

Java OOP Topics Code

File	Topic
C1	Simple Class Hello World
C2	class with Method and Object
C3	Class , Attributes , Constructor, Method, Object
C4	Single Level Inheritance
C5	Multi Level Inheritance
C6	<ul style="list-style-type: none"> • Encapsulation • Access Modifiers: Default, Public, Private, Protected • Getter Or Setters
C7	Compile-Time Polymorphism (Method Overloading)
C8	Runtime Polymorphism (Method Overriding)
C9	Abstraction : Abstract class
C10	Interface : A blueprint for classes
C11	Interfaces, defining an interface, implementing and applying interfaces, Variables in interfaces,
C12	Interface with Multiple Inheritance
C13	Exception Handling Fundamentals, Types of Exceptions, using exception clauses (try, catch, throw, throws and finally)
C14	Graphical User Interface using Swing. <ul style="list-style-type: none"> • Component: Controls Button
C15	Graphical User Interface using Swing. <ul style="list-style-type: none"> • Component: Controls Button, Labels, Text Fields, Text Area, Checkbox and Radio buttons
C16	Event handling
C17	AWT , AWT Class
C18	Creating a Simple Window Program
C19	Working with Graphics
C20	Layout Manager
C21	Working with Menus
C22	Controls Fundamentals
C23	Enums in Java
C24	Generic in Java, Generic class with a placeholder type
C25	Boxing and Auto-Boxing in Java
C26	Collections in Java <ol style="list-style-type: none"> 1. ArrayList (List):
C27	Collections in Java <ol style="list-style-type: none"> 2. HashSet (Set - stores unique values):
C28	File handling in Java <ol style="list-style-type: none"> 1. Writing to a File:
C29	File handling in Java <ol style="list-style-type: none"> 2. Reading from a File:

Github Link: [https://github.com/abidkk/NUML-Programming-/tree/main/Second%20Semester/OOP Course Topics codes](https://github.com/abidkk/NUML-Programming-/tree/main/Second%20Semester/OOP%20Course%20Topics%20codes)