

Diploma in Java **Job-Oriented Courses**

POWERED BY 3RI TECHNOLOGIES

STEP: Software Training Employability Programme

3RI is an Advanced Technology Education Platform providing advanced and professional training in latest technologies that helps freshers and professionals rise to the advanced skills requirements of the current industry.

Powered by 3RI Technologies, these classroom training sessions are industry oriented courses on Python, Angular, Java, Web Development & Software Testing by top class faculty who has more than 7+ years of experience in the same domain. The curriculum is designed by industry experts, who has real time scenario based exercise and case studies and projects using database from companies like Walmart, Amazon, Google, etc.

This training is supported with teaching assistance which allows individuals to develop hands.

Company Highlights

About Us

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FACULTY

Our Top-class faculty are experienced working professionals working in senior positions of top-tier companies like Infosys, TechMahindra, TCS, Cognizant, Google, Microsoft, etc.





O O O SUBJECTS & TRACKS

What Makes 3RI Different ?

3RI Curriculum is based on real time industry approach, they are short and practical oriented to learn the concepts in fast pace with implementation skills.



$\mathbf{O} \mathbf{O}$ **STEP** in Java

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BASIC FOUNDATION

C,C++, OOPs Concepts, N/W, OS, DBMS, etc.

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BACK END TECHNOLOGY \checkmark

Core Java, Adv Java - JDBC, JSP, Servlets, Spring & Hibernate

Logical Reasoning & Communication Skills Training



UI DEVELOPMENT

HTML, CSS, JavaScript, Bootstrap, Ajax, JQuery

SOFT SKILLS / APTITUDE

BASIC FOUNDATION

- 1. Programming Basics
- Fundamentals of Computer
- Understanding Applications Using Windows Explorer & File Structure
- Number Systems
- Application Software
- 2. Operating System & Networking
- Need for operating system
- Functions of Operating System
- Process Management
- Memory Management
- File Management

- Device Management
- Types of operating system
- TCP/IP fundamentals

3.C Language

- Introduction to C
- Keywords, Constants and Variables
- Data Types in C
- Operator and Expressions
- Control Structure
- Functions
- Pointers
- Arrays
- Structure
- String Handling
- Preprocessor Directives
- File Management in C
- Dynamic Memory Allocation

4.Object Oriented Concepts using C++

- Introduction to OOPs
- Beginning with C++



- Class, Objects Basics
- Constructor, Data Members
- Operator Overloading
- Inheritance
- Polymorphism
- Overriding

5.Linux Foundations

- Introduction to UNIX and its flavours
- UNIX architecture
- File System
- User and Group Policies
- Unix general commands
- Concept of Files and Directories in Unix
- File Permission and related commands
 - Filter Commands and their options
 - Vi Editor

6.Introduction to Database Management Systems

- Introduction to Database
- DBMS, RDBMS, ORDBMS
- DDL, DML, DCL, TCL
- Data types
- SELECT Statement
- Restricting and Sorting Data
- Aggregating Data using Group Functions
- Manipulating Data
- Sub queries

- Important Functions
- Joins and different types

UI DEVELOPMENT

1.Front-End Introduction

- What are website and web application?
- What is the difference between the local server and web server
- Client-server architecture

2.HTML

- Introduction and Basic Structure of HTML
- Paragraphs, Headings and Text Formatting Tags
- Html list
- Html links
- Html Images
- Html table
- Html4 & 5 form elements



3.CSS

- Introduction of CSS
- Types of CSS
- Basic CSS properties
- CSS Box Model
- Division Structure (Overview of how to create a webpage)
- CSS Position

4.Javascript

- Introduction of Javascript
- How to display output in JS
- JS Variables & Datatypes
- JS Operators
- JS Conditional Statements & Looping Statements
- JS Functions

- Pre-defined Functions
- User-defined functions
- HTML Events
- JS Validations
- **5.Bootstrap**

