

Full Stack with Java Development

JavaCoders



www.codewithashu.in

Trainer : Ashutosh Pandey



Core Java Syllabus: Core Java Made Easy!! Learn more than 1000+ MCQ interview questions with latest versions of JDK. At the end of session you will master in core java.

1. Java Development Kit
2. Java Platform Independency
3. Object Oriented Programming Introduction
4. The 4 Object Oriented Principles
5. Encapsulation
6. Inheritance
7. Abstraction
8. Polymorphism
9. Building Blocks of a Java Program
10. Methods
11. Introduction to Java and OOPS
12. Installing Java
13. Installing Eclipse
14. Configuring JDK in eclipse
15. Downloading the completed projects
16. Create a Hello World Program
17. Hello World Explained
18. First Java Program
19. Static and Non Static Contexts
20. Static Blocks
21. Static Methods
22. Static Variables
23. Static Members
24. Non Static Members
25. Create Non Static Variables Blocks and Constructor
26. Static versus Non Static Blocks
27. Default Constructor

28. Create a object reference
29. Create object reference in a static block
30. Create a static reference directly
31. The this Keyword
32. Create a reference in a static method
33. Invoking a non static method
34. Static versus Non Static a Summary
35. Non Static Members
36. Data Type Introduction
37. Data Type In Action
38. Type Casting
39. Explicit Down casting
40. Up casting In Action
41. Type Casting In Action Beyond Range
42. Data Types
43. Variables
44. Wrapper Classes Introduction
45. Primitives and Objects
46. Primitives and String
47. String and Objects
48. Wrapper Type Constructors
49. Wrap up the wrapper types
50. Command Line Arguments
51. Wrapper Classes
52. Increment and Decrement Operators
53. Arithmetic Operators
54. String Concatenation Operator
55. Relational Operators
56. bitwise operators
57. short circuit operators
58. assignment operator

59. Ternary Operator
60. Operators and Assignments
61. Flow Control Statements Introduction
62. IF-ELSE
63. If Else Ladder
64. Switch
65. Switch Fall Through
66. While
67. Do-While
68. For Loop
69. Break
70. Labelled Blocks and Break
71. Continue
72. Flow Control Statements
73. Flow Control
74. Loops
75. More Programs - If Else Ladder
76. Switch
77. While Loop
78. Do While Loop
79. For Loop
80. Introduction to Access Modifiers
81. private
82. default
83. protected
84. Access Modifiers
85. Packages Introduction
86. Importing Packages
87. Using classes with the same name
88. Sub Packages
89. Java Lang Package

90. Naming the packages
91. Importing and Using In Built Classes
92. Packages
93. Create the Project and Package
94. Create the classes
95. Instantiate Organizer and Event
96. Create and use parameterized constructors
97. Single Inheritance
98. Multi Level Inheritance
99. Inheritance and Memory Allocation
100. Multi Level Inheritance and Constructors
101. Hierarchical Inheritance
102. Method Overriding
103. super Keyword
104. super Method
105. Constructor Chaining
106. Inheritance
107. Applying Inheritance to the Event Management Application
108. Create an abstract class
109. Main method in a abstract class
110. Extending an abstract class
111. Abstract and Other Modifiers
112. Create an interface
113. Interfaces versus Abstract Classes - A Summary
114. Abstraction
115. Final Classes and Variables
116. Final Methods
117. Marker Interfaces
118. Abstraction
119. More Programs - Methods and Variables in interfaces

