



JAVA-COURSE



SYLLABUS

I. Introduction

- Why Java
- Paradigms
- Diff b/w Java & Other (C,C++)
- Java history
- Java features
- Java programming format
- Java Tokens
- Java Statements
- Java DataTypes
- Typecasting
- Arrays

II. OOPS

- Introduction
- Class
- Object
- Static Keywords
- Constructors
- This Key Word
- Inheritance
- Super Key Word
- Polymorphism (Over Loading & Over Riding)
- Abstraction
- Encapsulation
- Abstract Classes
- Interfaces

III. STRING MANIPULATIONS

- String
- String Buffer
- String Tokenizer

IV. PACKAGES

- Introduction to all predefined packages
- User Defined Packages
- Access Specifiers

V. EXCEPTION HANDLING

- Introduction
- Pre-Defined Exceptions
- Try-Catch-Finally
- Throws, throw
- User Defined Exception examples

VI. MULTITHREADING

- Thread Creations
- Thread Life Cycle
- Life Cycle Methods
- Synchronization
- Wait () notify () notify all () methods

VII. I/O STREAMS

- Introduction
- Byte-oriented streams
- Character – oriented streams
- File
- Random-access file
- Serialization

VIII. NETWORKING

- Introduction
- Socket, Server socket
- Client –Server Communication

IX. WRAPPERCLASSES

- Introduction
- Byte, Short, Integer, Long, Float, Double, Character, Boolean classes.

X. COLLECTION FRAME WORK

- Introduction
- Util Package interfaces, List, Set, Map
- List interface & its classes
- Set interface & its classes
- Map interface & its classes

XI. INNER CLASSES

- Introduction
- Member inner class
- Static inner class
- Local inner class
- Anonymous inner class

XII. AWT

- Introduction
- Components
- Event-Delegation-Model
- Listeners
- Layouts
- Individual components Lable, Button, CheckBox, Radio Button.
- Choice, List, Menu, Text Field, Text Area

XIII. SWING(JFC)

- Introduction Diff b/w awt and swing
- Components hierarchy
- Panes
- Individual Swings components Jlabel
- JButton, JtextField, JtextAres.

Table of Content

I. Java Basic Syntax

- First Java Program

II. Basic Syntax

- Java Identifiers
- Java Modifiers
- Java Variables
- Java Arrays
- Java Enums
- Java Keywords
- Comments in Java
- Using Blank Lines
- Inheritance
- Interfaces
- Java Object & Classes
- Objects in Java
- Classes in Java
- Constructors Creating an Object
- Accessing Instance Variables and Methods Java Package
- Import statements Java Basic Datatypes Primitive Data Types Java Literals:
- Java Variable Types Local variables : Instance variables : Class/static variables

III. Java Modifier Types

- Java Access Modifiers
 1. Default Access Modifier
 2. No keyword Private Access Modifier - Private:
 3. Public Access Modifier - Public:
 4. Protected Access Modifier - protected:
 5. Access Control and Inheritance:
- Non Access Modifiers
 1. Access Control Modifiers:
 2. Non Access Modifiers
 3. Access Control Modifiers:
 4. Non Access Modifiers
 5. Java Basic Operators
 6. The Arithmetic Operators:

7. The Relational Operators:
8. The Bitwise Operators:
9. The Logical Operators:
10. The Assignment Operators:
11. Misc Operators Conditional Operator (? :)
12. Instance of Operator:

IV. Precedence of Java Operators:

- Java Loop Control
- The while Loop:
- The do...while Loop:
- The for Loop
- Enhanced for loop in Java:
- The break Keyword:
- The continue Keyword

V. Java Decision Making

- The if Statement:
- The if...else Statement:
- The if...else if...else Statement:
- Nested if...else Statement:
- The switch Statement:

VI. Java Numbers

- Number Methods
- Java Characters
- Escape Sequences:
- Character Methods:
- Java Strings
- Creating Strings:
- String Length:
- Concatenating Strings:
- Creating Format Strings:
- String Methods:

