

Core Java

Chapter 1: Introduction to Java programming

The Java Virtual Machine
Variables and data types
Conditional and looping constructs
Arrays

Chapter 2: Object oriented programming with Java

Classes and Objects
Fields and Methods
Constructors
Overloading methods
Garbage collection
Nested classes

Chapter 3: Inheritance

Overriding methods
Polymorphism
Making methods and classes final
Abstract classes and methods
Interfaces

Chapter 4: Exception handling

with try-throw-catch-finally
constructs
The Exception class

Chapter 5: The Object class

Cloning objects
The JDK LinkedList class
Strings,
String conversions

Chapter 6: Working with types: Wrapper classes

Enumeration interface

Chapter 7: Packages

Package access

Documentation comments

Chapter 8: Applets

Configuring applets

Applet capabilities and restrictions

Chapter 9: Basics of AWT and Swing

Layout Managers

Event Handling

The Action Listener interface

Panels

Classes for various controls, such as label, choice, list, Checkbox, etc.

Dialogs and frames

Using menus

Using the adapter classes

Graphics

Chapter 10: Threads

Synchronization

Chapter 11: The I/O Package

InputStream

and OutputStream classes

Reader and Writer classes

Chapter 12: Basic concepts of networking

Working with URLs

Concepts of URLs

Database connectivity with JDBC