SavitribaiPhule Pune University		
T.Y.B.Sc. (Computer Science) - Sem – V		
Course Type: DSEC - III		**Course Code: CS - 359**
Course Title : Practical Course based on CS - 355		

Teaching Scheme 5 Lect / week Batch Size : 12	No. of Credits 2	Examination Scheme IE : 15 marks UE: 35 marks

Course Objectives:

Covers the complete scope of the syllabus.
1. Bringing uniformity in the way course is conducted across different colleges.
2. Continuous assessment of the students.

Course Outcomes:

1. Use an integrated development environment to write, compile, run, and test simple object-oriented Java programs.
2. Read and make elementary modifications to Java programs that solve real-world problems.
3. Validate input in a Java program.

Guidelines:

Operating Environment :
- **Operating system :** Linux
- **Editor :** Anylinux based editor like vi, gedit and Use of IDE – Eclipse etc.
- **Compiler** : javac

Submission :

Each assignment will be assessed on a scale of 0 to 5 as indicated below.
- Not done   0
- Incomplete   1
- Late Complete   2
- Needs improvement   3
- Complete   4
- Well Done   5

Assessment :

Easy : All exercises are compulsory.
Medium : All exercises are compulsory.

List of Assignments :

Assignment 1 : Java Tools and IDE, Simple java programs [Slot – 1]

Introduction to the java environment
Use of java tools like java, javac, jdb and javadoc
Defining simple classes and creating objects.

Assignment 2 : Array of Objects and Packages   [Slot – 2]

Defining a class.
Creating an array of objects.
Creating a package.

Assignment 3 : Inheritance and Interfaces   [Slot – 2]
        To implement inheritance in java.
        To define abstract classes.
        To define and use interfaces and Functional Interface.

Assignment 4 : Exception And File Handling [Slot – 2]
        Demonstrate Exception Handling Mechanism in Java.
        Use of try, catch, throw, throws ,finally blocks
        Defining User defined Exception classes.
        Creation of files and demonstration of I-O operations

Assignment 5 : GUI Designing, Event Handling [Slot – 5]
        To demonstrate GUI creation using Swing Package and Layout managers.
        To understand Event handling mechanism in Java.
        Using Event classes, Event Listeners and Adapters

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