JAVA PROGRAMMING CERTIFICATION

As per International Standards

UNICHRONE

Unichrone Training Advantages

- 3 Day Interactive Instructor-led Online/Classroom or Group Training
- Course study materials designed by subject matter experts
- Mock Tests to prepare in a best way
- Highly qualified, expert & accredited trainers with vast experience
- Enrich with Industry best practices and case studies and present trends
- Java Programming Training Course adhered with International Standards
- End-to-end support via phone, mail, and chat
- Convenient Weekday/weekend Java Programming Training Course schedule

UNICHRONE

About Unichrone

We are a professional training institute with an extensive portfolio of professional certification courses. Our training programs are meant for those who want to expand their horizons by acquiring professional certifications across the spectrum. We train small- and medium-sized organizations all around the world, including in USA, Canada, Australia, UK, Ireland and Germany.

Guaranteed Quality

Handpicked Trainers

Global Presence

Online Training Option

We've trained professionals across global companies

PHILIPS
AXCESS FINANCIAL PRODUCT MANAGEMENT
CLARIANT
AkerSolutions
WÜRTH
baycoat
DUPONT
DASHTI
GlobalSign
Triskele Labs
مصرف الراجحي Al Rajhi Bank
DHL
ARASCO أراسكو

EMERSON
accenture
VOLVO
AMA AMERICAN MEDICAL ASSOCIATION
sitel group
Signify
Atos
LEAR CORPORATION

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Importance of Java Programming Training

- Certification in Java Programming is considered to be a precious tool that any professional would want to possess. This credential confirms one's Java capability in concepts such as object-oriented programming, data structures, algorithms, and frameworks. Certified Java learners frequently know the syntax and tools of Java language and libraries available in this language. Java Programming Certification not only improves their reputation but also makes them eligible for a myriad of jobs in software development, web development, and other forms of enterprise applications.

- Java Programming Training focuses on providing an essential awareness of the essence of Java Programming in a nutshell. The course provides thorough knowledge of the basic concepts of Java Programming and the advanced features and libraries of Java. It pertains to all core topics, including data types and operators. Furthermore, the course aids aspirants with detailed information on exception handling and debugging techniques. This training helps professionals understand program control statements like If statements, Nested If statements, If Else-If-Ladder, and Switch statements.

ELIGIBILITY CRITERIA

- Aspirants need not meet any requirements to pursue Java Programming Training Course. However, having prior knowledge is beneficial.

WHO SHOULD ATTEND

- Any individual who wants to gain skills in Java Programming can enroll in the Java Programming Training course.

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JAVA PROGRAMMING CERTIFICATION ADVANTAGES

Syllabus of Java Programming Training

Lesson 01 – Java Fundamentals	
1.	What is Java?
2.	How did it all Begin?
3.	Change of Direction
4.	Java and the Internet
5.	Java and Program Solutions for the Internet
6.	What is Bytecode?
7.	Object-Oriented Programming
8.	Basic Program
9.	Variables and Code Block
10.	Semicolon and Braces
11.	Keywords and Identifiers

Lesson 2 – Data Types and Operators	
1.	Data Types
2.	Java's Primitive Types
3.	Integers
4.	Floating-Point Types
5.	Characters
6.	Boolean Type
7.	Instructions and Literals
8.	Variables
9.	Initialising Variables
10.	Variables - Blocks and Scopes
11.	Variables - Nested scope
12.	Operator
13.	Arithmetic, Relational, and Logical Operators
14.	Short-Circuit Logical Operators
15.	Assignment Operator
16.	Type Conversion
17.	Casting Incompatible Types

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Lesson 03 – Program Control Statements	
1.	Introduction to Program Control Statements
2.	If Statement
3.	Nested If Statements
4.	If-Else-If Ladder
5.	Switch Statement
6.	For Loop
7.	Variations on the for Loop
8.	Multiple Loop Control Variables
9.	Missing Pieces and The Infinite Loop
10.	Loops with No Body
11.	Declaring Loop Control Variables Inside the For Loop
12.	While Loop, Do-While Loop, and Java's Loops
13.	Break and Continue Statement

Lesson 04 – Classes, Objects and Methods	
1.	What is a Class?
2.	General Class Form
3.	Defining a Class
4.	How are Objects Created?
5.	Reference Variables
6.	Methods
7.	Returning from a Method
8.	Constructor and New Operator
9.	Garbage Collection
10.	Finalize and This Keyword

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Lesson 05 – Control Statements, Functions and Objects	
1.	Arrays
2.	One-Dimensional Arrays
3.	Two-Dimensional Arrays
4.	Irregular Array
5.	Multidimensional Array
6.	Length Member
7.	For-each Style for Loop
8.	Strings
9.	Operations on String
10.	Bitwise Operators
11.	? Operator

