

BSc(Hons) COMPUTER SCIENCE
PROPOSED GUIDELINES
CIII – Programming in JAVA

Chapter	Topic	Contents	Lectures	Marks
1	The History and Evolution of Java	Complete	01	
2	An Overview of Java	Complete	02	
3	Data Types, Variables and Arrays	Complete	03	
4	Operators	Complete	02	
5	Control Statements	Complete	02	
6	Introducing Classes	Complete	03	
7	A Closer Look at Methods and Classes	Complete	03	
8	Inheritance	Complete	03	
9	Packages and Interfaces	Complete	03	
10	Exception Handling	Complete	04	
11	Multithreaded Programming	Till page 246	03	
12	Enumerations, Autoboxing and Annotations	Till page 279	03	
13	I/O, Applets and other Topics	Till page 321	04	
16	String Handling	Complete	04	
23	The Applet Class	Till page 764	05	
24	Event Handling	Pages 769—771 Action Event – page 773 Key Event – page 777 Mouse Event – page 778 Window Event – page 780,781 Pages 782-795	05	
25	Introducing the AWT: Working with Windows, Graphics and Text	Till page 811 (Excluding Introducing Graphics)	05	
26	Using AWT Controls, Layout Managers and Menus	Till page 839	05	

Reference:

- Herbert Schildt, The Complete Reference, 9th Edition, MGH Education (India).

Suggested Readings:

- Ken Arnold, James Gosling, David Homes, "The Java Programming Language", 4th Edition, 2005.

2. James Gosling, Bill Joy, Guy L Steele Jr, Gilad Bracha, Alex Buckley "The Java Language Specification, Java SE 8 Edition (Java Series)", Published by Addison Wesley, 2014.
3. Joshua Bloch, "Effective Java" 2nd Edition, Publisher: Addison-Wesley, 2008.
4. Cay S. Horstmann, Gary Cornell, "Core Java 2 Volume 1 - Fundamentals)", 9th Edition, Printice Hall.
5. Cay S. Horstmann, Gary Cornell, "Core Java 2 Volume 2 - Advanced Features)", 9th Edition, Printice Hall.
6. Bruce Eckel, "Thinking in Java", 3rd Edition, PHI, 2002.
7. E. Balaguruswamy, "Programming with Java", 4th Edition, McGraw Hill.