



Core Java Online Training

Unit1: Java Introduction

- What is Java?
- How to Get Java
- A First Java Program
- Compiling and Interpreting Applications
- The JDK Directory Structure
- Primary Goals Of Java Programming language
- Simple Java Program (Hello world)
- Introduction to Object oriented programming
- Objectives
- Software Engineering
- Declaring Java Technology Classes
- Declaring Methods, Attributes
- Encapsulation, Information Hiding
- Constructors
- Packages
- Variables, Identifiers, Keywords and Types
- Objectives
- Comments
- Semicolons, Blocks, White Spaces
- Java Programming Language Types
- Java Reference Types
- This Reference

Unit2: Coding Expressions and Flow Control

- Variables
- Operators
- Branching Statements
- Looping Statements

Unit3: Naming Convention, Data Types and Variables

- Primitive Datatypes, Declarations
- Variable Names, Naming Convention
- Numeric Literals, Character Literals
- String, String Literals
- Arrays, Non-Primitive Datatypes, The Dot Operator

Unit4: Class Design

- Objectives
- Sub classing
- Overriding Methods
- Polymorphism
- Instance of Operator
- Overloading Methods
- Overloading Constructors
- Wrapper Classes
- Static Keyword
- Final Keyword
- Enumerated Types
- Abstract Classes
- Interfaces
- Exceptions
- Threads

Unit5: Introduction to Web Application Technologies

- CGI Programs
- Java EE 5 SDK
- Servlets
- JSP
- MVC

Unit6: Developing a View Component

- Designing a View Component
- HTTP Revisited
- Simple HTTP Servlets
- Configuring & Deploying a Servlets

Unit7: Basics of AWT and Swing

- Layout Managers
- Event Handling
- The Action Listener interface
- Panels
- Classes for various controls, such as label, choice, list
- Checkbox, etc
- Dialogs and frames
- Using menus
- Using the adapter classes
- Graphics

Unit 8: Developing a Controller Component

- Creating a HTML Form
- Developing a Controller Servlets

Unit9: Inner Classes Inner Classes

- Member Classes
- Local Classes
- Anonymous Classes
- Instance Initializers
- Static Nested Classes

Unit10: Wrapper Classes

- Introduction to Wrapper Classes
- Use of Wrapper Classes

Unit11: Annotations

- Uses for Meta-Data
- The Annotations Model
- Annotation Types and annotations
- Built-in Annotations
- Annotations VS. Descriptors (XML)

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Unit12: Graphic Programming Using Swing

- Java Foundation Classes
- Creating a frame in String
- Creating Components is Swing

- Setting Look and Feel of Swing
- Handling Events