

II B.C.A. – III SEMESTER - JAVA PROGRAMMING

UNIT I

Java: Introduction - Features - Object Oriented - Lexical Issues - Literals - Data Types - Variables - Operators. **Conditional Statements:** 'if' - 'if...else' - 'Nested if' - 'else...if' ladder - 'switch' statement - 'continue' - 'break.' **Control Statement:** 'for' - 'while' - 'do...while'. **Arrays:** One Dimensional Arrays - Two Dimensional Arrays - Multi Dimensional Arrays.

UNIT II

OOPs: Classes - Objects - Constructors: Default Constructors - Parameterized Constructor - Copy Constructor. Overloading Constructors - Method Overriding - Abstract Class - Static Method - 'final' Keyword - Inner Classes - String Classes - Inheritance - Types of Inheritance - 'this' Keyword - 'super' keyword. Packages: Access Protection - Imports Packages - Interface - Exception Handling.

UNIT III

Thread: Implementation - Thread Priorities - Synchronization - Runnable Interface - Thread Operations - Inter Thread Communication. I/O Streams - File Streams - String Objects - String Buffer - Char Array. Java Utilities: Vector Class - Stack Class - Dictionary Class - Hash Table - Calendar Class - Random Class - String Tokenizer - Currency Class.

UNIT IV

Applet: Skeleton - Passing Parameters - Event Handling: Event Classes - Event Listener Interfaces - Mouse Events - Keyboard Events. AWT Classes - Windows - Graphics - AWT Controls - Layout Managers - Menus. Network Basics - Socket Programming - Proxy Servers - TCP/IP Sockets - Net Address - URL- Datagrams.

UNIT V

JavaScript: Introduction - Syntax - Data Types - Variables - Operators and Expression - Functions - Conditional Statements - Control Statements - Dialog box - Array. Document Object Model - Object in HTML - Browser Object - Handling Events using JS - Form Object - Form Object Methods - Built In Object - JS Date - JS Math - JS String - User Defined Object.

REFERENCE BOOK:

1. The Complete Reference JAVA - HERBERT SCHILDT - MCGRAW HILL Publications

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1. Classes and Objects.
2. Constructors.
3. Method Overloading and Method Overriding.
4. Inheritance.
5. Packages.
6. Interface.
7. Exception Handling.
8. Thread.
9. Vector Class.
10. Random Class.
11. Applet Life Cycle.
12. Mouse Events.
13. Keyboard Events.
14. Layout Manager.
15. Menus.