120. Methods Signatures and multiple interfaces
121. Interfaces vs Abstract Classes
122. Compile Time Polymorphism Introduction
123. Compile Time Polymorphism In Action
124. Runtime Polymorphism
125. Runtime Polymorphism In Action
126. Interfaces
127. Using Interfaces
128. Object Casting
129. Polymorphism
130. More Programs - Overloading and Auto Promotion
131. Auto Promotions and Object Types
132. Overriding and Static Method
133. Variables and Overriding
134. Encapsulated Class
135. Advantages
136. Encapsulation
137. Encapsulation
138. Encapsulate the Event Management Application
139. Abstraction in Event Management Use case
140. Runtime Polymorphism in Action
141. Exception Handling Introduction
142. Exception while dividing numbers
143. Exception while parsing a String
144. ArrayIndexOutOfBoundsException
145. NullPointerException
146. Exception Class Hierarchy and Handling
147. Handling Exceptions
148. Multiple Catch Blocks
149. Exceptions and Inheritance
150. Handling Checked Exceptions

151. Using a finally block
152. Using a throws keyword
153. Using a throw keyword
154. Creating Custom Exceptions
155. Exception Handling
156. Assertions
157. Assertions Hands On
158. Exception Handling
159. Single Threaded Example
160. Multi-Threading in Action
161. Sleep Method
162. Join Method
163. Calculating Time
164. Thread Identity
165. Thread Priority
166. Implementing Runnable Interface
167. Yield Method Demo
168. Interrupt Method Demo
169. Synchronization
170. Synchronization Demo
171. Class Level Lock
172. Class Level Lock Demo
173. Synchronized Block
174. Synchronized Blocks Demo
175. InterThread Communication
176. InterThread Communication in Action
177. Multi-Threading
178. Disadvantages of traditional thread creation
179. Executor Framework Introduction
180. Implement CheckProcessorTask
181. Create a pool of threads

182. Callable and Future
183. Implement Callable
184. Use Future and read the result
185. Introduction to Garbage Collection
186. Basic GC Demo
187. Pushing the JVM Memory Limits
188. Requesting for Garbage Collection
189. Garbage Collection
190. Static Inner Classes With Static Members
191. Static Inner Classes With Non Static Members
192. Non Static Inner Classes
193. Accessing Outer Class Members
194. Local Inner Classes
195. Anonymous Inner Classes
196. Anonymous Connection Class
197. Anonymous Runnable Class
198. Inner Classes
199. Strings Introduction
200. Different ways to create a String
201. Strings and Wrapper Types
202. String Pooling
203. String Pooling In Action
204. Immutability in Action
205. Immutable Values
206. String Comparison
207. Object Comparison
208. String Methods
209. More String Methods
210. StringBuffer and StringBuilder
211. String Handling
212. IO Streams Introduction

- 213. Read a File Using FileInputStream
- 214. Copy A File using FileOutputStream
- 215. Using Reader And Writer
- 216. StringTokenizer
- 217. Count Words Using BufferedReader and StringTokenizer
- 218. Try with Resource Block
- 219. Serialization
- 220. Serialization In Action
- 221. Deserialization In Action
- 222. IO Streams
- 223. Arrays
- 224. Using Arrays
- 225. For-Each Loop
- 226. Arrays
- 227. Introduction to Object Clas
- 228. toString method
- 229. Overriding the toString method
- 230. hashCode
- 231. Override the hashCode method
- 232. Override the equals method
- 233. equals and hashCode Contract
- 234. Object Class Methods
- 235. Collections and Generis Introduction
- 236. List Introduction
- 237. ArrayList Hands On
- 238. Restricting the ArrayList Type
- 239. Inserting and Replacing Objects
- 240. addAll and contains Methods
- 241. size get and remove Methods
- 242. LinkedList
- 243. LinkedList Hands On

