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Core JAVA Day Wise Break Up

Day	Module	Topic
Day 1	Module 1	An Overview of Java
Day 2-3	Module 2	Data Types, Variables, and, Arrays
Day 4-5	Module 3	Operators
Day 6-7	Module 4	Control Statements
Day 7-9	Module 5	Introducing Classes
Day 10-13	Module 6	A Closer Look at Method and classes
Day 14-16	Module 7	Inheritance
Day 17-20	Module 8	Packages and Interfaces
Day 21-23	Module 9	Exception Handling
Day 23-26	Module 10	String Handling
Day 27-30	Module 11	The applet Class
Day 31-33	Module 12	Event Handling
Day 34- 36	Module 13	Introducing the AWT: Working with Windows, Graphic, and Text
Day 37-45		Project Work



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Courses content

Module 1: An Overview Of Java

- **Object Orient Programming**
- **Entering Program**
- **Compiling the Program**

Module 2: Data Types, Variables, and Arrays

- **The Simple Types**
- **Integers**
- **Floating –Point Types**
- **Characters**
- **Booleans**
- **Variables**
- **Arrays**

Module 3: Operators

- **Arithmetic Operators**
- **Relational Operators**
- **Boolean Logical Operator**
- **The Assignment Operator**
- **The? Operator**

Module 4: Control Statements

- **Java's selection Statements**
- **Iteration Statements**
- **Jump Statements**

Module 5: Introducing Classes

- **Class Fundamentals**
- **Declaring Objects**
- **Assigning Object Reference Variables**
- **Introducing Methods**
- **Constructors**



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- **The this Keyword**

Module 6: A Closer Look at Methods and Classes

- **Overloading Methods**
- **Using Objects as Parameters**
- **Recursion**
- **Understanding static**
- **Introducing final**
- **Exploring the String Classes**

Module 7: Inheritance

- **Inheritance Basics**
- **Using super**
- **Method Overriding**
- **Using Abstract Classes**
- **Using final with Inheritance**

Module 8: Packages and Interfaces

- **Packages**
- **Interfaces**

Module 9: Exception Handling

- **Exception-Handling fundamentals**
- **Using try and catch**
- **Throw**
- **Throws**
- **Creating Your Own Exception subclasses**

Module 10: String Handling

- **The String Constructors**
- **String Length**
- **Special String Operation**
- **Character Extraction**
- **Modifying a string**



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Module 11: The Applet Class

- **Applet Basics**
- **Simple Applet Display Methods**
- **Requesting Repainting**

Module 12: The Delegation Event Model

- **Event Classes**
- **Event Listener Interfaces**

Module 13: Working With Frame Windows

- **Creating a Frame Window in an Applet**
- **Working With Graphics**
- **Working With Color**
- **Working With Fonts**
- **Managing Text Output Using Font Metrics**