



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. (IT.)/ B.Tech(CSCE)/ B.Tech(CSSE)
Academic Session	: 2023-2024 (Spring Semester)
Semester	: 4th
Subject Code	: CS20004
Subject	: Object Oriented Programming using Java
Credit	: 3 (L-T-P:2-1-0)
Prerequisite(s)	: Programming in C
Faculty	: Mr. Sourav Kumar Giri

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:

C01-Examine the basic concepts of Object Oriented Programming
C02- Perceive syntax and semantics of Java Programming language
C03- Design Java application programs using basic concepts of OOP principles, abstract classes, interfaces and packages
C04 - Develop robust and multitasking Java programs using exception handling and multithreading techniques
C05-Design java programs using string classes and I/O operations.
C06-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≈ 20

Module No. &Name	Topics/Coverage	No. Of Lectures	Lecture Serial No.
1. Object Oriented Paradigm	<ul style="list-style-type: none"> ● Programming paradigm - Procedure oriented, Object oriented ● OOP concept - Class, Object ● Encapsulation and Abstraction, Inheritance, Polymorphism 	3	1-3
2. Java basics	<ul style="list-style-type: none"> ● Introductions to Java and java Applications ● Java Architecture: JDK, JRE, JVM, Byte code ● Characteristics of java ● A simple java program, compiling and executing ● Data types, Operators, Expressions, scope of the variable, type conversion and casting ● Branch Control Statements, Selection statements, Iteration statements, Jump Statements ● Examples 	3	4-6
3. Class & object	<ul style="list-style-type: none"> ● Introduction to class, class members, Creating instances of class ● Static variable, object, block, methods and final ● Array :1D & 2D ● Command line arguments ● Input Stream Reader, Scanner class 	4	7-10

	<ul style="list-style-type: none"> ● Constructors ● Overloading: method, constructor 		
4. Inheritance	<ul style="list-style-type: none"> ● Inheritance basics, Use of Super Keyword ● Different types of Inheritance, Single, and Multilevel, Hierarchal ● Method overriding ● Runtime Polymorphism: Dynamic method dispatch ● Abstract class 	4	11-14
5. Package and interface	<ul style="list-style-type: none"> ● Package, access control mechanism ● Interface ● Dynamic Method lookup ● Inner Class 	3	16-17
6. Exception handling	<ul style="list-style-type: none"> ● Java Exception handling mechanism ● Exception types, try, catch, throw, throws and finally. ● Built in Exceptions: Checked and Unchecked Exceptions ● User defined exception 	3	18-20
	MID SEMESTER		
7. String handling	<ul style="list-style-type: none"> ● String, String constructor ● String operations:String extractions,string comparison,Searching strings, modifying a String, toString() and valueOf() methods ● String Buffer, String Buffer Constructor, String Buffer operations & methods ● StringBuilder class 	2	21-22

8. Input/Output Stream	<ul style="list-style-type: none"> ● I/O basics ● Stream: Byte stream, Character Stream, ● Reading console Input: InputStreamReader, BufferedReader, DataInputStream ● Writing console output: OutputStreamReader, BufferedWriter, DataOutputStream ● Reading and writing files: FileInputStream, FileOutputStream, FileReader, FileWriter, PrintStream, PrintWriter, RandomAccessFile 	4	23-26
9. GUI Programming & Event handling	<ul style="list-style-type: none"> ● Introduction to Swing, Swing controls ● Event handling: Delegation event model, event classes, sources, listeners, ActionEvent ● Adapter class 	5	27-31
10. Multithreading	<ul style="list-style-type: none"> ● Basic thread concept, Life cycle of thread, Thread Priorities, Thread Class and Runnable Interface ● Synchronization ● Inter Thread Communication 	5	32-36
11. Java Database Connectivity	<ul style="list-style-type: none"> ● Type of Drivers ● JDBC Architecture ● JDBC classes and interfaces ● Basic steps in Developing JDBC Applications ● Creating Table with JDBC ● Statement and PreparedStatement object ● Working with DataBase Data- ResultSet 	4	37-40
	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
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