



JAVA DEVELOPER SYLLABUS

1. Introduction to Java

- Overview of Java and its history
- Java Development Kit (JDK) vs. Java Runtime Environment (JRE)
- Setting up the development environment (IDE: IntelliJ IDEA, Eclipse)
- Basic syntax and structure of a Java program

2. Core Java Fundamentals

- Data types, variables, and constants
- Control structures (if, switch, loops)
- Methods and parameters
- Arrays and Strings
- Object-Oriented Programming (OOP) concepts
 - Classes and objects
 - Inheritance, polymorphism, encapsulation, and abstraction
- Exception handling (try-catch, throw, throws, finally)

3. Advanced Java Concepts

- Collections Framework (List, Set, Map, etc.)
- Generics
- Lambda expressions and functional interfaces (Java 8+)
- Streams API
- Annotations
- Reflection API

4. Java Development Tools

- Integrated Development Environments (IDEs)

- Build tools (Maven, Gradle)
- Version control (Git)
- Debugging techniques

5. Java Enterprise Edition (Java EE)

- Overview of Java EE and its components
- Servlets and JSP (JavaServer Pages)
- Introduction to JavaServer Faces (JSF)
- RESTful services with JAX-RS
- WebSockets
- Dependency Injection (CDI)

6. Frameworks and Libraries

- Spring Framework ○ Spring Boot for microservices ○ Spring MVC ○ Spring Data
- Hibernate (ORM)
- Apache Maven for project management

7. Databases

- Relational databases (MySQL, PostgreSQL)
- SQL basics and advanced queries
- Using JDBC (Java Database Connectivity)
- Object-Relational Mapping (ORM) with Hibernate

8. Testing and Quality Assurance

- Unit testing with JUnit and Mockito
- Integration testing
- Test-Driven Development (TDD) principles

9. Building and Deploying Applications

- Packaging Java applications (JAR, WAR)

- Deployment strategies (local, cloud)
- Using Docker with Java applications
- CI/CD practices with tools like Jenkins

10. Security Best Practices

- Secure coding practices
- Authentication and authorization mechanisms (JWT, OAuth)
- Data encryption and secure communications

11. Performance Optimization

- Profiling and monitoring applications
- Memory management and Garbage Collection
- Caching strategies

Additional Topics (Optional)

- Real-time applications with WebSockets
- Microservices architecture
- Reactive programming with Project Reactor or RxJava
- Building mobile applications with Java (Android)

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