ipsr solutions ltd
redefining excellence

Syllabus

#Learn_from_Home

Java SE Programmer

Course Code: LFH/Java/01

Duration: 60 hours

Course Syllabus

INTRODUCTION

This industry oriented course is developed by both the Software development division & Training division of **ipsr solutions limited**. IPSR is **a public limited IT company** with 20 years of expertise in Software product development, Training services, Placement services & Digital Marketing services. During the past 2 decades, IPSR has trained candidates from **50+ countries** and helped **40000+ candidates** to build their IT career. Our IT services division is a pioneer in development of **Academic solution products**, incorporating cutting edge technologies like Artificial Intelligence, Data Analytics and Machine learning. Live industry experts from this IT division contribute a major role in delivering this course. Our placement division is having **1500+ placement tie-up companies** and we are conducting recruitment on all days.

The Course curriculum is designed and developed by a team of expertise panel lead by following academicians

- **Dr. Mendus Jacob, M.Sc., M.Phil., Ph.D., MIoD**
  - M.D & C.E.O - IPSR & Valin Technologies, U.K.
  - Director - MCA, Marian College, Kuttikkanam (Autonomous)
  - Former Director of School of Applicable Mathematics, M.G. University.
  - Academician and Entrepreneur with 30+ years experience
- **Dr. Sunil Job K.A, M.Sc, M.Ed, M.Phil, Ph.D., RHCE**
  - Chief of Academic Solutions - IPSR
  - Former college Principal and a Specialist in Data Analytics & Machine Learning
  - Blogger and a Resource person for National conferences
  - Academician with 25+ years experience

What you'll learn

Java Fundamentals, OOPS, Arrays, Strings, Generics & Collections, Exception Handling & Assertions, Functional Interface and Lambda Expressions , Migration to a Modular Application, Java Stream API, I/O Fundamentals and NIO2, Concurrency, Database programming with JDBC

Description

The "Java SE Programmer" course covers the skills required by a Java SE Programmer or JAVA SE Develeoper

Course Outcome (CO)

While successfully completing this course, the learner will be able to:

- ➔ Create Java standalone applications.
- ➔ Create Java multithreaded applications
- ➔ Do Database programming using MySql and JDBC

What does this course give you?

The "Java SE Programmer" course covers the skills required by a Java SE Programmer

Course content

1. **Understand Java Technology and Environment**
   - Describe Java Technology and the Java development environment
   - Identify key features of the Java language
2. **Create a simple java program**
   - Create an executable Java program with a main class
   - Compile and run a Java program from the command line
   - Create and import packages
3. **Working with Java Primitive Data Types**
   - Declare and initialize variables (including casting and promoting primitive data types)
   - Identify the scope of variable
   - Use local variable type inference
4. **Using Operators and Decision Constructs**
   - Use Java operators including the use of parenthesis to override operator precedence
   - Use Java control statements including if, else, and switch
   - Create and use do/while, while and for loops, including nested loops, use break and continue statements
5. **Describing and Using Objects and Classes**
   - Declare and instantiate Java objects, and explain objects' lifecycles (including creation, dereferencing by reassignment, and garbage collection)
   - Define the structure of a Java class
   - Read or write to object fields

6. Creating and Using Methods

- Create methods and constructors with arguments and return values
- Create and invoke overloaded methods
- Apply the static keyword to methods and fields

7. Applying Encapsulation

- Apply access modifiers
- Apply encapsulation principles to a class

8. Reusing Implementations Through Inheritance

- Create and use subclasses and superclasses
- Create and extend abstract classes
- Enable polymorphism by overriding methods
- Utilize polymorphism to cast and call methods, differentiating object type versus reference type
- Distinguish overloading, overriding, and hiding

9. Working with String APIs

- Create and manipulate Strings
- Manipulate data using the StringBuilder class and its methods

10. Working with Java Arrays

- Declare, instantiate, initialize and use a one-dimensional array
- Declare, instantiate, initialize and use two-dimensional array
- Use for each loop

11. Final & Nested Classes

- Create and use final classes
- Create and use inner, nested and anonymous classes
- Create and use enumerations

12. Programming Abstractly Through Interfaces

- Create and implement interfaces
- Distinguish class inheritance from interface inheritance including abstract classes
- Create and use interfaces with default methods
- Create and use interfaces with private methods

13. Exception Handling and Assertions

- Describe the advantages of Exception handling and differentiate among checked, unchecked exceptions, and Errors
- Create try-catch blocks and determine how exceptions alter program flow
- Create and invoke a method that throws an exception
- Use the try-with-resources construct
- Create and use custom exception classes
- Test invariants by using assertions

14. Generics and Collections

- Use wrapper classes, autoboxing and autounboxing
- Create and use generic classes, methods with diamond notation and wildcards
- Describe the Collections Framework and use key collection interfaces
- Use Comparator and Comparable interfaces
- Create and use convenience methods for collections

15. Functional Interface and Lambda Expressions

- Define and write functional interfaces
- Create and use lambda expressions including statement lambdas, local-variable for lambda parameters

16. Built-in Functional Interfaces

- Use interfaces from the java.util.function package

- Use core functional interfaces including Predicate, Consumer, Function and Supplier
- Use primitive and binary variations of base interfaces of java.util.function package

17. Understanding Modules

- Describe the Modular JDK
- Declare modules and enable access between modules
- Describe how a modular project is compiled and run

18. Migration to a Modular Application

- Migrate the application developed using a Java version prior to SE 9 to SE 11 including top-down and bottom-up migration, splitting a Java SE 8 application into modules for migration
- Use jdeps to determine dependencies and identify ways to address the cyclic dependencies

19. Java Stream API

- Describe the Stream interface and pipelines
- Use lambda expressions and method references

20. Lambda Operations on Streams

- Extract stream data using map, peek and flatMap methods
- Search stream data using search findFirst, findAny, anyMatch, allMatch and noneMatch methods
- Use the Optional class
- Perform calculations using count, max, min, average and sum stream operations
- Sort a collection using lambda expressions
- Use Collectors with streams, including the groupingBy and partitioningBy operations

21. I/O (Fundamentals and NIO2)

- Read data from and write console and file data using I/O Streams
- Use I/O Streams to read and write files
- Read and write objects by using serialization
- Use the Path interface to operate on file and directory paths
- Use the Files class to check, delete, copy or move a file or directory
- Use the Stream API with Files

22. Concurrency

- Create worker threads using Runnable, Callable and use an ExecutorService to concurrently execute tasks
- Use java.util.concurrent collections and classes including CyclicBarrier and CopyOnWriteArrayList
- Write thread-safe code
- Identify threading problems such as deadlocks and livelocks

23. DBMS – MySQL

- MySql datatypes
- CRUD operations
- Subquery
- Join
- Aggregate functions
- Procedures

24. Database Applications with JDBC

- Connect to databases using JDBC URLs and DriverManager
- Use PreparedStatement to perform CRUD operations

- Use PreparedStatement and CallableStatement APIs to perform database operations

25. Annotations

- Describe the purpose of annotations and typical usage patterns
- Apply annotations to classes and methods
- Describe commonly used annotations in the JDK
- Declare custom annotations

26. Localization

- Use the Locale class
- Use resource bundles
- Format messages, dates, and numbers with Java

Contact Us

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