

CORE JAVA

STAR INFINITY TECHNOLOGIES

INTRODUCTION

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

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

STRING MANIPULATIONS

String

String Buffer

String Tokenizer

PACKAGES

Introduction to all predefined packages

User Defined Packages

Access Specifiers

EXCEPTION HANDLING

Introduction

Pre Defined Exceptions

Try-Catch-Finally

Throws, throw

User Defined Exception examples

MULTITHREADING

Introduction

Thread Creations

Thread Life Cycle

Life Cycle Methods

Synchronization

Wait() notify() notify all() methods

I/O STREAMS

Introduction

Byte-oriented streams

Character – oriented streams

File

Random-access file

Serialization

NETWORKING

Introduction

Socket, Server socket

Client –Server Communication

WRAPPERCLASSES

Introduction

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

COLLECTION FRAME WORK

Introduction

Util Package interfaces, List, Set, Map

List interface & its classes

Set interface & its classes

Map interface & its classes

INNER CLASSES

Introduction

Member inner class

Static inner class

Local inner class

Anonymous inner class

AWT

Introduction

Components

Event-Delegation-Model

Listeners

Layouts

Individual components JLabel, JButton, CheckBox, Radio Button,

Choice, List, Menu, Text Field, Text Area

SWING(JFC)

Introduction Diff b/w awt and swing

Components hierarchy

Panes

Individual Swings components JLabel,

JButton, JTextField, JTextArea.

