

Java Programming

UNIT – I

Java programming language overview, History of Java, features of Java, Java architecture (04). Referring to applets and applications, compiling and running a program, Byte code and JVM (03). Java primitives data types, Variables: Declaration, Initialization, scope and lifetime, Command line arguments (04).

Lectures: 11

UNIT – II

Java Operators, Typecasting (02). Control statements and looping structure: if statement, switch construct, while loop, the for loop, the do loop, the break statement, the continue statement, return statements, arrays (03). Classes and objects: concept of OOPS, constructors, types of constructors, garbage collector, finalize() (03). Java method and object declaration, Java methods, types of methods, passing arguments, methods overloading, constructor overloading, access specifiers (04).

Lectures: 12

UNIT – III

Inheritance, using inheritance, this and super keywords (04). Overriding methods, Abstract classes, Package and Interface: defining packages, importing packages, grouping classes in packages, creating Interface, implementing interface, using interface, extending interface (04). String handling: using the string class as data type, using strings, string constructors, using string without the new modifier, using string methods, StringBuffer class. Vector, exception handling, multithreading (04).

Lectures: 12

UNIT – IV

Graphical user interface: defining applet, applet lifecycle, applet tags, applet methods, drawing lines, rectangles, polygons (04). AWT package class hierarchy, AWT controls: button, labels, text field, text area, check box, radio box, list, scroll bars, choice, frame, adding a button, creating panels, layout managers (04). Introduction to Servlets and RMI (03).

Lectures: 11