

GETP

JAVA DEVELOPER

Chapters & Strategies	Topics	
1)	Introduction to Java/J2ee/j2me	<ul style="list-style-type: none"> • Introduction to Core Java • Introduction to Advanced Java • Introduction to Mobile Java • Introduction to Eclipse and NetBeans IDE
2)	Java Architecture	<ul style="list-style-type: none"> ▪ Java Classes ▪ Java Virtual Machine ▪ ByteCode ▪
3)	Java Environment	<ul style="list-style-type: none"> ▪ How to get Java ▪ Installing Java ▪ Configure Java for J2SE/J2EE/J2ME ▪ Compilation ▪ Execution ▪
4)	Getting Started for (J2SE/J2EE/J2ME)	<ul style="list-style-type: none"> ▪ Setting up the java environment ▪ Program Life Cycle ▪ Creating your First Java Program ▪ Setting up Launch Configuration ▪ Running and Debugging Application ▪ Understanding the Hello World program ▪

- Introduction to Java
- Main() and Command line argument
- Variable and Expressions
- Operators
- Arrays
- Flow Control
- Looping
- Functions
- Package
- Objects and Classes
- Polymorphism
- Inheritance
- Interfaces and Abstract Classes
- Exception Handling
- Multithreading
- Input/output Programming
- Applets
- Introducing Java.lang
- Introducing Java.util
- Collection Framework
- Serialization
- Generics
- Reflection
- Networking
- Event Handling
- Introducing AWT
- Swing
- JDBC

5)

CORE JAVA Programming (J2SE)

6)	Advanced JAVA Programming (J2EE)	<ul style="list-style-type: none"> ▪ Introduction to Advanced Java ▪ J2EE Multitier Architecture ▪ Foundation: HTML, XHTML, XML ▪ XML Processing ▪ Tomcat Server ▪ Java Servlet ▪ JavaServer Pages ▪ EJB ▪ Struts ▪ Springs ▪ Java Server Faces ▪ Hibernate ▪
7)	Mobile Programming (j2ME)	<ul style="list-style-type: none"> ▪ Introduction to J2ME ▪ J2ME Architecture ▪ J2ME best Practices and Patterns ▪ J2ME User Interface ▪ J2ME Data Management ▪ Personal Information Manager ▪ Networking and Web Services ▪
8	PROJECT	<ul style="list-style-type: none"> ▪ Project Working