

JAVA SYLLABUS

INTRODUCTION AND ENVIRONMENT SETUP

- Background/history of java programming
- Current state of java
- Platform independence with java
- Setting up Java in you Operating System (Lab)
- Setting up IDE (Lab)

PROGRAMMING FUNDAMENTALS

This will go through the essentials of programming which are common in any programming language. This will help writing simple applications using Java.

- Code structure in Java
- The main class
- Looping
- Conditional branching
- Fundamental data types

USING JAVA LIBRARIES

This will introduce you ti the sea of Java API libraries by using few important libraries. You will be able to explore other APIs on your own.

- Introduction to Java API
- Using the Java Library
- Using Collection API: ArrayList, LinkedList
- Using Math API

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WEB-CLIENT SIDE

This will introduce you to the world of web programming. You will learn client side of the web technology stack. This will be foundation for next module.

- Basics of HTML
- Basics of JavaScript

Object Oriented Programming (OOP)

- Class
- Methods
- Polymorphism
- Inheritance
- Encapsulation