

### 1) OOPS concept with example

- Data Encapsulation
  - Access modifiers
  - Set ; get;
  - Constructor
  - Example and real use of Data Encapsulation
  - Method level variable vs class level variable
  - Scope of method and variables
- Abstraction and Interface
- Polymorphism
  - Method Overloading
  - Method overriding
  - Access modifier with Overloading and Overriding
  - Example and reald use of Method Overloading and Overriding
- Inheritance
  - Method overriding in Inheritance

### 2) Use of static keyword

- difference between static and non static methods
- purpose of declaring methods as static
- Use of super and this keyword

### 3) Collection

- Use of List, set and Hashmap
- Loop on above collections
- Insert/update/delete on above collections

### 4 ) Basic Object

String , StringBuffer, StringBuilder ( diff between them)  
Wrapper Class and their Preimiteve Data Types

### 5) Console and File output

- How to write data to file
- How to read data from file
- How to debug program using logs or console output

### 6) Basic of Try catch finally , Exception handling

#### 7) SQL

- Aggregation query
- Select/Update/Delete with clause query
- Inner Query/Relationship Query
- Join Query

#### 8) Logical Programs

- String programs (count of char in string, reverse string, max occurrence of single char in String) ( need to write code)
- Collection Programs(Sorting of Collection , Searching in Collection , Occurance count in Collection etc) (need to write code)
- Pseudo code or logic check for complex program (only need to give logic for complex scenario, Complex programs are like how to design ATM logic, Prime number) ( only pseudo code)