# CORE JAVA

1. Introduction:
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    2. Differences between java and others
    3. Java Features
    4. Java Naming Conventions
    5. Java Programming Format
2. First Java Application Development:
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    3. Java Application and Java File Saving.
    4. Compile Java File
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    3. Literals
    4. Keywords /Reserved Words
    5. Operators
4. OOPS:
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        2. Structured Programming Languages
        3. Object Oriented Programming Languages
        4. Aspect Oriented Programming Languages
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        4. Abstraction
        5. Inheritance
        6. Polymorphism
        7. Message Passing
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    7. Accessor Methods VS Mutator Methods
    8. Syntax to create an object
    9. Immutable Objects VS Mutable Objects
    10. Object Vs Instance
    11. Constructors
        1. Default Con.
        2. User defined con.

1. 0-arg-con.
2. Param-con.

12. Instance Context
    1. Instance variable
    2. Instance method
    3. Instance block.
13. This keywords
    1. To refer to the current class variable.
    2. To refer to current class methods.
    3. To refer to current class blocks.
    4. To return current class objects.
14. Static keyword
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    2. Static method
    3. Static block
    4. Static import
15. Main () method
    1. Public static void main (String [] args)
    2. Why public?
    3. Why static?
    4. Why void?
    5. Why main
    6. Why String [] as parameter?
    7. Is it possible to overload main (-) method?
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    9. Is it possible to provide more than one main (--) method with in a single java appl?
    10. Is it possible to execute any java application without using main method?
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21. Associations in Java
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22. Inheritance and Types of inheritances

        1. Single
        2. Multiple
        3. Multilevel
        4. Hierarchical
        5. Hybrid.
    23. Static flow in inheritance
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    27. PolyMorphism
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    30. Abstract class Vs concrete Class
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    5. Executable Jar files
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8. String manipulations:
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    3. String Builder
    4. String tokenizer
9. Exception Handling:
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    2. Exception Def.
    3. Types of Exceptions
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        2. User defined Exceptions
    4. Checked Exception VS Unchecked Exception
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    5. Throw Vs throws
    6. try-catch-finally
    7. Custom Exceptions
    8. Java7 Features in Exception Handling
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        2. Multi catch block.
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    2. Single Processing Mech. Vs Multi Processing Mech.
    3. Single Thread model And Multi Thread Model
    4. Thread Design
        1. Extending Thread class
        2. Implementing Runnable interface.
    5. Thread lifecycle
        1. New/Born
        2. Runnable
        3. Running
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    6. Thread class library
        1. Sleep ()
        2. Join ()
        3. Yield ()
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    7. Daemon Thread
    8. Synchronization
    9. Inter Thread communication
        1. Wait ()
        2. Notify ()
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