Paper Code: BCA 206 L T C
Paper ID: 20206 3 1 4

Paper: Java Programming

Pre-requisites: Object Oriented Concepts

Aim: To understand the use of object oriented features along with their applications

Objectives

To make students well versed with programming in java.

INSTRUCTIONS TO PAPER SETTERS: Maximum Marks: 75

- Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
- Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus.
 Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be 12.5 marks.

UNIT-I

Java Programming: Introduction, Data types, acces specifiers, operators, control statements, arrays.

Classes: Fundamentals, objects, methods, constructors.

Inheritance: Super class, sub class, this and super operator, method overriding, use of final, packages, abstract class, interface.

Polymorphism: Method overloading, constructor overloading. [T1, R1]

[No. of Hrs.: 10]

UNIT-II

Exception Handling: Exception Class, built in checked and unchecked exceptions, user defined exceptions, use of try, catch, throw, throws, finally.

Multi threaded programming: Overview, comparison with multiprocessing, Thread class and runnable interface, life cycle, creation of single and multiple threads, thread priorities, overview of Synchronization.

Java Library: String handling (only main functions), String Buffer class.

Elementary concepts of Input/Output :byte and character streams, System.in and Sysem.out, print and println, reading from a file and writing in a file. [T1, R1]

[No. of Hrs.: 12]

UNIT - III

Software Development using Java:

Applets :Introduction, Life cycle, creation and implementation,

AWT controls: Button, Label, TextField, TextArea, Choice lists, list, scrollbars, check boxes, Layout managers,

Elementary concepts of Event Handling :Delegation Event Model, Event classes and listeners, Adapter classes, Inner classes.

Swings: Introduction and comparison with AWT controls. [T1, R1]

[No. of Hrs.: 12]

UNIT-IV

Networking Basics: Socket (datagram and TCP/IP based client and server socket), factory methods, InetAddress

JDBC: JDBC Architecture, JDBC Drivers, Connecting to the Database

Introduction to Java Servlets: Life cycle, Interfaces and classes in javax.servlet package (only description) Creating a simple servlet [T1, T2, R1, R2]