- What is Bootstrap?
- Bootstrap Setup
- Bootstrap grids
- Bootstrap buttons, forms, navigation bars

CORE JAVA

1.Introduction to Java

- History of Java
- Features of Java

2. Overview of Java

- OOP's Concept
- Data types and Variables
- Control Structures
- Strings, Arrays
- 3. Objects and Classes
- Object, Classes and Methods
- Method Overloading
- Constructors
- Object class
- 4. Inheritance
- Types of Inheritance
- Method Overriding
- Dynamic method dispatch



5.Packages and Interfaces

- Defining Packages
- Extending Interfaces

6. Exception Handling

- Fundamentals of Exception Handling
- Exception types
- Try and Catch and finally
- Throw, throws
- Custom Exception

7. Inner Class and Wrapper classes

- Inner Classes
- Static Nested Classes
- Wrapper Classes
- Anonymous Inner Classes

8. String Handling

- Creating Strings
- String handling methods
- String Buffer and String Builder

9.Input and Output in Java

- Byte streams & Character streams
- File Serialization

10.Collections Framework

- Collection Interfaces and Classes
- Iterators

• Comparators

11.Multithreading

- Basics of java thread
- The Thread Scheduler
- Naming a thread, Daemon thread
- Perform single /multiple tasks by multiple threads
- Major Thread Concepts
- Garbage Collection

12.Reflection API

- Overview of Reflection
- Use of newInstance() method and determining the class Object
- Accessing a private method or member from outside the class

13.Lambda Built-in Functional Interfaces

- Use primitive versions of functional Interface
- java.util.function package
- Use binary versions of functional Interface
- Use the UnaryOperator Interface



J2EE

1.Java Swing

- Swing Introduction
- Swing Controls
- Swing Event classes
- Event Listeners
- Event Adapters
- LayoutsManagers

2.JDBC

- Common JDBC components
- Steps to connect to the database using MySQL and Oracle database
- Types of JDBC statements statements, preparedStatement, and callable statement
- Transactions management in JDBC
- CRUD operation using preparedStatement

3.SERVLET

- Servlet environment setup
- Servlet onfig and ServletContext parameters
- Servlet life cycle
- Servlet Attribute And Servlet Parameters
- Exploring Deployment Descriptor
- Session Tracking In Servlet
- Servlet Filter
- Types Of Filter
- Servlet Filter Mapping In Web.Xml
- Servlet-listener
- Various Servlet Listener
- Servlet Listener Configuration
- Servlet-security

- Details about MVC architecture
- Practical exposure on MVC using JSP and Servlet

4.JSP

- JSP Overview
- JSP Life Cycle
- JSP API
- SP-Scripting Elements
- JSP- Directive Elements
- Types Of JSP Scopes
- JSP Custom Tags
- JSP-Implicit Objects
- JSP Standard Tag Library (JSTL)
- JSP Expression Language (EL)
- JSP Exception Handling



SPRING

- Introduction To Spring Framework
- Spring-Environment Setup
- Steps To Use Spring Framework In Applications
- Understanding IOC And Dependency Injection
- Working with Bean Factory and Application Context
- Bean Definition
- Working with multiple configuration files
- Most popular namespaces e.g. beans,
- Best practices when working with namespaces
- Advanced XML Dependency Injection
- Externalizing constant values into properties files

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- Bean Scopes and Bean Life Cycle
- Bean Post Processors
- Bean Definition Inheritance
- Dependency Injection
- Injecting Inner Beans
- Injecting Collection Type
- Annotation-Based Dependency Injection
- Autowiring and component scanning
- Annotation Based Configuration (@Required, @Autowired,@Qualifier)
- JSR-250 Annotations (@Resource, @PostConstruct, @PreDestroy)
- Component and Stereotype Annotations

