

SIX WEEKS TRAINING IN ADVANCED JAVA



Windows Programming:

- Introduction to GUI Programming
- Introduction to Frames
- Various component classes
- Creating Frames & Components in Java
- Invoking Properties & methods of components
- Overview of awt components

Swings Programming

- Introduction to Swings
- Layout Managers
- Swings Vs AWT in Java
- GUI Programming using Swings

Event Handling

- Event handling mechanism in Java
- Event Listeners & Event Handlers
- Handling mouse & keyboard listeners
- Using MouseListener & MouseMotionListener

Packages & Exception Handling

- Packages in Java
- Importing packages
- Creating User defined packages
- Exception Handling
- Built-in Exceptions
- User defined Exceptions

Multithreading in Java

- Multithreading Concept
- Implementing multithreading in Java
- Thread Life Cycle
- Thread Priorities
- Thread Synchronization



Applet Programming

- Applet Introduction
- Applet Life Cycle
- Creating Web pages using Applet
- Handling Events on Applet

I/O Programming

- I/O Introduction
- Byte Streams & Character Streams
- Reading & Writing data
- Object Serialization & Deserialization

Socket Programming

- Client Server Architecture
- Protocols Overview
- Client Server communication using TCP/IP

Collections Framework

- Introduction to java.util package
- Various classes & interfaces
- Vector, Stack & Hashtable classes

JDBC Programming

- JDBC API
- JDBC Architecture
- Classes & Interfaces of JDBC API
- Creating JDBC application
- Managing database transactions

Advanced JDBC Programming

- Creating applications using PreparedStatement object
- Creating and calling stored procedures in JDBC
- Using Metadata in JDBC
- ResultSetMetaData & DatabaseMetaData interfaces