



JAVA:

Java could also be a programming language and a computing platform for application development. It is class-based, object-oriented, and designed to possess as few implementation dependencies as possible. Java was originally developed by James Gosling at Sun Microsystems (which has since been acquired by Oracle) and released in 1995 as a core component of Sun Microsystems' Java platform. It is almost like C and C++ but tons easier. You'll combine Java with plenty of technologies like spring, node Js, Android, Hadoop, J2EE, etc. to make robust, scalable, portable and distributed full-fledged applications. Java also promotes continuous integration and testing using tools like Selenium.

Java applications are typically compiled to bytecode which can run on any Java virtual machine (JVM) regardless of the underlying computer architecture.

Objectives:

- It must be simple, object-oriented, and familiar.
- It must be robust and secure.
- It must be architecture-neutral and portable.
- It must execute with high performance.
- It must be interpreted, threaded, and dynamic.

Concepts of JAVA:

- Java Language



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- Java Bytecode
- Java Virtual Machine (JVM)
- Java APIs
- Java Runtime Environment (JRE)
- Java Developer Kit (JDK)
- Java Code Conventions
- Java Standard Edition (JSE)
- Java Enterprise Edition (JEE)
- Java Application Servers
- Java Micro Edition (JME)
- Java Applets
- JavaFX
- Java Developer Community

Course Content:

- Introduction to Java Programming
- Stand-alone applications and servlets
- Compiling source code into byte code
- Overview of class libraries
- Object-Situated Programming with Java
- The object worldview



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- Encapsulation, legacy and polymorphism
- OO investigation and configuration: "Is an" and "Has a"
- Designing an OO application bit by bit
- Diagramming object structure with Brought together Displaying Language (UML)
- Java's item situated highlights
- Instantiating objects from classes
- Aggregation and piece
- Extending existing classes
- Overloading and abrogating strategies
- Structure of the Java Language
- Language grammar
- Declaring and instating factors
- Declaring and utilizing exhibits
- Up casting, down casting and auto boxing
- Flow control
- Invoking techniques and passing parameters
- Conditionals and circles
- Handling exemptions with attempt and catch



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- Defining classes
- Fields (example information)
- Methods (capacities)
- Abstract classes and interfaces
- Organizing classes with bundles and modifiers
- Composition versus legacy
- Building the segments of a Java program
- Leveraging generics with the assortments Programming interface
- Developing new classes
- Compiling and investigating
- Developing GUIs
- Foundations of UIs
- Basic GUI gadgets
- Event-driven programming
- Benefits of a convenient windowing library
- Java Establishment Classes (JFC)
- Creating Swing parts
- Adding Swing parts to compartments



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- Arranging Swing parts utilizing format administrators
- Dialogs and message boxes
- Event taking care of
- Registering occasion handlers
- Inner classes and top-level classes
- Storing and Recovering Information with Document I/O
- Java streams
- Streams, Peruses and Journalists
- Catching and tossing special cases
- Formatting content yield
- Files and indexes
- Reading and composing records
- Creating, erasing and renaming records
- Obtaining registry and record data
- Working with Social Databases
- JDBC database get to
- Leveraging the JDBC Programming interface
- Choosing database drivers



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- Connecting to a database
- Improving execution with arranged explanations and put away methods
- Submitting SQL proclamations
- Retrieving and handling results
- Java Improvement Apparatuses
- Java Improvement Unit (JDK)
- Compiler (javac)
- Javadoc utility
- Java Document (Container) utility
- Java Coordinated Advancement Conditions (IDEs)

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