

	5.1	Classes and Methods: class fundamentals, declaring objects, assigning object reference variables, adding methods to a class, returning a value, constructors, this keyword, garbage collection, finalize() method, overloading methods, argument passing, object as parameter, returning objects, access control, static, final, nested and inner classes, command line arguments, variable-length Arguments. String: String Class and Methods in Java.	
	5.2	Inheritances: Member access and inheritance, super class references, Using super, multilevel hierarchy, constructor call sequence, method overriding, dynamic method dispatch, abstract classes, Object class. Packages and Interfaces: defining a package, finding packages and CLASSPATH, access protection, importing packages, interfaces (defining, implementation, nesting, applying), variables in interfaces, extending interfaces, instance of operator.	
6.0		Exception Handling and Applets in Java	08
	6.1	Exception Handling: fundamental, exception types, uncaught exceptions, try, catch, throw, throws, finally, multiple catch clauses, nested try statements, built-in exceptions, custom exceptions (creating your own exception sub classes). Managing I/O: Streams, Byte Streams and Character Streams, Predefined Streams, Reading console Input, Writing Console Output, and Print Writer class. Threading: Introduction, thread life cycle, Thread States: new, runnable, Running, Blocked and terminated, Thread naming, thread join method, Daemon thread	
	6.2	Applet: Applet Fundamental, Applet Architecture, Applet Life Cycle, Applet Skeleton, Requesting Repainting, status window, HTML Applet tag, passing parameters to Applets, Applet and Application Program.	
		Total	52

Suggested list of Experiments:

Note: Before performing practical necessary Theory will be taught by concern faculty

Sr.No	Write C++ Program to
1	Add Two Numbers
2	Print Number Entered by User
3	Swap Two Numbers
4	Check Whether Number is Even or Odd
5	Find Largest Number Among Three Numbers
6	Create a simple class and object.
7	Create an object of a class and access class attributes
8	Create class methods
9	Create a class to read and add two distance
10	Create a class for student to get and print details of a student.
11	Demonstrate example of friend function with class
12	Implement inheritance.