

# CS3391 - Object oriented programming

## Unit-1

- 1) characteristic of Oops
- 2) Data types, variables and Arrays operators, Constructors.
- 3) Types of operator (rare)

## Unit-2

- 1) Interfaces
- 2) Inheritance in Java
- 3) Function overloading

## Unit-3

- 1) Nested try statements.
- 2) Java's Built-in Exceptions.
- 3) Multithreading's, Exception Handling Basics.

## Unit-4

- 1) Generic classes, Generic methods.

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2) Strings: basic string class, methods and string buffer class
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Unit -5
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1) Handling Key, Mouse Events, Menue fully
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2) Layouts, Flow pane, H Box, V Box, Border pane
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