**Theory Topics : (Covered)**
1) Typecasting [all types]
2) data types, loops, Jump , Break , Return , Continue
3) Classes & objects
4) Overloading , Overriding, abstract method and class
5) Constructor , this Keyword , final keyword , super
6) Array , Strings [with normal declaration and new ],vectors
7) Packages
8) Multithreading , Thread states, exception, priority, synchronization
9) Interface in Java , Runnable interface
10) Errors and Exceptions , Types, Multiple catch, finally
11) Applet AWT Introduction, local and remote applet

12) The Graphics Class, Lines and rectangle, Circle and Ellipse, Drawing, Arcs, Drawing Polygons, line graph, Drawing Bar charts, Applet tag, Adding Applet to HTML file.

**Theory Topics : (Given Homework)**
1) features of java
2) what is class and objects
3) is Java fully object - oriented Language
4) Why multiple inheritance is not supported in java
5) Explain about this and super keyword
6) Access Modifiers
7) Write more functions in Strings
8) Thread states
9) difference between Interface and Abstract , interface and class
10) Errors and Exception
11) key Concepts of Applet programming, Life cycle

12) passing parameter to applet Graphics, using control loops in Applets,

**Programs:**
1) program using Jump , break , return , continue
2) example Program of class , Objects
3) Program to find second largest element in array
4) Program using this Keyword
5) to Check Prime number upto 'n' (using Different Approach)
6) Example program of all topics
10) Remaining Program covered in Lab