244. Set Introduction

245. Random class

246. Using HashSet

247. Different Set Classes

248. Iterator

249. TreeSet of Strings

250. TreeSet of StringBufferers

251. ListIterator

252. Comparable and Comparator

253. Create a StringBuffer Comparator

254. Sort Strings by Length

255. Sorting Objects

256. Create a Object Comparator

257. Map Introduction

258. HashMap Demo

259. LinkedHashMap Demo

260. IdentityHashMap Demo

261. WeakHashMap Demo

262. Queue Introduction

263. PriorityQueue Introduction

264. PriorityQueue In Action

265. NavigableSet Introduction

266. NavigableSet In Action

267. Navigable Map

268. Arrays and Collections Classes

269. Collections Sort

270. Using Custom Comparator

271. Binary Search

272. Reversing a List

273. Arrays sort()

274. Arrays sort using custom comparator

275. Arrays Binary Search

276. Array to List conversion

277. Generics

278. Generic class structure

279. Create your own Generic Class

280. Restricting Generic Type Parameters

281. Using multiple restrictions

282. Using Generic Method Parameters and Wild Cards

283. Wildcard and extends

284. Wildcard and super

285. Method level generic type parameters

286. Type Erasure

287. Collections with generics

288. Enum Introduction

289. Using a Enum

290. Values and Ordinal methods

291. Defining and using fields

292. Enums

293. Introduction to new features of JDK 1.8

294. Lambda Expressions

295. Functional Interfaces

296. Create a functional Interface

297. Create your first Lambda

298. Addition using Lambdas

299. Lambdas using Runnable Interface

300. Lambdas and anonymous classes

301. Default methods in interfaces

302. Diamond Problem and Default Methods

303. Predicates

304. Predicate handson

305. String Predicate

306. Passing Predicate to a method

307. Predicate Joins

308. Predicate Joins in Action

309. Functions

310. Function Hands On

311. Method Referencing using :: Operator

312. Method Referencing in action

313. Referencing an instance method

314. Referencing a Constructor

315. Streams Introduction

316. Filter Even Numbers Using Streams

317. Convert Strings to Lower Case using streams

318. Other Methods on the Stream

319. What is a Virtual Machine?

320. Components of a JVM

321. How Class Loaders Work

322. Types of class loaders

323. Dynamic Class Loading In Action

324. Class is loaded only once

325. Display the class loaders

326. Class Loading Sub System

327. Linking

328. Initialization

329. Method Area

330. Stack Area

331. Heap Area

332. PC Registers Area

333. Native Method Stack Area

334. Introduction to internationalization

335. Locale

336. Locale hands on

337. NumberFormat

338. NumberFormat integers and fractions

339. DateFormat

340. DateFormat hands on

341. DateFormat Time instance

342. SimpleDateFormat Class

343. String to Date

344. Including Time

345. Introduction to annotations

346. Using @Deprecated

347. Annotations

348. Using @Override

349. Using @SuppressWarnings

350. @SuppressWarnings and Generic Types

351. Create User Defined Annotation

352. Use your annotation

353. Examine the inbuilt annotations

354. Introduction

355. 02:30

356. Key Reflection API Classes

357. Load the Class

358. List the constructors fields and methods

359. Create an Object

360. Invoke the Parameterized Constructor

361. Invoke the Getter

362. Invoke the Setter

363. Summary so far

364. Reflection

365. Modifying private fields

366. Accessing Annotations

367. Accessing fields on annotation

368. Components To Compile and Run a Java Program

369. Constructors

370. Overloading vs Overriding

371. Final Finally and Finalize

372. Generics and Type Erasure

373. == vs equals()

374. Java Class Loaders

375. serialVersionUID

376. Introduction to new features of JDK 1.9

377. Software Setup

378. Private Methods in interfaces

379. Static Private Methods

380. Improved Try with resource blocks

381. Immutable Collections

382. @SafeVarargs Enhancements

383. New Methods in streaming API

384. JSHELL Introduction

385. JShell in Action

386. More JShell

387. Modules Introduction

388. Create Modules

389. Use one module inside another

390. Packages are mandatory

391. Transitive Dependencies

392. Using Static and Cyclic Dependencies

393. Qualified Exports

394. Aggregator and Package Resolution Assignment

395. Introduction to JDK 1.10

396. Using var to declare variables

397. Uses of var

398. var restrictions

- 399. Collectors API updates
- 400. Assignment
- 401. Introduction to JDK 1.11
- 402. String API Updates
- 403. Files API Updates
- 404. isEmpty on Optional
- 405. Removals

