



Syllabus

Java Programing

- Live Sessions (6 Month)
- Daily Recording provide
- MSBTE Syllabus
- MSBTE Model Solutions
- Exact Question Bank
- Regular Notes
- 100% guaranty of coding
- Completion Certificate

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01.

BASIC SYNTACTICAL CONSTRUCTS IN JAVA

1.1 Java features and the Java programming environment
1.2 Defining a class, creating object, accessing class members
1.3 Java tokens and data types, symbolic constant, scope of variable, typecasting, and different types of operators and expressions, decision making and looping statements
1.4 Arrays, strings, string buffer classes, vectors wrapper classes
1.5 Constructors and methods, types of constructors, method and constructor overloading, nesting of methods, command line arguments, garbage collection, visibility control: public, private, protected, default, private protected

02.

INHERITANCE, INTERFACE AND PACKAGES

2.1 Inheritance: concept of inheritance , types of Inheritance: single inheritance, multilevel inheritance, hierarchical inheritance, method overriding, final variables, final methods, use of super, abstract methods and classes
2.2 Interfaces: Define interface, implementing interface, accessing interface variables and methods, extending interfaces
2.3 Package: Define package, types of package, naming and creating package, accessing package, import statement, static import, adding class and interfaces to a package

03.

EXCEPTION HANDLING AND MULTITHREADING

3.1 Errors and Exception: Types of errors and exceptions, try and catch statement, throws and finally statement, built-in exceptions, throwing our own exception
3.2 Multithreaded programming : creating a thread: By extending to thread class and by implementing runnable Interface, Life cycle of thread: Thread methods, thread exceptions, thread priority and methods, synchronization

04.

EVENT HANDLING USING ABSTRACT WINDOW TOOLKIT (AWT) & SWINGS COMPONENTS

4.1 Component, container, window, frame, panel, use of AWT controls: labels, buttons, checkbox, checkbox group, text field, text area
4.2 Use of layout managers: flow Layout, border Layout, grid Layout, gridBag Layout, menu bars, menus, file dialog
4.3 Introduction to swing: Swing features, difference between AWT and Swing.
4.4 Swing components: Icons and Labels, TextField, ComboBox, Button, Checkbox, RadioButton
4.5 Advanced Swing Components: Tabbed Panes, Scroll Panes, Trees, Tables, Progress bar, tool tips
4.6 Introduction to Event Handling: The delegation Event Model: Event sources, Event listeners
4.7 Event classes: The action event class, the Item event class, the Key event class, the mouse event class, text event
4.8 Event listener interfaces: ActionListener ,ItemListener , KeyListener , MouseListener ,MouseMotion , TextListener

05.

BASICS OF NETWORK PROGRAMMING

5.1 Socket Overview: Client/Server , reserved Sockets , proxy servers , Internet Addressing
5.2 Java and the Net: The networking classes and interfaces, InetAddress : Factory Methods , Instance Methods
5.3 TCP/IP Client and Server Sockets, datagram sockets, datagram packets
5.4 The URL Class, URLConnection class

06.

INTERACTING WITH DATABASE

6.1 Introduction to JDBC, ODBC
6.2 JDBC architecture: Two tier and three tier models
6.3 Types of JDBC drivers, Class Class ,Driver Manager class, Connection interface, Statement interface, Prepared Statement interface, Result Set Interface