

Chapter 1: Object Oriented Programming

You will learn:

- Features/facilities of creating a class in Java.
- Defining class and its members.
- Scope and lifetime.
- Managing Inheritance in Java.
- Overriding method.
- Super object.
- Cloning objects.
- Writing abstract classes and methods.

Chapter 2: Java Archive File Format

You will learn:

- Archiving multiple files into JAR file(s).
- JAR tool.
- JAR command options.
- Running JAR-packed software.

Chapter 3: Collections

You will learn:

- Collections hierarchical relationships.
- Various types of collections.
- Benefits of each collection.
- Coding the interfaces, group operations, and methods.
- Coding programs to search based on a key.
- Coding programs to sort and search a collection.
- Traversing a collection.

Chapter 4: UI with JFC

You will learn:

- Features and advantages of using Swing - JFC.
- Containers and layers.
- Creating child components in the container.
- Coding the various layout options.
- Handling events under Swing.
- Using border and layouts.
- Adding items to a pane.
- Coding and handling a menu bar.
- Structure of a swing program.

Chapter 5: UI with JFC - Advanced Topics

You will learn:

- Invoking a dialog.
- Coding components as buttons, labels, text, and tables.
- Handling events for each component.
- Using the table and tabbed components.
- Coding list and combo boxes.

Chapter 6: Input/Output with Streams

You will learn:

- Class of streams and its hierarchy.
- Coding programs with the OutputStream, InputStream, and PrintStream.
- Coding programs to do sequential and random I/O.
- Implementing pipes with streams.

Chapter 7: JDBC

You will learn:

- Database connectivity issues.
- JDBC.features/facilities.
- JDBC and other connectivity API comparisons.
- Connection models.
- JDBC URLs.
- SQL and Java data types.

Chapter 8: Debugging

You will learn:

- Printing a stackTrace.
- Debugging in Java.
- Features of a debugger.
- Debug programs with a command line or interactive debugger.
- Different type of bugs.

Chapter 9: Systems Resources

You will learn:

- Coding with the system class.
- System I/O streams.
- Retrieve and set system properties.
- Force the system to do finalization.

Chapter 10: Threads and Sockets

You will learn:

- Coding a multithreaded program.
- Starting and synchronizing threads.
- When a thread is runnable or not runnable.
- Customizing a thread run method.
- Creating a client/server socket program.