Advance Java or J2ee

Part 1: Developing web application using JDBC , Servlets and JSP with MYSQL data base. Course would include several mini projects development for practical demonstration

1. Installing Tomcat
2. Configuring Tomcat in Eclipse
3. Downloading MySql and MySql workbench
4. Using MySql Workbench
5. Web Application Basics
6. Static vs Dynamic Web Applications
7. Server Side Programming
8. Introduction to servlets
9. Servlet Life Cycle Methods and Phases
10. Web Application Folder Structure
11. Servlets Introduction
12. Servlet Annotations
13. Hello World Servlet Project Creation
14. Code the Servlet
15. Register the Servlet
16. Application Flow
17. The Addition Use Case
18. Create the Servlet
19. Register the Servlet

20. Addition Application Flow
21. Introduction to JDBC
22. JDBC Architecture Introduction
23. JDBC API
24. JDBC Drivers
25. JDBC Client
26. DriverManager
27. JDBC Architecture Summary
28. Create the Account Table
29. Steps to perform CRUD Operations
30. JDBC Project Creation
31. Configure the Driver Jar
32. Connect to the Database
33. Connection String
44. JDBC Statement
45. Create an Account
46. Update the balance
47. Delete the Account
48. JDBC Steps To Read Data
49. JDBC ResultSet
50. Reading the Accounts
51. Navigating the ResultSet
52. Clean up JDBC Resources
53. The Service Provider Mechanism
54. Introduction to building dynamic web application
55. GET VS POST
56. User Application Use Case
57. Adding the mysql driver jar
58. Create the User Table
59. Create the User Servlet
60. Implement the init and destroy methods

61. Load the mysql jdbc driver class
62. Implement the doPost method
63. Create User Update Servlet
64. Create Static HTML
65. Create Dynamic HTML
66. Read User Servlet Flow
67. Servlet Init Params Introduction
68. Configuring Init Params using Annotations
69. Use annotated init params
70. Annotated Init Params in action
71. Configure using web xml
72. Use init params from web xml
73. Uses of ServletContext
74. Context Parameters
75. Configuring Context Parameters
76. Using Context Parameters in the code
77. Context Parameters in Action
78. PreparedStatement
79. Create the Product Table
80. Create the Project
81. Implement the init and destroy methods
82. Implement the doPost Method
83. Inter Servlet Communication
84. Usecase
85. Project Creation
86. Create the Login Servlet
87. Handle Login Success
88. Handle Login Failure
89. Create the Home Servlet
90. Application in action
91. Pre-Initialization

92. Preinitialization using annotations
93. Preinitialization using web.xml
94. Listeners
95. Create the Listener
96. Create the Servlet
97. Create the Filter
98. Introduction to sessions
99. HTTPs Statelessness
100. Steps for Session Management
101. Session Management Usecase
102. Create Source Servlet
103. How getSession works
104. What is Session Tracking
105. Create Target Servlet
106. Configure the Servlets
107. Application Flow
108. Ending a Session
109. Using Cookies
110. JSP Introduction
111. JSP Elements
112. JSP Life Cycle Methods and Phases
113. Hello JSP World
114. Implicit Objects
115. JSP Scripting Elements
116. Sum Of Two Numbers
117. JSP Directives
118. Account Creation Project Setup
119. Override jspInit and jspDestroy
120. Code the Insert Logic
121. Application in action
122. Exception Handling

123. Reading Cookies
124. Adding Cookies
125. URL Rewriting
126. JSP Actions
127. JSP UseBean Project Creation
128. Create the JSP
129. Application Flow
130. MVC Introduction
131. MVC Usecase
132. Create the Model
133. Create the Controller
134. MVC Final Flow
135. Introduction
136. Custom Tags Introduction
137. Project Creation
138. Create the tag handler class
139. Code the doStartTag method
140. Create a tag lib descriptor
141. Use the Tag
142. Custom Tag In Action
143. JSTL Introduction
144. Using JSTL Tags
145. c:set and c:remove
146. c:if
147. c:choose
148. c:forEach
149. Formatting Library
150. Format Numbers
151. Parse Date
152. Configure Users and Role
153. Configure Basic Authentication

