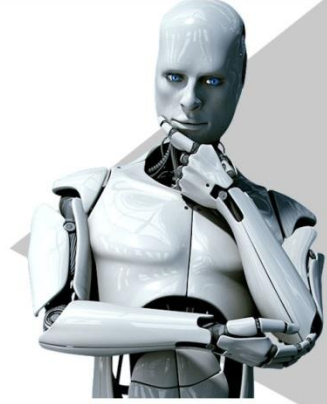


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J2SE (JAVA 2 STANDARD EDITION)

IntroductionTo JAVA

- History of JAVA
- Understanding Requirement: why JAVA
- Why java important to the internet
- Discussion of Java features
- About JAVA Development Kit(JDK)
- About JAVA Runtime Environment(JRE)
- Java Virtual machine(JVM) Architecture
- Role of Just In time compiler (JIT)
- Execution Engine
- JAVA Conventions

An Overview Of JAVA

- JAVA Syntax and Style
- Data Types
- Variables and Arrays
- Control statements and Loop
- Classes and Using Objects
- Command line arguments
- About Constructor
- Role of Constructor in program Execution
- Constructor chaining
- Program Execution with memory structure
- Discussion of (OOPS) concept

Object Oriented Programming and keywords

- Class
- Object



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- Inheritance:
 - Single-level Inheritance
 - Multi-level Inheritance
 - Hierarchical Inheritance
 - Multiple Inheritance
 - Hybrid Inheritance
- Polymorphism
 - Method Overloading
 - Method Overriding
 - Up casting
 - Down casting
- Abstraction
 - Abstract Class
 - Interface
- Encapsulation
- Final keyword
 - Final keyword with class
 - Final keyword with method
 - Final keyword with variable
- Super keyword
 - Super keyword with class
 - Super keyword with method
 - Super keyword with variable
- Use of this keyword
- Use of static keyword
- Single Ton Pattern / Static connection

Access modifier/Access Controls

- Public, Private, Protected, Default
- Static, Abstract , Final

Class Hierarchies and interfaces package

- The import statement
- Static imports
- CLASSPATH and import
- Defining Packages
- Package scope

Exception Handling

- Fundamental of Exception handling
- Types of Exceptions
- Learning exceptions handlers
- Try and Catch

- Multiple catch Clauses
- Nested Try statements
- Throw , throws and finally
- Creating custom exceptions

String Handling

- Learning String Operation
- Learning character Extraction
- Learning string Comparison
- Understanding string Buffer Classes
- String builder class
- Creating Immutable Class
- Impotent method in String class

Introduction to I/O Streams

- File handling
- Binary Streams
- Character stream
- Bytes vs. Character
- Converting Byte Streams to Character Streams
- Binary Input Output
- PrintWriter Class
- Reading and Writing Objects
- Serialization
- Scanner

MultiThreading

- Understand multithreading process
- Creating a thread:
 - By extends Thread class
 - By implements Runnable interface
- Thread life cycle
- Thread Safety concept
- Thread synchronization
- Understanding Thread pool
- Garbage collection
- Finalize block

Inner classes

- Inner classes
- Member classes
- Local classes
- Anonymous classes
- Instance Initializers Blocks
- Static Block



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Java Collections Framework

- The Collection Interfaces (list , set, Sorted set)
- The collection classes(The array list, Linked list, Hash set, Tree set)
- Accessing a Collection via an Iterator or for each loop
- Working with maps
- Working with Comparators
- The Collection Algorithms
- The Legacy Classes and Interfaces(Enumeration, Vector, Stack, Dictionary, Hashtable)
- Heaps and Priority Queues

Graphics

- GUI Components and Events
- Mouse, keyboard, Sound, and images
- Swings
- AWT

Database Programming using JDBC

- Introduction to JDBC
- JDBC Drivers & Architecture
- CRUD operations using JDBC
- Connecting to non-conventional Database



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