



Java Programming Course Syllabus

Introduction to Java

- Writing and executing a basic Java program
- Data types, variables, and constants

Control Structures

- Conditional statements
- Looping structures
- Break and continue statements

Arrays and Strings

- Single-dimensional and multi-dimensional arrays
- String manipulation and methods
- Array lists and collections

Object-Oriented Programming (OOP) Concepts

- Classes and objects
- Constructors and methods
- Inheritance and polymorphism
- Encapsulation, abstraction, and interfaces

Exception Handling

- Understanding exceptions and errors
- Handling exceptions using try-catch blocks
- Throwing and creating custom exceptions

GUI Programming with Swing

- Introduction to Graphical User Interfaces (GUIs)
- Creating basic GUI components (buttons, labels, text fields)
- Event handling and listeners

Final Course Outcomes

- Hands on experience with real time projects
- Industry Recognized Certificate
- Placement Assistance