154. Configure Form Based Authentication
155. Connection Pooling
156. Configuring a Connection Pool
157. Acquiring a Connection
158. JDBC Batch Updates
159. JDBC Batching - Project Setup
160. JDBC Batching - Code
161. JDBC Batching - In Action
162. ResultSetMetaData
163. ResultsetMetaData in Action
164. Transaction Management Basics
165. Transaction Management Usecase
166. Transaction Management in Action

HIBERNATE FRAME WORK

1. Software setup
2. Setting up H2 database
3. Creating the Maven project in Eclipse with Hibernate ORM dependencies
4. Creating the Category entity class
5. Creating the HibernateUtil class for getting a SessionFactory
6. Persisting a Category instance into RDBMS
7. Retrieving the Category instance from the RDBMS
8. Updating a Category description
9. Deleting a Category entity
10. Many-to-one association between Product and Category entities
11. One-to-many association between Category and Product entities
12. One-to-one association between Category and Product entities
13. Many-to-many association between Category and Product entities
14. Get all categories
15. Get products by price range

16. Pagination
17. Projection
18. Aggregate functions
19. Bulk update

SPRING BOOT , WEB SERVICES, ANGULAR, REACT WITH MICRO SERVICES

LEARN END TO END ENTERPRISE APPLICATION DEVELOPMENT

1. Introduction

Section 2: Quick Overview of Modern JavaScript,

1. Type Script and Angular
2. Getting Started with the Course
3. Understanding Full Stack Application Architecture
4. Quick Overview of Modern JavaScript and Type Script
5. Installing Angular CLI - Awesome Tool to create Angular Projects
6. Creating and Launching Angular Application with Angular CLI

Section 3: Getting Hands on With Angular

7. Importing Angular App into Visual Studio Code
8. Exploring Angular CLI Commands - test, lint, e2e, serve, build
9. Exploring Angular CLI Project Structure
10. Introduction to Angular Components -Basics
11. Introduction to Angular Components - AppComponent
12. Generating Welcome Component with ng generate
13. Language Variations With an Example - Java, JavaScript and Type Script
14. Generating and Setting up Login Component
15. Understanding Event Binding - Adding click event on Login Page
16. Using ngModel with 2 Way Data Binding in Login Page
17. Quick Review of Data Binding Approaches
18. Adding Hardcoded Authentication to Logic Component - ngIf directive
19. Implementing Routes for Login, Welcome and Error Components

20. Implementing Routing from Login to Welcome Component
21. Adding Route Parameter for Welcome Component
22. Create List Todos Component with ng generate
23. Create a Link to Todos in Welcome Component
24. Best Practice - Create a Todo Class
25. Quick Introduction to Angular Modules
26. Understanding Bootstrapping of Angular App with Root Module and Component
27. Quick Review - Angular Modules and Components
28. Overview of Next Few Steps - Bootstrap, Menu, Footer and Refactoring
29. Adding Bootstrap Framework and Creating Components for Menu and Footer
30. Using Bootstrap to Create a Menu with Navigation Links
31. Styling Footer and Other Components with CSS and Bootstrap
32. Good Practice - Use RouterLink instead of href for Routes
33. Creating an Independent Authentication Service Component
34. Using Session Storage to Store User Authentication Token
35. Enabling Menu Links Based on User Authentication Token
36. Implementing Logout to remove User Authentication Token
37. Securing Components using Route Guards
38. Quick Review - Authentication Service, Dependency Injection and Route

Section 4: Introduction to Web Services and REST

39. Portals where web services are used
40. What is a Web Service?
41. Important How Questions related to Web Services
42. Web Services - Key Terminology
43. Introduction to RESTful Web Services

