

<p style="text-align: center;">SavitribaiPhule Pune University T.Y.B.Sc. (Computer Science) Sem – V Course Type:DSEC – III Course Code: CS - 355 Course Title: Object Oriented Programming using Java - I</p>		
Teaching Scheme 03 Lect / week	No. of Credits 2	Examination Scheme IE : 15 marks UE: 35 marks
Prerequisites <ul style="list-style-type: none"> Knowledge of C Programming language 		
Course Objectives <ul style="list-style-type: none"> To learn Object Oriented Programming language To study various java programming concept like Interface, File and Exception Handling etc. To design User Interface using Swing and AWT 		
Course Outcomes On completion of the course, student will be able to– <ul style="list-style-type: none"> Understand the concept of classes, object, packages and Collections. To develop GUI based application. 		
Course Contents		
Chapter 1	An Introduction to Java	6 Lect
Object Oriented Programming Concepts A short history of Java Features OR Buzzwords of Java Java Environment Simple Java Program Java Tools – jdb, javap, javadoc Types of Comments Data Types Final Variable Declaring 1D, 2D Array Accepting Input (Command Line Arguments, BufferedReader, Scanner)		
Chapter 2	Objects and Classes	7 Lect
Defining your own classes Access Specifiers (public, protected, private, default) Array of Objects Constructors, Overloading Constructors and Use of ‘this’ keyword static block, static fields And methods Predefined Classes <ul style="list-style-type: none"> Object Class, Methods (equals(), toString(), hashCode(), getClass()) String Class And StringBuffer Class, Formatting String data using format() method Creating , Accessing And Using Packages Wrapper Classes		

Chapter 3	Inheritance and Interface	8 Lect
Inheritance Basics (extends Keyword) and Types of Inheritance Superclass, Subclass and use of Super Keyword Method Overriding and runtime polymorphism Use of final keyword related to method and class Use of abstract class and abstract methods Defining and Implementing Interfaces Runtime polymorphism using interface Concept of Marker and Functional Interfaces		
Chapter 4	Exception and File Handling	5 Lect
Dealing with errors , Exception class, Checked And Unchecked Exception Catching Exceptions, Multiple Catch Block, Nested try block Creating User Defined Exception Introduction to Files And Streams Input-OutputStream : FileInputStream/OutputStream, BufferedInput/OutputStream, DataInput/OutputStream Reader-Writer : FileReader/Writer, BufferedReader/Writer, InputStreamReader, OutputStreamWriter		
Chapter 5	User Interface with AWT and Swing	10 Lect
What is AWT? What is Swing? Difference between AWT and Swing The MVC Architecture And Swing Layouts And Layout Managers Containers And Components – JFrame, JButton, JLabel, JText, JTextArea, JCheckBox And JRadioButton, JList, JComboBox, JMenu And related Classes Dialogs (Message, Confirmation, Input), JFileChooser, JColorChooser Event Handling: Event Sources, Listeners Adapters And Anonymous Inner Class		
Reference Books:		
R1. Complete reference Java by Herbert Schildt(5th edition) R2. Java 2 programming black books, Steven Horlznr R3. Programming with Java , A primer ,Forth edition , By E. Balagurusamy R4. Core Java Volume-I-Fundamentals, Eighth Edition, Cay S. Horstmann, Gary Cornell, Prentice Hall, Sun Microsystems Pres		