

JAVA

CODE: (JAVA-1M)

1. INTRODUCTION TO JAVA VIRTUAL MACHINE

- a. JAVA VIRTUAL MACHINE ARCHITECTURE
- b. CLASS LOADING PROCESS BY CLASS LOADERS
- c. ROLE OF JUST IN TIME COMPILER (JIT)
- d. DATA TYPES, VARIABLES AND ARRAYS
- e. OPERATORS
- f. CONTROL STATEMENTS
- g. OBJECT ORIENTED PARADIGMS
- h. THE THREE OOP PRINCIPLES (ENCAPSULATION, INHERITANCE AND POLYMORPHISM)

2. JAVA CLASSES AND OOP IMPLEMENTATION

- a. CLASS FUNDAMENTALS
- b. COMMAND LINE ARGUMENTS
- c. DECLARATION OF OBJECTS
- d. OVERLOADING AND OVERRIDING OF METHODS
- e. UNDERSTANDING OF ACCESS CONTROLS
- f. USING FINAL TO PREVENT OVERRIDING & INHERITANCE
- g. GARBAGE COLLECTION

2. MULTITHREADED PROGRAMMING

- a. THE JAVA THREAD MODEL
- b. CREATING A THREAD
- c. SYNCHRONIZATION

3. MANAGING INPUT & OUTPUT IN JAVA

- a. INTRODUCTION TO I/O STREAMS
- b. FILE HANDLING

4. DATABASE PROGRAMMING

- a. INTRODUCTION TO JDBC
- b. JDBC DRIVERS
- c. STATEMENTS
- d. SCROLLABLE & UPDATABLE RESULT SET

5. MORE TOPICS

- a. EXCEPTION HANDLING
- b. STRING HANDLING
- c. NETWORKING
- d. INTRODUCTION TO AWT (ABSTRACT WINDOW TOOL KIT)
- e. EVENT HANDLING