CLIENT-SERVER APPLICATION
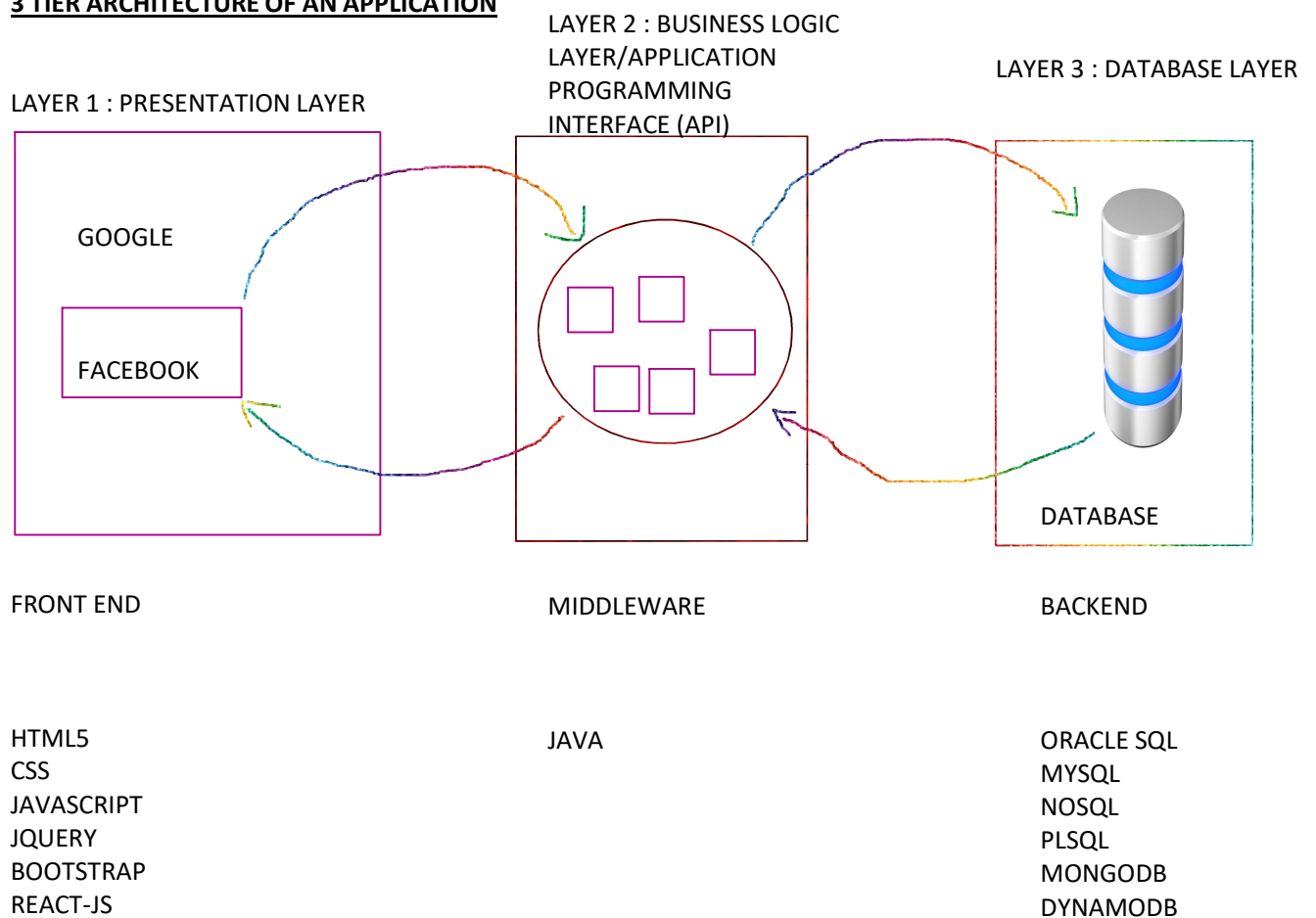
INSTGRAM

1. USING BROWSERS
2. INSTGRAM APP

REQUEST

SERVER

1. USING BROWSERS
2. INSTGRAM APP

REQUEST

SERVER

WHATSAPP

RESPOND

CLIENT

EXAMPLE : WHATSAPP, INSTGRAM APP, RESULT CHECKING APP, ZOMATO, SWIGGY

3 TIER ARCHITECTURE OF AN APPLICATION

LAYER 2 : BUSINESS LOGIC
LAYER/APPLICATION
PROGRAMMING
INTERFACE (API)

LAYER 3 : DATABASE LAYER

LAYER 1 : PRESENTATION LAYER

GOOGLE

FACEBOOK

DATABASE

FRONT END

MIDDLEWARE

BACKEND

HTML5
CSS
JAVASCRIPT
JQUERY
BOOTSTRAP
REACT-JS

JAVA

ORACLE SQL
MYSQL
NOSQL
PLSQL
MONGODB
DYNAMODB

AGILE

FULL STACK DEVELOPER

DEVELOP AND TEST

MARKUP LANGUAGES

PROGRAMING LANGUAGES
SCRIPTING LANGUAGES
QUERY LANGAUGES

FRONT END

- HTML5
- CSS3
- JAVASCRIPT
- JQUERY
- BOOTSTRAP
- REACT-JS

MIDDLEWARE

1. CORE JAVA
2. ADVANCE CORE JAVA
3. J2EE
4. FRAEWORKS
5. WEBSERVICES

BACK END

DATABASE - ORACLE SQL

1. **CORE JAVA**

1. INTRODUCTION TO PROGRAMING
2. INTRODUCTION TO JAVA
3. JDK INSTALLATION
4. KEYWORDS
5. IDENTIFIERS
6. VARIABLES
7. OPERATORS
   1. SHIFT OPERATOR
   2. LOGICAL OPERATOR
   3. ARITHMATIC OPERATOR
   4. RELATION OPERATOR
   5. BITWISE OPERATOR
   6. TERNARY OPERAR
   7. UNARY OPERATOR
8. FINAL
9. METHODS/FUCNTIONS
10. CONTROL STATEMENTS
    1. BRANCHING
       a. IF
       b. IF-ELSE
       c. ELSE IF
       d. NESTED IFT
       e. SWITCH

2. LOOPING
   a. FOR
   b. WHILE
   c. DO WHILE
   d. FOR EACH
11. ARRAY
12. STRING
13. INTERACTIVE PROGRAMS IN JAVA USING SCANNER CLASSES