 Using MessageSource To Get Text From Property Files

2.Aspect-Oriented Programming (AOP) Data Access Exception hierarchy Introduction on Spring AOP Result transformations Aspect-oriented programming Implementing Row Mapper Parameter mapping concepts Integration with Spring IoC Named Parameter JDBC Template • Defining pointcut expressions 4. Transactions management in Spring Implementing an advice: @Around, Spring Declarative Transactions @Before, @After, and so on Management AspectJ APIs and annotations Spring Programmatic transaction **3.Data Access and JDBC with Spring** management Introduction to Spring JDBC 5. Hibernate with Spring How Spring integrates with existing **6.Working with Spring MVC** Introduction to Spring MVC data access technologies • Spring JDBC APIs framework Spring JDBC development Creating many Spring MVC Web



Applications

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- Writing an annotation-based controller class-@Controller,@RequestMapping
- @PathVariable annotation
- Handling an HTML form using @RequestParam annotation
- Understanding @ModelAttribute Annotation
- Data Binding with Date, Collection
- Data Binding with a User-Defined Type, BindingResult
- @InitBinder annotation, WebDataBinder, CustomDateEditor
- Writing your own custom property editor class
- Form Validations

- Form Validation (customizing error
- messages using Spring MessageSource)

HIBERNATE

- 1. Overview of Hibernate
- 2. Hibernate-environment setup
- 3. Object-relational mapping (ORM)
- 4. Features of Hibernate
- 5. Using JPA and Hibernate annotations
- 6. Hibernate object states(Transient,
- Persistent and Detached Objects)
- 7. CRUD operation in Hibernate
- 8. Annotation
- 9. Hibernate Mapping XML Configuration
- 10. Hibernate Caching
- 11. Transactions management in
- Hibernate
- 12. BLOB Object



PROJECTS & ASSIGNMENTS

- Daily Assignments and hands-on Topics covered.
- Interview Questions, Resume Formation and Interview Tips.

SOFT SKILLS

1.Self Analysis

- Know yourself
- Personality types
- Areas of interest
- 2.Self Discovery
- SWOT Analysis strength, weakness, opportunities, threats
- **3.**Goal Setting

- Short-term plan
- Long-term plan
- Effective Time-management

4.Effective Self Presentation

 Personal grooming, Dressing, Hygiene

5.Effective Communication

- Verbal Language
- Voice modulation Tone, Pitch
- Clarity of Speech
- Listening skills Active Listening, Selective Listening
- Written communication general business correspondence
- **6.Email Etiquette**
- 7.Body Language
- Understanding non-verbal communication
- Postures, Gestures, Eye contact



8.Tips to prepare impressive Resume
9.Tips for Group Discussion
10.Handling Telephonic interview
11.Mock – Technical interview
12.Mock – Personal Interview (PI)
13.Office Etiquettes and Mannerisms

APTITUDE

1. Quantitative Aptitude

- Number Systems
- LCM and HCF
- Percentages
- Profit, Loss, and Discount
- Interest (Simple and Compound)
- Speed, Time and Distance
- Ratio and Proportion
- Probability

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- Permutation & Combination
- Time and Work
- Heights and Distances

2.Logical Reasoning

- Number and Letter Series
- Calendars
- Clocks
- Logical Sequence
- Blood Relations
- 3.Algebra
- Linear Equations
- Quadratic Equations
- Higher Degree Equations



$\bullet \bullet \bullet$ Placement Support



Placement at Our **Client's Location**



Interview Preparartion



Don't Forget!



Real World Application Integration in Resume



Exclusive Sessions from Experts





Resume Workshop by Experts

FAQ's

• Do I need to purchase any Software ?

No, we provide necessary installation guides of the software required.

- What are the specific System Requirements ? 8GB RAM, 500GB Hard disk (i3 Processor).
- What are Projects ?

Projects are real world datasets from companies like Nike, Yelp, Amazon, Netflix etc. that are provided to our students.



Who We Are





SUNAYANA MA'AM

Java Developer

VIJAY SIR

Java Expert

The Presenters \mathbf{O}





KRISHNA MA'AM **UI Developer**

Contact Us

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