

Full Stack Java Developer

Duration: 90 hours

Batches: Weekdays/ Weekend

Gating Started with HTML 5

- Overview of what's new in HTML5
- Doctype
- Charset
- New structures / tags
- Inline Elements
- Html Tags
- Support for dynamic pages
- Form types
- Deprecated code
- Current browser / platform support
- Importance of the Document Object Model (DOM)
- Using the new HTML5 Tags
- Defining page structure using the new HTML 5 tags
- New HTML5 Elements
- Embedding rich content with multimedia elements
- Borders and Box Effects
- Transitions, Transforms, and Animations
- Layout: Columns and Flexible Box

Images, Audio, and Video

- Adding Images Using the Element
- Using Images as Links
- Choosing the Right Image Format

Introducing CSS 3

- Adding Images Using the Element
- Introducing CSS
- Where You Can Add CSS Rules
- CSS Properties
- Controlling Text
- Text Formatting
- Text Pseudo-Classes
- Styling Text
- Selectors
- Lengths
- Introducing the Box Model
- Creating a Style Sheet for Code

Java Scripts Concepts

- What Is Programming About?
- JavaScript Language Essentials
- How to Add a Script to Your Pages
- Create an External JavaScript
- The Document Object Model
- Starting to Program with JavaScript
- Variables
- Operators
- Functions
- Conditional Statements
- Looping
- Events Handlings
- Built-in Objects
- Writing JavaScript
- Interacting with Users
- Building Smarter Forms
- Working with Dates and Times

- Real World Applications of JavaScript

- Using Eclipse

Angular JS

- Angular 5 basics
- Using Custom Components
- What is Data binding?
- Components & Data binding Deep Dive
- Directives Deep Dive
- Using Services & Dependency Injection
- Changing Pages with Routing
- Understanding Observables
- Handling Forms in Angular Apps
- Introduction to the Reactive Approach
- Using Pipes to Transform Output
- Making Http Requests
- Authentication & Route Protection in Angular Apps
- Deploying an Angular App
- Typescript Introduction

Data types and Variables

- Primitive Data types, Declarations
- Variable Names
- Numeric Literals, Character Literals, String formatting and parsing, String Literals,
- Arrays, Non-Primitive Data types,
- Page Life Cycle
- The Dot Operator

Methods

- Methods
- Calling Methods
- Defining Methods
- Method Parameters
- Scope
- Method Parameters
- So, Why All the static?

Core JAVA

Object Oriented Programming (OOPS) concepts

- Advantages of OOPS
- OOPS concepts and terminology
- Fundamentals of OOPS

Core Java Programming Introduction of Java

- What is Java?
- How to Get Java
- A First Java Program
- Compiling and Interpreting Applications
- The JDK Directory Structure

Operators and Expressions

- Expressions
- Operators Relational Operators Logical Operators
- Increment and Decrement Operators
- Operate-Assign Operators (+=, etc.)
- The Conditional Operator
- Operator Precedence
- Implicit Type Conversions
- The Cast Operator

Control Flow Statements

- Conditional (if) Statements
- Data types and Variables

- Adding an else if
- Conditional (switch) Statements while and do-while Loops
- for Loops
- A for Loop Diagram
- Enhanced for Loop
- The continue Statement
- The break Statement

Object – Oriented Programming

- Introduction to Object-Oriented Programming
- Object class
- Classes and Objects
- Fields and Methods
- Encapsulation
- Access Control
- Inheritance
- Polymorphism

Objects and Classes

- Defining a Class Creating an Object
- Instance Data and Class Data
- Methods Constructors
- Access Modifiers
- Encapsulation

Using Java Objects

- Object class
- Strings, String Builder and String Buffer Methods
- Parameter Passing
- Destroying Objects

Inheritance in Java

- Inheritance
- Method Overriding
- Polymorphism
- super

Packages

- The import Statement
- Creating packages
- Static Imports
- Packages Package Scope

Exception Handling

- Exceptions Overview
- Catching Exceptions
- The finally Block
- Exception Methods
- Declaring Exceptions
- Defining and Throwing Exceptions

Introduction to Threads

- Non-Threaded
- Applications Threaded
- Applications Creating Threads
- Thread States
- Runnable Threads
- Thread Methods
- Runnable Interface

Input/output Streams

- Overview of Streams
- Bytes vs. Characters
- Converting Byte Streams to Character Streams
- File Object
- Binary Input and Output
- PrintWriter Class
- Reading and Writing Objects
- Basic and Filtered Streams

Collection Framework

- The Collections Framework
- The Set Interface
- Set Implementation Classes

- The List Interface
- List Implementation Classes

Interfaces and Abstract Classes

- Separating Interface and Implementation
- Defining Interfaces
- Implementing and Extending
- Interfaces
- Abstract Classes

Applet

- Life Cycle of an Applet
- A "Hello, World" Applet

Advanced JAVA

Collections

- Collection Interfaces
- Concrete Collections
- The Collections Framework

Networking

- Internet
- Addressing
- InetAddress
- Factory Methods
- Instance Methods
- TCP/IP Client Sockets
- URL & URL Connection
- TCP/IP Server Sockets
- Datagrams

JDBC

- 1Creating a Database and tables
- Getting Information from Database
- Obtaining Result Set Information
- Connecting a Java program to a

Database

- Prepared Statements & Statement Classes in Java
- Inserting, Updating & Deleting Table data

Web Components –Servlets

- What is a web application
- Java servlets
- What is a Servlet
- Servlet Lifecycle
- Servlet Context
- Session management
- Building the first Servlet

Java JSP

- What is a JSP PAGE?
- Basic HTML Tags
- JSP Tag library
- JSP Page Life-cycle
- Creating the first Dynamic web page using JSP
- MVC architecture, 3 - tier architecture