# Twitter Thread by Vikas Rajput





# Learn Core Java, in 30 days as an Absolute Beginner

## a roadmap...

Core Java can be Overwhelming, in the beginning!

Let's see what are those topics you should cover and what you can skip in Core Java.

- 1. Theoretical Concepts (2 days)
- Features of Java
- JVM, JRE & JDK
- Memory areas in Java
- Basics of how Garbage Collection Works.
- 2. OOP Concepts (3 days)
- Objects and Classes
- Inheritance
- Polymorphism
- Encapsulation

This topic forms the basis of your Java learning. Spent enough time on this topic and understanding it using real-world examples and some practicals.

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OOPs Concept in Java

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- 3. Primitives data types, Operators & Arrays (3 days)
- Various primitives/non-primitives data types, operators
- What is their use, How to use them
- Various sizes of data types
- Arrays, practice a few of its problems
- 2D/3D arrays and their use cases, practice a few problems
- 4. Packages and Access Modifiers (2 days)
- Default package, Normal package and its use case
- Various access modifiers and how they behave in different types of packages.
- Write a few programs to practice

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Java: Acess Modifiers

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(Cheatsheet Included)

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- 5. Conditional Statements and Loops (2 days)
- While/Do While
- For loops
- If/else conditions
- Switch case
- 6. Objects, Classes & Interface (4 days)
- Objects
- Abstract Class/Concrete Class
- Constructors, Methods
- Interface
- What is Inheritance through classes and interfaces
- Method Overloading/Overriding
- static, final keywords
- 7. Basics of Multithreading (2 days)
- What is threads, How do create them.
- Thread class, hierarchy
- Learn to create simple threads using Thread class and using Runnable.
- Various methods of Thread class

- Write some program to practice

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Java: Beginner Guide to Multithreading

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- 8. Exception Handling (3 days)
- Problem solved by Exception Handling
- Exception Hierarchy
- Checked/Unchecked Exception
- How to create custom exception
- throw, throws, throwable, try-catch, finally
- 9. Collections (5 days)
- Basics of Collections
- Classes/Interface with its hierarchy in Collection framework.
- All about List, Set & Map, their differences, internal data structures and internal working.
- Collections util class
- 10. Lambda & Streams (3 days)
- What are lambda functions & why is it introduced
- Functional Interface and Functional Programming
- Write programs to practice
- Streams API and its methods.
- Stream pipelines and their methods

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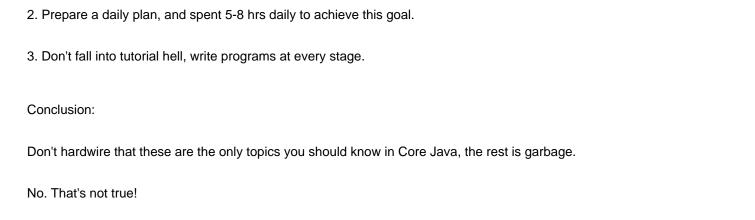
Java: Beginner Guide to Stream API

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#### Tips:

- 1. Skip these Topics:
- Advance Multithreading Concepts
- Swing/Applet
- Java. util package



- Java. io package

But as an absolute beginner, you should at least know this much while the rest of the topics you will discover as and when you need.