

CS204	Object Oriented Programming		T	P
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Object Oriented Concepts: Objects and Classes, Bottom-up approach, O-O design principles, O-O Design and Modeling.

Basic O-O language Constructs: Primitive Data Types and Operations, Selection Statements, Loops, Arrays, Strings, Objects and Classes, Inheritance and method overriding, Polymorphism.

Java Language Fundamentals: Object Design: constructors, instance variables, methods. Memory models, scope, streams and I/O programming, Inner classes, Interfaces and packages, Exception Handling, Multithreading.

Advanced Concepts: Creating GUIs and Displaying Data, Event Driven Programming.

Frameworks: The framework concept, Frameworks in the Java API: Collections Framework, Graphics Framework

Suggested Readings:

1. C. T. Wu, An introduction to Object Oriented Programming with JAVA, McGraw Hill.
2. E. Balagurusamy, Programming with Java, TMH.
3. B. Eckel, Thinking in Java, Pearson.
4. H. Schildt, Java: The Complete Reference, McGraw Hill Education
5. H. Deitel, P. Deitel, Java 9 for Programmers, Pearson