About Core Java Training

- Entire SCJP syllabus will be covered
- Every program execution will be explained with Compiler and JVM Architectures
- Every program memory diagram will be clearly explained with JVM Architecture
- large Programs will be covered in training as well as in practice material
- Entire list of interview questions will be covered on every concept
- Every concept will be clearly explained with real-time project scenarios
- Therefore you will get good knowledge in designing and developing projects
- So that you can clear all interviews as a fresher or as an experienced

Core Java Training Course Prerequisite

- C-Language , Anyone Can Learn

Core Java Training Course Duration

- Normal Track 45 Working days, daily one hour
- Core Java Training Course Overview

Volume -1: Java Language, OOPS, Programming

1. Introduction to Java and OOPS
2. Java Tokens
    1. Comments,
    2. Identifiers,
    3. Keywords,
    4. Character Set
    5. Variables
    6. Datatypes
        1. Primitive Datatypes
        2. Reference Datatypes
3. Working with Java Editor Softwares and IDE
    1. Editplus,
    2. NetBeans
    3. Eclipse
4. Type Conversion, Casting & Promotion
    1. Widening Type Casting
    2. Narrowing Type Casting
5. Operators and Control Statements
6. Method and Types of methods
    1. Mutable Methods
    2. Immutable Methods
    3. Initialize Methods
7. Constructor and Types of constructors
    1. Compiled Constructor
    2. Default Constructor
    3. Parameterized Contractor
    4. Constructor Overloading

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5. Constructor nesting
6. Copy Constructor

8. Block and Types of Blocks
9. Declarations, Invocations and Executions
10. Compiler & JVM Architecture
11. Static Members and their execution control flow
    1. Static Fields
    2. Static Methods
    3. Static Blocks
12. Non-Static Members and their execution control flow
13. Final
    1. Final Variables
    2. Final Methods
    3. Final Classes
14. Deleting an Object
    1. Garbage Collection
    2. Garbage Collector
15. Arrays
    1. Single Dimension
    2. Double Dimension
    3. Jagged Arrays
16. Var-arg types
17. Classes and Types of classes
18. Abstract Method and Abstract Classes
19. Interface
20. Packages with static imports
21. Working with jar
22. Modifiers
    1. Non Access Modifiers
        1. Static, Final, Transient, volatile, synchronized , abstract, strictfp
    2. Access Modifiers
        1. Private, protected , public and default
23. Reading runtime values from keyboard and Properties File
    1. Using BufferedReader
    2. Using Command Line Arguments
    3. Using Scanner Class
    4. Using DataInputStream
24. OOPS- Fundamentals,
    1. Class and Object
    2. Inheritance
        1. Single
        2. Multi-Level
        3. Multiple
        4. Hierarchical
        5. Hybrid
        6. Multi-Path
25. Polymorphism
    1. Compile-time
    2. Run-Time polymorphism
26. Coupling and Cohesion

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27. Enum and Annotation

Volume -2: Java API and Project

1. Fundamental Classes – Object, Class, System, Runtime
2. String Manipulation
    1. Using String
    2. Using StringBuffer
    3. Using StringBuilder
    4. Using String Tokenizer
3. Exception Handling
    1. Woking With try,catch, throw, throws and Finally
    2. Checked Exception
    3. UnChecked Exception
    4. Userdefined Exception
4. Multithreading
    1. Thread Based Multi Tasking
    2. Process Based Multi Tasking
    3. Thread Life Cyecle
    4. Thread Implementation Using
        1. Java.lang.Thread
            1. Working start( ), stop( ), join( ), notify( ),notifyAll( ),..
        2. Java.lang.Runnable
5. IO Streams (java.io)
    1. Differences Between 8 bit Stream and 16 Bit Streams
    2. OutputStreams
        1. FileOutpuStream
        2. BufferedOutputStream
        3. ByteArrayOutputStream
        4. DataOutputStream
        5. ObjectOutputStream
    3. InputStreams
        1. FileInputStream
        2. BufferedInputStream
        3. ByteArrayInputStream
        4. DataInputStream
        5. ObjectInputStream
        6. Working with transient
        7. File inflater and File Defalter
6. Networking (Socket Programming)
7. Wrapper Classes with Auto boxing & unboxing
8. Collections
    1. Collection
    2. List
    3. Set
    4. SortedSet
    5. NavigableSet

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6. Queue
7. Map
8. SortedMap
9. NavigableMap

9. Generics
10. Java 5, 6, 7, 8 new features

11. Inner classes
    1. Static Inner Class
    2. Anonyms Inner Class
    3. Inner Class Inside Methods
12. AWT, Swings,
    1. LayoutManager
        1. BorderLayout
        2. FlowLayout
        3. GridLayout….
    2. Event Delegation Model
        1. Window Listerner
        2. ActionListener
        3. MouseListener
        4. ItemListener
13. Applet
    1. Loading UserInterface
    2. Animation Using Strings
    3. Animation Using Circle and Other Objects
    4. Loading Images
14. Regular Expressions
15. Formatting date, time (java.text package)

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