

OBJECT ORIENTED PROGRAMMING SYSTEM (OOP's)

OOPS: What is oops, Need, Scope of oops.

Basics: Basic Building Blocks Object, Message, Methods Concept of Class, Properties of Class and advantages of using Classes.

Encapsulation and Inheritance: Encapsulation, Abstraction and Information hiding Inheritance, Sub classes and Super Classes, abstract classes, Multiple inheritance.

OOPS Concepts: Modularity, Typing, Persisting, Concurrency, Polymorphism.

JAVA

Fundamentals of JAVA: Computer Basics, Simple Java Programming Language, Complex Java Programming Language, Flow Controls -if and while constructs do & for loops, switch break & continue statements, Oops.

Java Programming: Java Key Features, JVM Garbage Collection Security, Classes, Packages, Java API, Java Keywords Types and Arrays, Primitive Types Identifiers Ref. Variable, Objects Types Identifiers Ref. variable, Objects and Classes - Encapsulation, Polymorphism, Inheritance Constructors, Heterogeneous Collections, Advanced language features of JAVA, Overloading, Overriding, Abstraction, Inner classes, Wrapper classes, collection classes, Exceptions - Definitions, Handling Exceptions, Identifying common exceptions, JAVA GUI, AWT Package AWT Event Handling, Adapter Classes Layout Managers, Java Foundation Classes-Key features of JFC, Swing, JFrame, JApplet, Java Applets, Threads, Stream I/O and Files, Networking with JAVA.