

Core Java



SYLLABUS

```
mirror_mod.use_x = false
mirror_mod.use_y = True
mirror_mod.use_z = False
elif_operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True
```

```
#selection at the end -add back the des
mirror_ob.select= 1
modifier_ob.select=1
bpy.context.scene.objects.active = modifier
print("Selected" + str(modifier_ob)) # modi
    mirror_ob.select = 0
```



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1. Basics of java

- Machine , assembler and high level language
- Assembler and compiler
- Platform dependency and platform independence
- Command line argument
- Operators

2. Pattern Programming

3. Data Types

- Integer
- Float
- Character
- Boolean

Typecasting

A. Implicit

B. Explicit

- Wrapper class

4. Arrays

- Regular array
- Jagged array
- Advantages and disadvantages of arrays.

5. Strings

- Different ways of creating strings
- Internal implementation of strings
- String comparison
 - A. Using values
 - B. Using references
 - C. Ignoring case
- String concatenation

Built-in function

- contains()
- endsWith()
- indexOf()
- charAt()
- startsWith()
- substring()
- toLowerCase()

- toUpperCase()
- Immutable strings
 - String Buffer
 - String Builder
- String Tokenizer

6. Variables

- Instance variable
- Local variable

7. Methods

- Different Types of methods with examples

8. Constructor

- Default constructor and parameterized constructor
- Constructor overloading
- Constructor chaining
- Difference between constructor and method

9. Oops Concepts

- Overview of object orientation
- Class
- Object
- Method overloading
- Access specifier
- Encapsulation
 - Static
 - Use of static variable
 - Use of static block
 - Use of static method
- Inheritance
- Polymorphism
- Aggregation and Composition
- Abstraction
- Interface

10. Exception Handling

- Defining and throwing exception
- Custom exception handling
- Default exception handling
- Exception hierarchy

- Difference between errors and exception

11. Multithreading

- Single task operating system
- Multi task operating system
- Different ways of achieving multithreading
- Types of Thread
 - A. User thread
 - B. Daemon thread
- Different states of thread
- Disadvantages of multithreading

12. Synchronization

13. Collection

- Collection framework
- ArrayList()
- LinkedList()
- PriorityQueue
- ArrayDeque
- Maps
- Hashing
- Boxing and Auto-Boxing

14. Enum

15. Annotation