

Programming With Java Course Content(30 Days)

1. Introduction to Basic JAVA

- 1.1 Features of JAVA.
- 1.2 JVM, JRE, JDK.
- 1.3 Internal detail of JVM.

2. Java Fundamentals

- 2.1 Data types.
- 2.2 Operators.
- 2.3 Control Statements.
- 2.4 Loop statements.
- 2.5 Arrays.
- 2.6 String.
- 2.7 Enumerated types.

2. Essentials of Object-Oriented Programming

- 3.1 Object and Class Definition.
- 3.2 Inheritance.
- 3.3 Class Fundamentals.
- 3.4 Constructor.
- 3.5 Method Overloading.
- 3.6 Method Overriding.
- 3.7 Static Members.
- 3.8 Understanding Interface.
- 3.9 Using Interfaces class.

4. Packages.

- 4.1 Why packages.
- 4.2 Creating packages.
- 4.3 Understanding Class path.
- 4.4 Access modifiers and their Scope.

5. Exception Handling.

- 5.1 Importance of Exception Handling.
- 5.2 Exception Propagation.
- 5.3 Exception Types.
- 5.4 Using try and catch.
- 5.5 throw, throws, finally.
- 5.6 Writing User defined Exceptions.

6. I/O Operations in Java.

- 6.1 Byte Oriented Streams.
- 6.2 File Handling.

- 6.3 Readers and Writers

7. Multithreaded Programming.

- 7.1 Introduction to Multi-Threading.
- 7.2 Understanding Threads and its States.
- 7.3 Java Threading Model.
- 7.4 Thread class and Runnable Interface
- 7.5 Thread Priorities.
- 7.6 Thread Synchronization.
- 7.7 Preventing Deadlocks.
- 7.8 Preventing Deadlocks.

8. Network Programming.

- 8.1 Introduction to Networking.
- 8.2 InetAddress.
- 8.3 TCP Socket and Server Socket.

LIVE Projects Covered

- 9.1 Developing a Chat Application using UDP.
- 9.2 Developing a Chat Application using TCP.