

### School of Computer Engineering

# Kalinga Institute of Industrial Technology (KIIT) Deemed to be University Bhubaneswar-751024

#### LESSON PLAN

Program: B.Tech.(Computer Science)/ B.Tech(CSCE)
Academic Session : 2024-2025 (Spring Semester)

Semester : 4th Subject Code : CS20004

Subject : Object Oriented Programming using Java

Credit : 3 (L-T-P:3-0-0) Prerequisite(s): Programming in C

Faculty : Dr. Rinku Datta Rakshit

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Course Objectives: - This course provides a basic overview of object oriented programming concepts. Also, it develops programming skills of students in Java and enables students to design object-oriented applications with Java.

**Course Outcomes:** - At the end of the course the students will be able to:

- **CO1**-Examine the basic concepts of Object Oriented Programming
- CO2- Perceive syntax and semantics of Java Programming language
- CO3- Design Java application programs using basic concepts of OOP principles, abstract classes, interfaces and packages
- **CO4** Develop robust and multitasking Java programs using exception handling and multithreading techniques
- **CO5**-Design java programs using string classes and I/O operations.

**CO6**-Design GUI applications using Swing and interactive application using event handling and java database connectivity.

**Lesson Plan** 

Total Lectures  $\approx 40$ Pre mid-semester  $\approx 20$ Post mid-semester  $\approx 20$ 

Module No. &Name	Topics/Coverage	No. Of Lecture	Lecture Serial No.
Object Oriented     Paradigm	<ul> <li>Programming paradigm - Procedure oriented, Object oriented</li> </ul>	2	1-2

	<ul> <li>OOP concept - Class, Object</li> <li>Encapsulation and Abstraction, Inheritance, Polymorphism</li> </ul>		
2. Java basics	<ul> <li>Introductions to Java and java Applications</li> <li>Java Architecture: JDK, JRE, JVM, Byte code</li> <li>Characteristics of java</li> <li>A simple java program, compiling and executing</li> <li>Data types, Operators, Expressions, scope of the variable, type conversion and casting</li> <li>Branch Control Statements, Selection statements, Iteration statements, Jump statements</li> <li>Examples</li> </ul>		3-5
3. Class & object	<ul> <li>Introduction to class, class members,         Creating instances of class</li> <li>Static variable, object, block, methods and final</li> <li>Array:1D &amp; 2D</li> <li>Command line arguments, Scanner class</li> <li>Constructors</li> <li>Overloading: method, constructor</li> </ul>	4	6-9
4. Inheritance	<ul> <li>Inheritance basics, Use of Super Keyword</li> <li>Different types of Inheritance, Single, and Multilevel, Hierarchical</li> <li>Method overriding</li> <li>Runtime Polymorphism: Dynamic method dispatch</li> <li>Abstract class</li> </ul>	4	10-13
5. Interface and Package	<ul> <li>Interface</li> <li>Package, access control mechanism</li> <li>Dynamic Method lookup</li> <li>Nested Class</li> </ul>	3	14-16
6. Exception handling	<ul> <li>Java Exception handling mechanism</li> <li>Exception types, try, catch, throw, throws and finally.</li> <li>Built in Exceptions: Checked and</li> </ul>	4	17-20

	Unchecked Exceptions		
	User defined exception		
	MID SEMESTER		
7. String handling	String, String constructor	2	21-22
	<ul> <li>String operations: String extractions, string comparison, Searching strings, modifying a String, toString() and valueOf() methods</li> </ul>		
	<ul> <li>String Buffer, String Buffer Constructor,</li> <li>String Buffer operations</li> <li>&amp; methods</li> </ul>		
8. Input/Output Stream	<ul> <li>I/O basics</li> <li>Stream: Byte stream, Character Stream,</li> <li>Reading console Input:         <ul> <li>InputStreamReader, BufferedReader,</li> <li>DataInputStream</li> <li>Writing console output:</li> <li>OutputStreamReader,</li> <li>BufferedWriter,</li> <li>DataOutputStream</li> <li>Reading and writing files:</li> <li>FileInputStream,</li> <li>FileOutputStream, FileReader, FileWriter,</li> <li>PrintStream, PrintWriter</li> </ul> </li> </ul>	4	23-26
9. Multithreading	<ul> <li>Basic thread concept, Life cycle of thread, Thread Priorities, Thread Class and Runnable Interface</li> <li>Synchronization</li> <li>Inter Thread Communication</li> </ul>	5	27-31
10. Java Database Connectivity	<ul> <li>Type of Drivers</li> <li>JDBC Architecture</li> <li>JDBC classes and interfaces</li> <li>Basic steps in Developing JDBC         Applications         Creating Table with JDBC         Statement and PreparedStatement object         Working with DataBase Data- ResultSet     </li> </ul>	4	32-35
11. GUI Programming & Event handling	<ul> <li>Introduction to Swing, Swing controls</li> <li>Event handling: Delegation event model, event classes, sources, listeners, ActionEvent</li> </ul>	5	36-40
	END SEMESTER		

# **Text Books:**

1. Java - The Complete Reference, Herbert Schildt, 10th edition, McGraw Hill Education.

#### **Reference Books:**

- 2. Java Programming for Core and Advanced Users, Sagayaraj, Denis, Karthik and Gajalakshmi, Universities Press.
- 3. Java One Step Ahead, by Anita Seth and B L Juneja, published by Oxford University Press.

#### **Evaluation Scheme:**

Mid-semester : 20 Marks Activities/Quiz / Assignment : 30 Marks End-semester : 50 Marks

# **Tentative Activity Calendar:**

Task	Marks			
Before Mid-semester				
Assignment/Class Test	5			
Quiz	5			
Coding Assignment	5			
After Mid-semester				
Assignment/Class Test	5			
Quiz	5			
Coding Assignment/Mini Project	5			