

**OBJECTIVE:**

- To understand Object Oriented Programming concepts and basic characteristics of Java
- To know the principles of packages, inheritance and interfaces
- To define exceptions and use I/O streams
- To develop a java application with threads and generics classes
- To design and build simple Graphical User Interfaces

**UNIT I INTRODUCTION TO OOP AND JAVA FUNDAMENTALS 10**

Object Oriented Programming - Abstraction – objects and classes – Encapsulation Inheritance - Polymorphism- OOP in Java – Characteristics of Java – The Java Environment - Java Source File - Structure – Compilation. Fundamental Programming Structures in Java – Defining classes in Java – constructors, methods -access specifiers - static members Comments, Data Types, Variables, Operators, Control Flow, Arrays , Packages - JavaDoc comments.

**UNIT II INHERITANCE AND INTERFACES 9**

Inheritance – Super classes- sub classes –Protected members – constructors in sub classes- the Object class – abstract classes and methods- final methods and classes – Interfaces – defining an interface, implementing interface, differences between classes and interfaces and extending interfaces - Object cloning -inner classes, ArrayLists – Strings

**UNIT III EXCEPTION HANDLING AND I/O 9**

Exceptions - exception hierarchy - throwing and catching exceptions – built-in exceptions, creating own exceptions, Stack Trace Elements. Input / Output Basics – Streams – Byte streams and Character streams – Reading and Writing Console – Reading and Writing Files

**UNIT IV MULTITHREADING AND GENERIC PROGRAMMING 8**

Differences between multi-threading and multitasking, thread life cycle, creating threads, synchronizing threads, Inter-thread communication, daemon threads, thread groups. Generic Programming – Generic classes – generic methods – Bounded Types – Restrictions and Limitations.

**UNIT V EVENT DRIVEN PROGRAMMING 9**

Graphics programming - Frame – Components - working with 2D shapes - Using color, fonts, and images - Basics of event handling - event handlers - adapter classes - actions - mouse events – AWT event hierarchy - Introduction to Swing – layout management - Swing Components – Text Fields , Text Areas – Buttons- Check Boxes – Radio Buttons – Lists- choices- Scrollbars – Windows –Menus – Dialog Boxes.

**TOTAL : 45 PERIODS**

**OUTCOMES**

**Upon completion of the course, students will be able to:**

- Develop Java programs using OOP principles
- Develop Java programs with the concepts inheritance and interfaces
- Build Java applications using exceptions and I/O streams
- Develop Java applications with threads and generics classes
- Develop interactive Java programs using swings

**TEXT BOOKS:**

1. Herbert Schildt, "Java The complete reference", 8 th Edition, McGraw Hill Education, 2011.
2. Cay S. Horstmann, Gary Cornell, "Core Java Volume –I Fundamentals", 9 th Edition, Prentice Hall, 2013.

**REFERENCES:**

1. Paul Deitel, Harvey Deitel, "Java SE 8 for programmers", 3 rd Edition, Pearson, 2015.
2. Steven Holzner, "Java 2 Black book", Dreamtech press, 2011.
3. Timothy Budd, "Understanding Object-oriented programming with Java", Updated Edition, Pearson Education, 2000.