1. Installing java and setting up path and class path
2. Simple java programs for reading keyboard inputs, Call by value, Call by reference, inheritance types, run-time Polymorphism
3. Implementing interfaces in a class
4. Creation of user defined packages
5. Writing user specific exceptions
6. Creation of window based GUI with frames and applets and handling various Event listeners
7. Example programs with threads
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9. Writing java program to retrieve web pages
10. Writing a java program to invoke a remote method
11. Creation of web pages with frames, lists, tables, forms and other controls
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15. Writing web based applications using Servlets and JSP with Sessions and Cookies