Lesson 06 – Date, Math and Cross-Browser Compatibility	
1.	Controlling Access
2.	Access Modifiers
3.	Pass Objects to Methods
4.	Passing an Argument
5.	Returning Objects
6.	Method Overloading
7.	Automatic Conversions
8.	Overloading Constructors
9.	Recursion
10.	Understanding Static and Quicksort
11.	Nested and Inner Classes
12.	Varargs

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Lesson 07 – Inheritance	
1.	Foundation Principles
2.	Constructors
3.	Using Super to Call Superclass Constructors
4.	Multilevel Hierarchy
5.	Superclass References and Subclass Objects
6.	Method Overriding
7.	Super Keyword in Overriding
8.	Dynamic Method Dispatch
9.	Abstract Classes and Methods
10.	Using Final and Object Class

Lesson 08 – Packages and Interfaces	
1.	Packages and Package Statement
2.	Finding Packages
3.	CLASSPATH
4.	Packages and Member Access
5.	Protected Members
6.	Importing Packages
7.	Interfaces and Implementing Interfaces
8.	Using Interface References
9.	Variables and Extending Interfaces
10.	Default Interface Methods
11.	Default Method Fundamentals
12.	Multiple Inheritance

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Lesson 09 – Exception Handling	
1.	Exception Hierarchy and Handling Fundamentals
2.	Using Try and Catch
3.	Handle Errors Gracefully
4.	Catching Subclass Exceptions
5.	Nested Try Blocks
6.	Using the Throw Statement
7.	Rethrowing an Exception
8.	Throwable
9.	Using Finally and Throws
10.	Exception Features and Try-with-Resources Statement
11.	Multi-Catch and Final Rethrow
12.	Java's Built-in Exceptions
13.	Creating Exception Subclasses

Lesson 10 – Using I/O	
1.	Introduction to Streams
2.	Byte and Character Streams
3.	Byte and Character Stream Classes
4.	Predefined and Using Byte Streams
5.	Reading Console Input
6.	Writing Console Output
7.	Reading and Writing Files
8.	Closing a File Automatically
9.	Try Statement
10.	Reading/Writing Binary Data
11.	Random-Access Files
12.	Using Character-Based Streams
13.	Methods Defined by Reader and Writer
14.	Console Input and Output
15.	How to Construct a BufferedReader?
16.	Reader Characters
17.	Console Output Using Character Streams
18.	File I/O Using Character Streams
19.	Type Wrappers and Numeric Strings

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Lesson 11 – Multithreaded Programming	
1.	Multithreading Fundamentals
2.	Thread Class and Runnable Interface
3.	Thread Class Methods
4.	Creating a Thread and Multiple Threads
5.	Determining When a Thread Ends
6.	Thread Priorities, Synchronization, and Communication
7.	Suspending, Resuming, and Stopping Threads

Lesson 12 – Enumerations, Autoboxing, Static Import and Annotations	
1.	Enumerations and its Fundamentals
2.	values() and valueOf() Methods
3.	Constructors, Methods, Instance Variables, and Enumerations
4.	Enumerations Inherit Enum
5.	Using Enumerations
6.	Autoboxing and Type Wrappers
7.	Autoboxing and Methods
8.	Autoboxing and Unboxing in Expressions
9.	Static Import and Annotations

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Lesson 13 – Generics	
1.	Generics Fundamentals
2.	Generic and Bounded Types
3.	Wildcard Arguments
4.	Bounded Wildcards
5.	Generic Constructors and Interfaces
6.	Raw Types and Legacy Code
7.	Diamond Operator
8.	Erasure and Ambiguity Errors
9.	Generic Restrictions

Lesson 14 – Swing	
1.	Origins of Swing
2.	MVC Architecture
3.	Components and Containers
4.	Top-Level Container Panes
5.	Layout Managers
6.	JButton
7.	Work with JTextField
8.	Create a JCheckBox
9.	Working with JList
10.	Handling Events
11.	Create Swing Applet

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Lesson 15 – JavaFX	
1.	Origins of JavaFX
2.	Launching JavaFX Application
3.	JavaFX Application Skeleton
4.	Compiling and Running JavaFX
5.	Label, Button, and Events
6.	Button Control
7.	CheckBox Control
8.	ListView Control
9.	Using ListView
10.	TextField Control
11.	Effects and Transforms

Exam Format of Java Programming Certification

Examination Format	
Exam Name	**Java Programming Exam**
Exam Format	Multiple Choice
Total Questions & Duration	50 Questions, 1.5 Hour
Passing Score	Minimum passing score of 70%
Exam Cost	Included in training fee

To get you fully prepared with the knowledge and skills for Java Programming, a training session at Unichrone gives immense importance to mock questions at the end of every module and problem-solving exercises within the session. Prepared by certified faculty, the practice tests are a true simulation of the Java Programming exam.

Contact Us

support@unichrone.com

https://unichrone.com/