

Workshop	
Name	Synergetics - Standard -Java SE-7
Duration	7 days
Objective	 Key skills you will gain upon completion of this program include: Understanding & working with basic construct Working with Oops Application Development using Oops. Handling Errors and Exception Understanding and using in-built classes; Working with collections & choosing right collection in a scenario; Working with threads, and effectively using Concurrency API; Working with files, understanding and using important concepts like Serialization; Understanding and working with JDBC API for different databases;
0	 Understanding best practices and standards;
Participants' Entry Profile	The participants need not have any prior exposure to Java programming language. Prior familiarity with some other programming language (such as C++ or C) would be useful, but it is not mandatory. Knowledge and understanding of SQL and Procedures is mandatory.
Training Methodology	The workshop will follow Synergetics methodology of
- - -	Concept Visualization
	Active Experimentation
	Application Development.
	The workshop will be 100% Hands-On with each participant having access to system during the session

Web: http://www.synergetics-india.com
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Setup Requirements	
Hardware and Software	Participant's as well as Trainer's Machine are required to have :
Requirements	Hardware
	Intel Core i3 2.2 GHz
	CD Rom Drive
	80 GB HDD
	LCD Color Monitor
	2 GB RAM
	LAN Connectivity
	Software
	Windows XP or 7
	Internet Explorer 10 or above/Chrome/Firefox
	Java SDK 1.7.x
	Java Docs for 1.7.x
	JDBC Driver for Oracle (ojdbc6.jar)
	Oracle 10g/MS-SQL
	Eclipse 4.0.x onwards
	MS Office 2007 onwords
Training Lab	Whiteboard 6 feet by 4 feet (minimum)
Requirements	Whiteboard markers – Red, Blue, Green, Black
	Video Projector (1024 X 768 resolutions)

Page 2 of 6



Course Contents

Day 1

Getting started

- Introduction to Java
- Writing, compiling and running a program
- Platform Independency in Java
- Integrated Development Environment
- Some important terms in Java

Basic Language Constructs

- Naming conventions in Java
- Variables and data types
- Operators (arithmetic, assignment, relational, logical and bitwise)
- Promotion and demotion rules for operators
- Looping (while, do...while, for loops)
- Conditional statements (if...else..., switch case)
- break and continue statements
- Reference Variables
- Arrays
- New Features of Java 7
 - Switch with String
 - Underscore operator

Classes and Objects

- Classes and objects
- Access control
- Constructor and Init block
- Overloading
- Static methods and fields
- Garbage collection -finalize() method
- The toString method

Day 2

Association Relationship

- Association
- Aggregation
- Composition
- Relationship exercising using setters/constructors



> Extending Classes

- Inheritance
- Protected keyword
- Constructors in extended classes
- Overriding methods
- Polymorphism
- Making Methods and Classes Final

Abstract Classes

- Abstract classes and methods
- Extending abstract class
- Abstract class and Polymorphism

Day 3

Interfaces and Loose coupling

- **Declaring interfaces**
- Implementing interfaces
- **Extending interfaces**
- Loose coupling using interfaces

Nested Classes

- Inner classes
- Anonymous inner classes

Packages and imports

- Creating packages
- Naming packages
- Package Access
- Packages and class path
- Importing packages
- Static imports

Day 4

Exception Handling

- Checked exceptions
- Unchecked exceptions
- The "try-throw-catch" structure
- The "finally" clause
- **Custom Exception**
- **Exception chaining**



New Features of Java 7

- o Try with Resources
- AutoCloseable
- Catch Block Handling Multiple Exceptions

Some Useful In-Built Classes

- The Object class
- The String class
- The StringBuffer class
- The StringBuilder class

Wrapper classes and Auto-Boxing

- Enumeration
- Wrapper classes
- Auto Boxing and Un-Boxing

Day 5

Collections and Generics

- Dynamic Collections vs. Arrays
- Using Generics: Achieving type safety
- The Collections API
- The Collection<E> and List<E> Interfaces
- The ArrayList<E> and LinkedList<E> Classes
- Looping Over Collections: Iterable<E>
- Collecting Primitive Values: Auto-Boxing
- Iterators and the Iterator<E> Interface
- Maps and the Map<K,V> Interface
- Sorted Collections
- The SortedSet<E> and SortedMap<K,V> Interfaces
- The Collections Class Utility
- Bounded types and wildcard arguments
- New features of Java 7
 - o Automatic Type Inference during the Generic Instance Creation
- Best Practices with Collection

> The Input and Output Classes

- Types of Input and Output Streams
- Byte-based stream
- Character-based stream
- Reader and Writers
- PrintWriter



Day 6

Java Serialization

- The Challenge of Object Serialization
- Serialization API
- Serializable Interface
- ObjectInputStream and ObjectOutputStream
- The Serialization Engine
- **Transient Fields**
- Serialization in Inheritance

Threads and Concurrency utilities

- Understanding threads and Concurrency framework
- Creating worker thread and task
- Implementing Executor framework
- Thread life cycle
- Scheduling threads- Priorities, sleep(), join()
- Java Memory Model and Object Synchronization
- Synchronized block, method and Semaphore
- Deadlock

Day 7

> JDBC

- Understanding the JDBC basics
- Connecting to a database
- Working with MVC Design Pattern
- Database operations such as insert, update, delete
- **Prepared statements**
- Batch updates
- Stored procedures
- Working with ResultSet and RowSet classes

Logging, Packaging and Deployment

- Importance and need of Logging
- Configuring and Using Logger
- Logging levels
- Packaging of application
- The .jar structure
- Using Eclipse to package project
- Jar on class path

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