



# Java

## Unit 2

1.Data Types and Literals Variables	<a href="#">Video</a>	<a href="#">Ref</a>
2.Wrapper Classes	<a href="#">Video</a>	<a href="#">Ref</a>
3.Arrays	<a href="#">Video</a>	<a href="#">Ref</a>
4.Arithmetic Operators	<a href="#">Video</a>	<a href="#">Ref</a>
5.Logical Operators	<a href="#">Video</a>	<a href="#">Ref</a>
6.Control of Flow		
• Decision making	<a href="#">Video</a>	<a href="#">Ref</a>
• Iterative control	<a href="#">Video</a>	<a href="#">Ref</a>
7.Classes and Instances(Objects)	<a href="#">Video</a>	<a href="#">Ref</a>
8.Class Member Modifiers and Anonymous Inner Class	<a href="#">Video</a>	<a href="#">Ref</a>
9.Interfaces	<a href="#">Video</a>	<a href="#">Ref</a>
10.Abstract Classes	<a href="#">Video</a>	<a href="#">Ref</a>
11.Inheritance	<a href="#">Video</a>	<a href="#">Ref</a>
12.Super keyword	<a href="#">Video</a>	<a href="#">Ref</a>
13.This keyword	<a href="#">Video</a>	<a href="#">Ref</a>



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14.Throw	<a href="#">Video</a>	<a href="#">Ref</a>
15.Throws + (difference b/w throw and throws)	<a href="#">Video</a>	<a href="#">Ref</a>
16.User defined Exceptions	<a href="#">Video</a>	<a href="#">Ref</a>
17.The String Buffer Class	<a href="#">Video</a>	<a href="#">Ref</a>
18.Difference b/w String and String Buffer	<a href="#">Video</a>	<a href="#">Ref</a>
19.Tokenizer	<a href="#">Video</a>	<a href="#">Ref</a>
20.Applets, Life cycle of applet and Security concerns	<a href="#">Video</a>	<a href="#">Ref</a>