



Duration : 60 hours

Introduction to Java Programming :

- ◀ Why Java?
- ◀ Features of Java
- ◀ JVM
- ◀ Java Program Structure
- ◀ Creating Java Application

Java Fundamentals :

- ◀ Java Program Flow
- ◀ Java Byte Code
- ◀ Data Types and Variables
- ◀ Naming Convention
- ◀ Operators

Control Structures :

- ◀ Types of Control Structures
- ◀ Decision Control Structure (if, if-else, if else if, switch-case)
- ◀ Repetition Control Structure (do-while, while, for)
- ◀ Branching Statements (break, continue, return)

Object Oriented Programming :

- ◀ Classes & Objects
- ◀ Functions & Constructors
- ◀ Inheritance
- ◀ Method Overriding
- ◀ Final Class & Method Overriding
- ◀ Abstract Classes & Methods

Packages and Interface :

- ◀ Predefined Packages or Java API Packages
- ◀ User defined Packages
- ◀ Interfaces

Exception Handling :

- ◀ Types of Exception Handling
- ◀ Common Exceptions
- ◀ Catching and Handling Exceptions (try, catch, throw block)
- ◀ Java Built-in Exceptions

Threading :

- ◀ Overview of Multithreading
- ◀ Thread class
- ◀ Life Cycle of a Thread

File Handling :

- ◀ Java I.O Package
- ◀ Streams
- ◀ Type of Stream
- ◀ Character streams

String Handling :

- ◀ Use of Strings
- ◀ String Constructors and Operations
- ◀ String Comparison and Searching Comparison
- ◀ Changing the case of characters
- ◀ Data Conversion using Value of()

Applet & Graphic Programming :

- ◀ Types of Applet
- ◀ Advantages of Java Applet
- ◀ Applet Programs
- ◀ Life Cycle of Applet
- ◀ Applet's Methods
- ◀ Graphics Coordinate System
- ◀ Java Color System
- ◀ Drawing and Filling

Socket Programming :

- ◀ Working with Internet Address
- ◀ InetAdress Class
- ◀ Sockets in Java
- ◀ Port Numbers and URL's

AWT & Swing :

- ◀ Component Hierarchy of AWT
- ◀ Stand-alone Application using the AWT
- ◀ Building Graphical User Interface
- ◀ AWT Components
- ◀ Layout Managers
- ◀ Creating Swing Applet and Application
- ◀ Programming using Panes

Working with JDBC :

- ◀ Java Database Connectivity
- ◀ JDBC Architecture
- ◀ JDBC API
- ◀ Project

**ADDITIONAL THINGS THAT YOU CAN GET
ONLY AT IT DESK:****Training :**

- ◀ Project Development on Desktop Application
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