
Java

Java is a Write Once, Run Anywhere program. It is platform independent – Can run in any kind of operating system and hardware. That’s why it has such a high usage in internet applications and Mobile systems. The android OS is based on Java.

If you want to go big with building internet applications and mobile apps, then getting the basics of Java handled would be a first step. You can also learn android easily if you know java as android has been developed with java as its root.

This course is meant for people who want to learn java but have little experience with programming.

A basic course in Java teaches you the fundamentals of Object Oriented programming if you haven’t learnt that. You’ll get to learn the fundamentals of core java. You’ll make a basic program on java and learn how to use Variables, strings and loops.

This is not a course that promises hi-fi, but endeavours to strengthen your fundamentals of Java.

Why need it

If you want to make programs for the web, then Java is the way. The main use of Java is in applets-the small java programs which are embedded in webpages. Java is also used for server side web programming-that is making web applications. This was the earliest mobile app making language, if you have an old mobile, it will be running on a java compiler.

As such, as more and more languages are made for mobiles, they will be based on Java and hence learning the fundamental language will make you more flexible as you go higher up the value chain.

Course goals

- Learn what Java is and how to program in it
- Learn to use variables, strings and loops
- You will have handled a simple layout manager
- You would have some practise with arrays, collections and I/O
- Some examples of applets and other components
- Run a basic Java program

Who can take it



Basic skills at handling computers and its keyboard is all that you need. If you have taken a course in C Programming or C++ that'll increase your learning curve hugely. Even if you have programmed a Macro in Excel or a little visual basic or JavaScript, that would also help.

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Course curriculum

1. Introduction

- Why Java?
- Flavors of Java
- Java Designing Goal
- Role of Java Programming in industry
- Features of java Language
- JVM- The heart of Java
- Java's Magic Byte code

2. Language Fundamentals

- Java Environment
 - Installing JDK and Eclipse IDE
 - Java Program Development
 - Java Source File Structure
 - Compilation
 - Executions
- Java Fundamentals
 - Data Types
 - Variables, keywords, Literals
 - Comments
 - Assignment ,Initialization

3. OOPs Concepts Introduction

- Introduction to Oops Concepts
 - Inheritance
 - Polymorphism
 - Abstraction
 - Encapsulation
- Class Fundamentals
 - Class, Object
 - Global variable and member variables
 - Static and final
 - Inner and Anonymous Class
 - Access Control Modifiers
 - Constructors

4. Array and String

- Defining of an Array
- Initializing and accessing an Array
- Multi-Dimensional Array
- Operation on String
- Mutable and immutable String
- Using Collection Bases loop for String
- Tokenizing a String
- Creating Strings using String Buffer

5. Oops in java

- Inheritance
 - Use of Benefits of inheritance in OOP
 - Types of inheritance in Java
 - Inheriting Data Member and Methods
 - Role of Constructors in inheritance
 - Overriding super Class methods

6. Packages and Wrapper Classes

- Organizing Classes and interfaces in Packages
- Package as Access Protection
- Defining Package

- Use of "Super"
- Polymorphism in inheritance
- Interfaces And Abstract Classes
 - Multiple Inheritance
 - Restrictions for Interfaces
 - Interface Vs Abstract
 - Relationship between classes

- CLASSPATH Setting for Packages
- Import and Static Import
- Naming Convention for packages
- What is Wrapper Class
- Why Wrapper
- How to handle wrapper Classes

7. Exception Handling

- What is Exception
- Types of Exception
- Exception Hierarchy
- Control Flow in Exception
- VM reaction to Exception
- Exception handling

8. Thread

- Understanding Threads
- Needs of Multi-Threaded Programming
- Thread Life-cycle
- Thread Priorities
- Synchronizing Threads
- Inter communication of Threads
- Critical Factor in thread Deadlock

9. The Collection Framework

- Collection of objects
- Collection Interfaces and Hierarchy
- List And Map
- Types of List
- Types of map
- Iterator
- Generics

10. JDBC Fundamentals

- Introductions to JDBC
- JDBC Drivers and architectures
- CURD operations using JDBC
- ODBC and other Drivers

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