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## Core Java Syllabus

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### Introduction

- Programming language Types and Paradigms.
- Computer Programming Hierarchy.
- History of JAVA
- Why Java?
- Flavors of Java
- Java Designing Goal
- Features of Java Language
- JVM
- The heart of Java
- Java's Magic Byte code

### 2. Language Fundamentals

- The Java Environment
- Installing Java.
- Java Program Development
- Java Source File Structure
- Compilation
- Executions.
- Basic Language Elements
- Lexical Tokens,
- Identifiers
- Keywords
- Literals
- Comments
- Primitive Data types

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- Operators
- Assignments.

### 3. Object Oriented Programming

- Class Fundamentals.
- Object & Object reference.
- Object Life time & Garbage Collection.
- Creating and Operating Objects.
- Constructor & initialization code block.
- Access Control, Modifiers, methods
- Nested , Inner Class & Anonymous Classes
- Abstract Class & Interfaces
- Defining Methods, Argument Passing Mechanism
- Method Overloading, Recursion.
- Dealing with Static Members. Finalize () Method.
- Native Method.
- Use of “this “reference.
- Use of Modifiers with Classes & Methods
- Design of Assessors and Mutator Methods
- Generic Class Types

### 4. Extending Classes and Inheritance

- Use and Benefits of Inheritance in OOP
- Types of Inheritance in Java
- Inheriting Data Members and Methods
- Role of Constructors in inheritance
- Overriding Super Class Methods.

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- Use of “super”.
- Polymorphism in inheritance.
- Type Compatibility and Conversion
- Implementing interfaces.

### 5. Package

- Organizing Classes and Interfaces in Packages.
- Package as Access Protection
- Defining Package.
- CLASSPATH Setting for Packages.
- Making JAR Files for Library Packages
- Import and Static Import
- Naming Convention For Packages

### 6. Exception Handling

- The Idea behind Exception
- Exceptions & Errors
- Types of Exception
- Control Flow In Exceptions
- JVM reaction to Exceptions
- Use of try, catch, finally, throw, throws in Exception Handling.
- In-built and User Defined Exceptions
- Checked and Un-Checked Exceptions

### 7. Array , String & Collection:

- Defining an Array
- Initializing & Accessing Array

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- Multi –Dimensional Array
    - Operation on String
    - Mutable & Immutable String
    - Using Collection Bases Loop for String
    - Tokenizing a String
    - Creating Strings using String Buffer
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