VII. Java Arrays

- Declaring Array Variables:
- Creating Arrays:
- Processing Arrays:
- The foreach Loops:
- Passing Arrays to Methods:

- Returning an Array from a Method:
- The Arrays Class:

VIII. Java Date & Time

- Getting Current Date & Time Date Comparison:
- Date Formatting using SimpleDateFormat:
- Simple DateFormat format codes:
- Date Formatting using printf:
- Date and Time Conversion Characters:
- Parsing Strings into Dates:
- Sleeping for a While:
- Measuring Elapsed Time:
- GregorianCalendar Class:
- Java Regular Expressions Capturing Groups:
- Regular Expression Syntax:
- Methods of the Matcher Class
- Index Methods:
- Study Methods:
- Replacement Methods:
- The start and end Methods:
- The matches and lookingAt Methods:
- The replaceFirst and replaceAll Methods:
- The appendReplacement and appendTail Methods:
- PatternSyntaxException Class Methods:

IX. Java Methods

- Creating a Method:
- Calling a Method: The void Keyword:
- Passing Parameters by Values: Overloading Methods:
- The Scope of Variables:
- Using Command-Line Arguments: The Constructors:
- Variable Arguments(var-args): The finalize() Method

X. Java Files & I/O

- Reading Console Input:
- Reading Characters from Console:
- Reading Strings from Console:
- Writing Console Output:
- Reading and Writing Files:
- FileInputStream:
- ByteArrayInputStream
- DataInputStream

- FileOutputStream:
- ByteArrayOutputStream
- DataOutputStream
- File Navigation and I/O: File Class
- FileReader Class
- FileWriter Class
- Directories in Java:
- Creating Directories
- Reading Directories:

XI. Java Exceptions

- Exception Hierarchy:
- Exceptions Methods:
- Catching Exceptions
- Multiple catch Blocks:
- The throws/throw Keywords:
- The finally Keyword
- Declaring you own Exception:
- Common Exceptions:

XII. Java Inheritance

- IS-A Relationship:
- The instance of Keyword:
- HAS-A relationship:
- Java Overriding
- Rules for method overriding:
- Using the super keyword:
- Java Polymorphism
- Virtual Methods:
- Java Abstraction
- Abstract Class:
- Extending Abstract Class:
- Abstract Methods:
- Java Encapsulation
- Benefits of Encapsulation:

XIII. Java Interfaces

- Declaring Interfaces:
- Implementing Interfaces:
- Extending Interfaces:
- Extending Multiple Interfaces:

- Tagging Interfaces:
- Java Packages
- Creating a package:
- The import Keyword:
- The Directory Structure of Packages:
- Set CLASSPATH System Variable:

XIV. Java Data Structures

- The Enumeration:
- The BitSet
- The Vector
- The Stack
- The Dictionary
- Map Interface
- The Hashtable
- The Properties

XV. Java Collections

- The Collection Interfaces:
- The Collection Classes
- The Collection Algorithms:
- How to use an Iterator?
- How to use an Comparator?

XVI. Java Generics

- Generic Methods:
- Bounded Type Parameters:
- Generic Classes:
- Java Serialization
- Serializing an Object:
- Deserializing an Object:
- Java Networking
- URL Processing
- URL Class Methods:
- URLConnections Class Methods:
- Socket Programming:
- ServerSocket Class Methods:
- Socket Class Methods
- InetAddress Class Methods:
- Socket Client Example:

- Socket Server Example:

XVII. Java Sending Email

- Send a Simple Email:
- Send an HTML Email:
- Send Attachment in Email:
- User Authentication Part:

XVIII. Java Multithreading

- Life Cycle of a Thread:
- Thread Priorities:
- Creating a Thread:
- Create Thread by Implementing Runnable
- Create Thread by Extending Thread:
- Thread Methods:
- Major Thread Concepts:
- Ordering Locks:
- Deadlock
- Deadlock Solution
- Using Multithreading

XIX. Java Applet Basics

- Life Cycle of an Applet:
- A "Hello, World" Applet:
- The Applet CLASS:
- Invoking an Applet: