



CORE JAVA LANGUAGE SYLLABUS

Introduction to Core Java programming

- The Java Virtual Machine
- Variables and data types
- Conditional and looping constructs
- Arrays

Object-oriented programming with Java Classes and Objects

- Fields and Methods
- Constructors
- Overloading methods
- Garbage collection
- Nested classes

Inheritance

- Overriding methods
- Polymorphism
- Making methods and classes final
- Abstract classes and methods
- Interfaces

Exception handling with try-throw-catch-finally construct

- The Exception class

The Object class

- Strings
- String conversions
- Core Java Programming

Working with types: Wrapper classes

- Enumeration interface

Packages

- Package access
- Documentation comments

Applets

- Configuring applets
- Applet capabilities and restrictions



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

Threads

- Synchronisation

The I/O Package

- Input Stream and OutputStream classes
- Reader and Writer classes

Basic concepts of networking

- Working with URLs
- Concepts of URLs
- Sockets