Section 5: Getting Up and Running with REST and Spring Boot

44. Initializing a RESTful Services Project with Spring Boot

- 45. Creating a Hello World Service
- 46. Enhancing the Hello World Service to return a Bean
- 47. Quick Review of Spring Boot Auto Configuration and Dispatcher Servlet
- 48. Enhancing the Hello World Service with a Path Variable

Section 6: Connecting Angular Frontend to Spring Boot Restful

Services

- 49. Connecting Angular Frontend with Restful API - 1 - Creating Data Service
- 50. Connecting Angular Frontend with Restful API - 2 - HttpClientModule an
- 51. Connecting Angular Frontend with Restful API - 3 - Understanding Observable
- 52. Connecting Angular Frontend with Restful API - 4 - Understanding Subscribe
- 53. Connecting Angular Frontend with Restful API - 5 - Handling Error Response
- 54. Calling Welcome HTTP Service with Path Variables
- 55. Designing RESTful Services for Todo Resource
- 56. Creating REST API for retrieving Todo List
- 57. Connecting Angular Frontend with Todo List RESTful Service
- 58. Creating REST API to delete a Todo - 1 - Create DELETE Request Method
- 59. Creating REST API to delete a Todo - 2 - Execute DELETE Request Method
- 60. Adding Delete Todo Feature to Angular Frontend
- 61. Creating Todo Component and Handle Routing
- 62. Designing Todo Page with Bootstrap Framework
- 63. Creating Retrieve Tod0 Service and Connect Angular Frontend
- 64. Improve Todo Page Appearance
- 65. Creating REST API for Updating Todo - PUT Request Method

66. Part 1 - Creating REST API for Creating a Todo - POST Request Method

67. Part 22 - RESTful Web Services - Best Practices

68. Implementing Update Todo Feature in Angular Frontend

69. Implementing New Todo Feature in Angular Frontend

70. Improving Todo Form - Validation and Form Submit on Enter -
ngSubmit

71. Enhancing Validation Messages on Todo

Page

Section 7: Implementing Basic Authentication with Spring Boot and Spring Security

72. Overview of Security with Basic Auth and JWT

73. Setting up Spring Security

74. Configure standard userid and password

75. Enhancing Angular Welcome Data Service to use Basic Auth

76. Configure Spring Security to disable CSRF and enable OPTION Requests

77. Creating Angular HttpInterceptor to add Basic Auth Header

78. Configure HttpInterceptor as Provider in App Module

79. Create Basic Authentication RESTful Service in Spring Boot

80. Create Angular Basic Authentication Service

81. Connect Login Page to Basic Authentication Service - Part 1

82. Connect Login Page to Basic Authentication Service - Part 2

83. Refactoring Angular Basic Authentication Service

84. Refactoring HttpInterceptor to use Basic Authentication Token

85. Best Practice - Use Constants for URLs and Tokens

Section 8: Connecting Spring Security and Spring

Boot with JWT Framework

86. Introduction to JWT

87. Importing JWT Framework into Eclipse

- 88. Quick Tip - Resolving JWT Compilation Errors
- 89. Executing JWT Resources - Get Token and Refresh Token
- 90. Understanding JWT Spring Security Framework Setup
- 91. Creating a New User with Encoded Password
- 92. Using JWT Token in Angular Frontend

Section 9: Connecting Spring Boot RESTful API With JPA and

Hibernate

- 93. Setting up Todo Entity and Populating Data
- 94. Connecting GET REST APIs to JPA Repository
- 95. Connecting POST, PUT and DELETE REST APIs to JPA Repository

Data Structures:

Section 1: Introduction

- 1. Introduction to Data Structures
- 2. Introduction to Algorithms

Section 2: Arrays and Big-O Notation

- 3. Introduction to Arrays
- 4. Big-O Notation
- 5. A Quick Review of Arrays in Java
- 6. Arrays in Memory
- 7. Big-O Values for Array Operations

