

JAVA

Java is a general-purpose programming language that is class-based, objectoriented, and specifically designed to have as few implementation dependencies as possible. It is intended to let application developers "write once, run anywhere" (WORA) meaning that compiled Java code can run on all platforms that support Java without the need for recompilation. Java applications are typically compiled to "bytecode" that can run on any Java virtual machine (JVM) regardless of the underlying computer architecture

KEY FEATURES

Effective Upskilling Planned Curriculum Team Learning Awesome Quizzes Complete Hands on

The below Curriculum is Scheduled for 2 weeks

CURRICULUM

Module 1. Introduction of JAVA and Exception Handling.

- 1.1. History and Introduction of JAVA Language
- 1.2. Java Editions, JDK versions and Language changes
- 1.3. Features of Java and OOP concepts
- 1.4. Java class structure and basic console programs
- 1.5. Packages
- 1.6. Exception Handling

Module 2. Arrays, Collections, Working with util package in java.

- 2.1. Arrays
- 2.2. Drawbacks in Arrays and Introduction to Collection Framework in JAVA

Module 3. Files and IO Streams

- 3.1 .Introduction to java.io package and important classes in 7.2. Network Protocols the package
- 3.2. File
- 3.3. IO Streams

Module 4. Swings All Advanced components.

- 4.1. Types of Applications
- 4.2. Introduction to AWT
- 4.3. Swings

Module 5. Swings Event handling model.

- 5.1. Actions and Events in Swings
- 5.2. Event Handling
- 5.3. Adapter classes.

Module 6. Multi Threading in JAVA.

- 6.1. Multitasking
- 6.2. Multi Threading

Module 7. Networking in JAVA.

- 7.1. Introduction to Networking
- 7.3. TCP
- 7.4. UDP
- 7.5. Programs

TRAINING PROGRAM



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CURRICULUM

Module 8. Introduction to various databases

- 8.1. Introduction
- 8.2. Oracle10g Database
- 8.3. MySql Database
- 8.4. Access & Excel Database

Module 9. JAVA with database

- 9.1. JDBC Specification
- 9.2. JDBC Drivers
- 9.3. Classes and Interfaces