



Java Training For Six Weeks

Java is a set of several computer software and specifications developed by Sun Microsystems, later acquired by Oracle Corporation that provides a system for developing application software and deploying it in a cross-platform computing environment. Java is used in a wide variety of computing platforms from embedded devices and mobile phones to enterprise servers and supercomputers. While less common, Java applets run in secure, sandboxed environments to provide many features of native applications and can be embedded in HTML pages. Java Training includes following modules:

TRAINING DURATION	42 Hrs / 6 Weeks / Customized
TRAINING CHARGE	12,000+ Service Tax

Java Training Modules

1. JAVA CURRICULUM JSE (JAVA STANDARD EDITION) Introduction to JAVA

- Understanding Requirement: why JAVA
- Why java important to the internet
- JAVA on LINUX platform

2. INTRODUCTION TO JAVA VIRTUAL MACHINE

- Java Virtual machine Architecture
- Class loading process by class loaders
- Role of Just In time complier (JIT)
- Execution Engine

3. AN OVERVIEW OF JAVA AND BUZZWORDS

- Data types , Variables ad array
- Operators
- Control statements
- Object oriented paradigms



- Abstractions
- The three OOP Principles(Encapsulation, inheritance, Polymorphism)

4. JAVA CLASSES AND OOP IMPLEMENTATION

- Class fundamentals
- Commands line arguments
- Learning Static Initializer
- Declaration of objects
- Instance variable Hiding
- Overloading and Overriding of Methods
- Understanding of Access Controls (private, public and protected)
- Learning Nested and Inner classes
- Dynamic method Dispatching
- Using Abstract classes
- Using final to prevent Overriding & Inheritance
- Garbage collection

5. PAKAGES AND INTERFACES

- Defining a package
- Understanding CLASSPATH
- Importing packages
- Defining and Implementing interfaces
- Abstract classes Vs Interfaces

6. EXCEPTION HANDLING

- Fundamental of Exception handling
- Types of exceptions
- Learning exceptions handlers
- Try and Catch
- Multiple catch Clauses



- Nested Try statements
- Throw , throws and finally

7. STRING HANDLING

- Learning String Operation
- Learning character Extraction
- Learning string Comparison
- Understanding string Buffer Classes

8. NEW IN JDK 1.5

- Premain method , Object size
- Generics
- Annotations
- Vargs
- Static Import
- For each

9. WINDOWS PROGRAMMING

- Swing
- Introduction to JFC
- Controls

10. Event delegation Method

- Event Classes
- Event listeners

11. APPLETS

- Applet Basics
- Architecture and skeleton
- Simple applet Display Methods
- The HTML Applet Tag



12. INTRODUCTION TO EVENT HANDLING

- Event Delegation Method
- Event classes
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- Adapter classes

13. Multi threaded Programming

- The java thread model
- Creating a thread: Extended Thread and Implementing Runnable
- Creating multiple Thread and Context Switching
- Synchronization: methods and statements
- Inter thread Communication

14. MANAGING INPUT AND OUTPUT IN JAVA

- Introduction to I/O streams
- File handling
- Binary Streams
- Character stream
- Data streams
- Serialization

15. NETWORKING

- Introduction To Networking
- URL, InetAddress
- Socket And Server Socket
- Datagram socket

16. COLLECTION API

- Collection Overview
- The collection Interfaces (list, set , sorted set)



- The Collection classes (array list, Linked list, hash set, Tree Set)
- Accessing a collection via an Iterator
- Working with Maps

17. JEE (JAVA ENTERPRISE EDITION) Introduction to JAVA Introduction to J2EE Architecture Tier Architecture

- Single Tier
- Two Tier
- Three Tier
- N Tier

18. J2EE COMPONENTS

- Web components
- Business components

19. J2EE CONTAINERS

- Containers Type
- Containers Services

20. JDBC

- Introduction to JDBC
- JDBC Drivers
- Statements
- Metadata
- Scrollable & Updatable Result set
- Batch Updates

21. JAVA SERVLET

- Introduction to Web
- Programming
- Advantages to Servlet
- Servlet Lifecycle

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- Request Dispatching
- Session Tracking

22. REMOTE METHOD INVOCATION (RMI)

- Distributed Applications
- RMI Architecture
- Implementation

23. ENTERPRISE JAVA BEANS (EJB-3.0)

- Java Persistence API
- Introduction
- Architecture
- Types of EJB
- SESSION BEANS
- Introduction
- State Management
- Life cycle
- Types
- Stateless
- State full
- ENTITY BEANS
- Introduction
- Persistence
- Lifecycle
- Types
- Container management Persistence (CMP)
- Introduction
- Primary key classes
- EJB method
- EJB QL



- Syntax
- Clauses
- Bean Management Persistence (BMP)
- Introduction
- Implementation
- EJB Relationships
- JAVA MALL API
- ANT SCRIPT. BUILD XML
- PAKAGING AND APPLICATIONS

24. PHP Syntax

- Why design patterns?
- Front controller
- Composite view
- Session façade
- Service Locator
- Data Access Object
- Value object
- Message façade

25. Deployment

- Introduction to Struts 2.0

26. Utilities

- My Eclipse 8.0
- variable
- Net Beans 6.5

27. WEB SERVER

- Apache Tomcat 6.0



28. APPLICATION SERVER

- Bea's Web logic 10.0
- Boss 4.0
- Ibm's webspere

TRAINING SCHEDULE - Please contact us for latest training schedule

TRAINING MODE

We give flexible learning options to trainees

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CONTACT DETAILS

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