Section 3: Sort Algorithms

- 8. Introduction to Sort Algorithms
- 9. Bubble Sort (Theory)
- 10. Bubble Sort (Implementation)
- 11. Stable vs. Unstable Sort Algorithms
- 12. Selection Sort (Theory)
- 13. Selection Sort (Implementation)
- 14. Insertion Sort (Theory)
- 15. Insertion Sort (Implementation)

16. Shell Sort (Theory)
17. Shell Sort (Implementation)
18. Recursion
19. Merge Sort (Theory)
20. Merge Sort (Implementation)

Section 4: Lists

21. Introduction to Lists
22. Abstract Data Types
23. Array Lists
24. Vectors
25. Singly Linked Lists (Theory)
26. Singly Linked Lists (Implementation)
27. Doubly Linked Lists (Theory)
28. Doubly Linked Lists (Implementation)
29. The JDK LinkedList Class
30. Linked Lists Challenge #1
31. Linked Lists Challenge #1 Solution
32. Linked Lists Challenge #2

Section 5: Stacks

33. Introduction to Stacks
34. Stacks (Theory)
35. Stacks Implementation (Array)
36. Stacks Implementation (Linked List)
37. Stacks Challenge
38. Stacks Challenge Solution
39. Linked Lists Challenge #2 Solution
40. Quick Sort (Theory)
41. Quick Sort (Implementation)
42. Counting Sort (Theory)
43. Counting Sort (Implementation)
44. Radix Sort (Theory)

- 45. Stable Counting Sort (Theory)
- 46. Radix Sort (Implementation)
- 47. Sorting Arrays Using the JDK
- 48. Sort Algorithms Challenge #1
- 49. Sort Algorithms Challenge #1 Solution

Section 6: Queues

- 50. Introduction to Queues
- 51. Queues (Theory)
- 52. Queues (Array Implementation)
- 53. Circular Queue Implementation (Part One)
- 54. Circular Queue Implementation (Part Two)
- 55. Queues and the JDK
- 56. Queues Challenge
- 57. Queues Challenge Solution
- 58. Sort Algorithms Challenge #2
- 59. Sort Algorithms Challenge #2 Solution
- 60. Sort Algorithms Challenge #3
- 61. Sort Algorithms Challenge #3 Solution

Section 7: Hashtables

- 62. Introduction to Hashtables
- 63. Hashtables (Theory)
- 64. Hashtables (Array Implementation)
- 65. Linear Probing
- 66. Linear Probing - Removing Items
- 67. Linear Probing - Rehashing
- 68. Chaining
- 69. Hashtables and the JDK
- 70. Bucket Sort (Theory)
- 71. Bucket Sort (Implementation)
- 72. Hashtables Challenge #1
- 73. Hashtables Challenge #1 Solution

74. Hashtables Challenge #2

75. Hashtables Challenge #2 Solution

Section 8: Search Algorithms

76. Introduction to Search Algorithms

77. Linear Search Algorithm

78. Binary Search Algorithm

79. Binary Search (Implementation)

Section 9: Trees

80. Introduction to Trees

81. Trees (Theory)

82. Binary Search Trees (Theory)

83. Binary Search Trees (Insertion)

84. Binary Search Trees (Traversal)

85. Binary Search Trees (Get, Min, Max)

86. Binary Search Trees (Delete Cases 1 and 2)

87. Binary Search Trees (Implement Cases 1 and 2)

88. Binary Search Trees (Delete Case 3)

89. Binary Search Trees (Implement Case 3)

90. Trees and the JDK

91. Binary Search Trees Challenge #1

Section 10: Heaps

92. Introduction to Heaps

93. Heaps (Theory)

94. Storing Heaps as Arrays

95. Heaps (Insert)

96. Heaps (Delete Theory)

97. Heaps (Delete)

98. Heaps (Peek)

99. Priority Queues

100. Heapsort (Theory)

101. Heapsort (Implementation)

102. Binary Search Trees Challenge #1 Solution

103. Binary Search Trees Challenge #2

104. Sets

Resume Building

1. Resume designing with cover letter content creation

2. Resume Uploading on job portals by optimizing it