

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.

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Chapter 4: UI with JFC
You will learn: <ul style="list-style-type: none">• 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: <ul style="list-style-type: none">• 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: <ul style="list-style-type: none">• 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: <ul style="list-style-type: none">• Designers' features.• 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: <ul style="list-style-type: none">• 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: System Resources
You will learn: <ul style="list-style-type: none">• Coding with the system class.• System I/O streams.• Retrieve and set system properties.• Force the system to do finalization.
Chapter 10: Threads and Recovery
You will learn: <ul style="list-style-type: none">• Coding Struts and JSF.• 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.

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