

Core java course structure

Introduction

1. Why Java
2. Paradigms
3. Diff b/w Java & Other
4. Java history
5. Java features
6. Java programming format
7. Java Tokens
8. Java Statements
9. Java Data Types
10. Typecasting

WRAPPERCLASSES

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

OOPS

1. Introduction
2. Class
3. Object
4. Static Keywords
5. Constructors
6. This Key Word
7. Inheritance
8. Super Key Word
9. Polymorphism (Over Loading & Over Riding)
10. Abstraction
11. Encapsulation
12. Abstract Classes
13. Interfaces

PACKAGES

1. Introduction to all predefined packages
2. User Defined Packages
3. Access Specifiers

STRING MANIPULATIONS

1. String
2. String Buffer
3. String Tokenizer

EXCEPTION HANDLING

1. Introduction
2. Pre Defined Exceptions
3. Try-Catch-Finally
4. Throws, throw
5. User Defined Exception examples

MULTITHREADING

1. Thread Creations
2. Thread Life Cycle
3. Life Cycle Methods
4. Synchronization
5. Wait() notify() notify all() methods

I/O STREAMS

1. Introduction
2. Byte-oriented streams
3. Character – oriented streams
4. File
5. Random-access file

COLLECTION FRAME WORK

1. Introduction
2. Util Package interfaces, List, Set, Map
3. List interface & its classes
4. Set interface & its classes
5. Map interface & its classes

AWT

1. Introduction
2. Components

3. Event-Delegation-Model
4. Listeners
5. Layouts
6. Individual components Lable, Button, CheckBox, Radio Button.
7. Choice, List, Menu, Text Field, Text Area

SWING(JFC)

1. Introduction Diff b/w awt and swing
2. Components hierarchy
3. Panes
4. Individual Swings components Jlabel
5. JButton, JTextField, JTextAreas.