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| **DAY 1. Basics of Java** | |
| · Overview of Java |
| · Features of Java |
| · Setting Java Environment |
| · Introduction to JVM |
| · My First Java Program |
| · Data type and Identifier |
| · Typecasting |
| · Variable in Java |
| · Java Array |
| · Operators in Java |
| · Conditional Statements |
| · Looping Structures |
| **DAY 2. OOPS Concepts** |
| · Objects, Classes and Methods |
| · Method Overloading |
| · Constructor in Java |
| · this keyword |
| · Garbage Collection |
| · Inheritance |
| · Method Overriding |
| · Runtime Polymorphism |
| · Command line Argument |
| · Package |
| Java Modifiers |
| · Abstract class and methods |
| · Interface |
| · Nested Classes |
| **DAY 3. String Handling** |
| · Introduction to String |
| · String class Fucntions |
| · StringBuffer class |
| · StringBuilder class |
| **DAY 4. Exception Handling** |
| · Introduction to Exceptions |
| · try and catch block |
| · throw, throws and finally |
| · User made Exception Subclass |
| · Method Overriding with Exception Handling |
| · Chained Exceptions |
| **DAY 5. Multithreading in Java** |
| · Multithreading |
| · Thread class |
| · Creating a thread |
| · Joining a thread |
| · Synchronization |
| · Interthread Communication |
| **DAY 6. Advanced topics** |
| · Enumerations |
| · Autoboxing and Unboxing |
| · Java I/O Stream |
| · Serialization |
| · Generics |
| **DAY 7. Collection Framework** |
| · Introduction to Collection |
| · Collection Interfaces |
| · Collection Classes |
| · Iterator and ListIterator |
| · Map Interface |
| **DAY 8. Java GUI** |
| · Applet |
| · Event Handling |
| · AWT |
| · Swing |
| · Swing Component |
| **DAY 9. Servlet and Project** |
| · Introduction to servlet |
| · Steps to create servlet in Netbeans IDE or Eclipse IDE |
| **DAY 10. Sample Projects** |
| · Registration Form |
| · Login System |
| · Sending email |