Internship Program

Java, J2EE , SQL & UI UX Design & Applications Development for Cloud with Microsoft Azure



This program will introduce students OPPS and JAVA along with database SQL server for develop web apps

Core Java

- OOPS Concepts
- String Handling
- Exception Handling
- Nested Classes
- Multithreading
- Synchronization
- Input and output
- Serialization
- Networking
- AWT and Event Handling

Adv java

JDBC

- Introduction to JDBC
- JDBC architecture
- java.sql Package
- Connection, Statement, ResultSet
- Prepared Statement
- Callable Statement
- Scrollable and Updatable ResultSet
- Batch Updates
- ResultSetMetaData
- Simple Transaction Management
- Four Levels of JDBC drivers, their pros & cons
- Features of JDBC 3.0/4.0

Servlets

- Need of Server-side Programming
- Introduction to Servlets
- Servlet Life Cycle
- javax. servlet package
- ServletConfig, Servlet Context, Servlet Response
- Supplying initialization parameters to Servlets
- Performing database operations in Servlets
- Include and forward mechanisms
- Applying filters to Servlets
- javax. servlet.http Package
- HttpServlet Life Cycle
- Http request methods GET vs POST
- HttpServletRequest, HttpServletResponse
- Dealing with Http headers & error codes
- Session Tracking, purpose
- Hidden form fields, Cookies
- Http Session, URL rewriting
- Event listeners
- Web application security

JSP

- Disadvantages of Servlets
- Introduction to JSP
- JSP Life Cycle

- Creating dynamic Web content with JSP
- Scripting elements
- Scriptlet
- Declaration
- Expression
- XML syntax for JSP elements
- JSP directives page, include and taglib
- JSP implicit objects
- JSP scopes
- Include and forward mechanism
- Using a Java bean in a JSP
- JSP Model 1 architecture
- JSP Model 2 (MVC) architecture
- Custom Tag Development
- Classic Tags, Simple Tags
- Error Handling in a JSP
- JSTL
- Expression Language
- Processing XML in a JSP

Ui UX Design

structuring content

Emphasizing the importance of starting design with content , which is most relevant to users

Creating layout in Figma app

To visualize concepts bearing in mind different device form factors, including designing responsive UI for mobile

Embedding fonts, icons and graphics

to prepare all the assets for prototyping stage and handover to developers

Prototyping interactions

creating interactive rapid prototype (no code behind) to be used in-browser as well as real device, optimizing for touch

Testing on a real device

sharing, testing and giving feedback on a working rapid prototype on your devices

Review of UI design tools

overview of the most commonly used apps used by User Interface designers on the market

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Project

Program Details

Training Duration :-Around 60 hrs of online blended session 10 hrs online e-learning for

fundamentals

25-30hrs Instructor lead Live session

15-20 hrs of self paced project work with 2-3 quidance session with expert.

With Microsoft

Exam AZ-900







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Training |Assessment | Certification |Mini Project



For Online registration please visit





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