

Curriculum for the course of

Java programming language

Course Instructor -

Learning objectives

To learn why Java is useful for the design of desktop and web applications.
... To identify Java language components and how they work together in applications. To design and program stand-alone Java applications.

Learning outcomes -

On completion of the course the student should be able to: Use an integrated development environment to write, compile, run, and test simple object-oriented Java programs. Read and make elementary modifications to Java programs that solve real-world problems. Validate input in a Java program

Prerequisites

There are no prerequisites required for the course. But only a little knowledge of programming languages is a benefit for candidates.

Schedule

No	Topic	Total Duration
1	Introduction,History of JAVA,Environment SetUp,JVM,JRE,JDK,Path SetUp	

2	Control Statements	
3	Array,String	
4	Object-oriented programming(oops),inheritance,poly morphism,data encapsulation	

Curriculum -

1. Introduction

- a) Java programming
- b)History Of Java
- c)Environment SetUp
- d)Path setUp
- c)JVM,JRE,JDK
- c) variables
- b) data types

- d) keywords
- e) operators
- f) expressions

2. Control statements

- a) if-else
- b) switch
- c) for loop
- d) while loop
- e) do-while loop
- f) break statement
- g) continue statement
- h) goto statement

3. Functions

- a) JAVA function
- b) Recursion

4. Array

- a) one D array
- b) Two D array

6. Strings

- a) Java strings
- b) Java Strings Method

7. OOPs

- a) oops concept
- b) classes
- c) objects
- d) encapsulation
- e) polymorphism
- f) Inheritance
- g) types of inheritance
- h) constructor
- i) destructor

8.Collections in Java

- a)List
- b)ArrayList
- c)Linkedlist
- d)Vector
- e)Set

