403 - Java Programming Language

Course Code	403
Course Title	Java Programming Language
Credit	4
Teaching per Week	4 Hrs
Minimum weeks per Semester	15 (Including Class work, examination, preparation etc.)
Review / Revision	June 2021
Medium of Instruction	English
Purpose of Course	To teach Object Oriented Programming (OOP) concepts through programming using Java as the programming language.
Course Objective	1. To make students understand Object Oriented Programming (OOP). 2. To make students understand various inbuilt Java classes and their working. 3. To make students understand the importance of OOP methodology. 4. To make students understand various types of OOP techniques.
Pre-requisite	Prior Knowledge object oriented concepts.
Course Out come	On completion of this course, students will be able to understand how OOP principles work and importance of various coding techniques of OOP. This course will also help students to appreciate the role of inbuilt classes. On successful completion of this course, students will be able to follow programming methodology and how to apply it in their application.
Course Content	**Unit 1. Introduction to Java** 1.1 Properties of Java 1.2 Comparison of java with C++ 1.3 Java Compiler, Java Interpreter 1.4 Identifier, Literals, Operators, Variables, Keywords, Data Types 1.5 Branching: If – Else, Switch 1.6 Looping: While, Do-while, For 1.7 Type Casting **Unit 2. Classes and Objects** 2.1 Simple Class, Field 2.2 Access Controls, Object creation 2.3 Construction and Initialization 2.4 Inheritance and Polymorphism in Java 2.4.1 Data encapsulation, overriding and overloading methods 2.5 this and super keywords 2.6 Static members, static block, static class 2.7 Interfaces: 2.7.1 Introduction to Interfaces, Interface Declaration. 2.7.2 Inheriting and Hiding Concepts. 2.7.3 Inheriting, Overloading and Overriding Methods and constructors. 2.7.4 Interfaces Implementations. **Unit 3. Basic Concepts of Strings and Exceptions :** 3.1 Strings 3.1.1 Basic String operations, String Comparsion 3.1.2 String methods (charAt(), concat(), equals(), indexOf(), isEmpty(), join(), lastIndexOf(), length(),split(), substring(),trim()) 3.1.3 StringBuffer class and its constructors. 3.1.4 StringBuffer methods : (append(),insert(),update(), delete(), reverse(),capacity())

	3.2 Introduction to Exceptions: 3.2.1 Exception Types, User defined Exception 3.2.2 Throw, Throws 3.2.3 Try, Catch and Finally **Unit 4. Threads and Packages:** 4.1 Thread 4.1.1 Introduction to Threads, Thread Model 4.1.2 Priority of Threads 4.2 Package Naming, Type Imports 4.2.1 Package Access, Package Contents 4.2.2 Package Object and Specification **Unit 5. Data Structure Implementation and Applet Classes** 5.1 Implementation of Data Structure using Java Class: 5.1.1 Concepts of singly and singly circular link-list 5.1.2 Singly Link List : Create, traverse, insert, delete node 5.1.3 Singly circular link list: create, traverse, insert, delete node 5.2 Applet Basics, Applet Architecture: 5.2.1 Applet skeleton, Applet Display Methods 5.2.2 HTML APPLET Tag (<APPLET>), Applet Viewer 5.2.3 Passing Parameters to Applets
Reference Books	1. Java Programming Language – Ken Arnold James Gosling, David Holmes: –Addison Wesley (Pearson Education) 2. Java – The complete reference, – Herbert Schildt: – Tata McGraw Hill 3. Java 2 From Scratch: – Steven Haines: –PHI. 4. Programming in Java – E-Balaguruswamy: – Tata McGraw Hill 5. Java: How to Program: – Deitel & Deitel: – PHI
Teaching Methodology	Class Work, Discussion, Self-Study, Seminars and/or Assignments
Evaluation Method	30% Internal assessment. 70% External assessment.