SEMESTER - 4

Paper: 22CAC-10
Theory/Week:4 Hours
Credits:4

Programming in
Core Java

Hours: 60
IA: 50
Exam: 50

Course Objective:

- To train the students in understanding the JVM environment.
- To develop simple Programs in java and execute in java environment.
- To enable students to learn and implement the basic concepts in java.

Course outcome:

Upon successful completion of the course students will be able

CO1: To recall basic concepts of OOPs and work with JAVA.

CO2: To illustrate programming skills require to solve problems in JAVA.

CO3: To build small interactive java applications

CO4: To apply Java skills in practical to develop different types of applications.

CO5: To Determine the appropriate use of Java in real world.

Module– I 12Hours

Introduction - Origin and features - platform independent, object oriented etc., Java - JDK and API. **Language Reference** - Java Program Structure, Java Tokens, Java statements, Java Virtual machine, Command line Parameters, Java Variables and Arrays, Operators - Arithmetic, Bit wise, and Relational Boolean.

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Experimental Learning

Seminars

Module – II 12 Hours

Decision Making and Branching - *if-else, switch,?*: operator, *while, do, for* and jumps in loops, labelled loops. **Classes Objects and Methods** - Class fundamentals, Declaration, Assignment, Methods, Constructors, Methods Overloading, Static Members, nesting of methods

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Seminars

Module – III 12 Hours

Inheritance - Method overriding, Final variables and methods, Abstract methods and classes, Visibility controls - access modifiers. **Arrays, Strings and Vectors -** One and two dimensional arrays, Strings, vectors and wrappers.

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Module – IV 12 Hours

Interfaces - Defining, extending, and implementing interfaces. Accessing interface variables **Packaging** - Java API packages, system packages, naming conventions, creating and accessing a package, adding a class to a package, hiding classes.

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Module – V 12 Hours

Multi-threads Programming - Java thread Model, Main Thread, creating CI Thread, Creating Multiple Threads, Extending the thread class, Stopping and blocking a thread, Life cycle of a thread, Using thread methods, Thread priority and synchronization, Inter thread communication, implementing the 'runnable' interface. **Managing Errors and Exceptions -** Fundamentals, types, and their usage. *Try-catch-final/s*tructure

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Experimental Learning

Seminars

Te	Text Books				
1.	Balaguruswamy, Programming with Java - A PRIMER, Tata McGraw-Hill Edition(3 rd. Edition)				
2.	A. Lew, H. Mauch, Dynamic Programming, A Computational tool, Springer				
3.	K. Somasundaram, Introduction to Java Programming, Jaico Publishing House				

Reference Books				
1.	Cay S. Horstmann, Core Java Volume1-Fundamentals, 11th Edition, Prentice Hall			
2.	Joshua Bloch ,Effective Java, 3rd Edition,Addison Wesley			
3.	Herbert Schildt Java: a beginner's guide, 8th Edition, McGraw-Hill Education			

Continuous Internal Assessment (CIA) Method:

Sl. No	Type of Assessment	Mode of Assessment	Marks
1	Presentation on any topic on the subject	Regular mode of Assessment	10
2	Open Book Examination	Regular mode of Assessment	10
3	Assignments on Topic	Regular mode of Assessment	10
4	MCQ at the end of each module	2 marks for each Module	10
5	Attendance and Extracurricular activity	As per the regulations	10
	50		

Scheme of Evaluation:

The paper carries 100 marks out of which 50 marks will be allotted to external examination and 50 marks will be allotted to the internal assessment.

External examination marks will be as follows

4. 1 marks questions 10 out of 12

 $1 \times 10 = 10 \text{ marks}$

5. One full question out of 2 full questions in each Module carries $8 \times 5 = 40$ marks

Total 50 marks.

In order to clear this paper minimum 50% marks must be scored both in internal and well as external examination.

Video Lectures (e-Resources)

- 1. https://youtu.be/hBh CC5y8-s
- 2. https://youtu.be/UmnCZ7yDY
- 3. https://youtu.be/CFD9EFcNQ
- 4. https://youtu.be/5NQjLBuNL0
- 5. https://youtu.be/ZFnRvpxpnc