

15CSE202 OBJECT ORIENTED PROGRAMMING 3 0 0 3

Unit1

Introduction to object oriented software design, Comparison of programming methodologies, Object Basics, Java Environment, Classes and Object, Data Members, Access Specifiers, Arrays within a Class, Array of Objects, Constructors, Default Constructors, Destructors, Static Members, Constant Members, Object Oriented Design with UML, Class s , object diagrams and sequence diagrams.

Unit2

Overview of Streams, Bytes vs. Characters, File Object, Binary Input and Output, Reading and Writing Objects, Method Overriding, Polymorphism, Super, Interfaces and Abstract Classes, Packages, Use case diagrams and activity diagrams.

Unit3

Introduction to Threads, Creating Threads, Thread States, Runnable Threads, Coordinating Threads, Interrupting Threads, Runnable Interface Applets: Applet Architecture - Parameters to Applet - Embedding Applets in Web page, Component diagrams and Deployment diagrams.

TEXTBOOK:

Naughton P. and Schildt H., "Java2 Complete Reference", Eighth Edition, Tata McGraw-Hill, 2011.

REFERENCES:

1. Ali Bahrami, "Object Oriented Systems Development", Second Edition, McGraw-Hill, 2008.
2. Grady Booch and Robert A. Maksimchuk, "Object-oriented Analysis and Design with Applications", Third Edition, Addison Wesley, 2006.
3. Jaime Nino, Fredrick a Hosch, "An Introduction to Programming and Object Oriented Design using Java", Wiley India Private Limited, 2010.