PRESIDENCY UNIVERSITY

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GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

OVER 40 YEARS OF ACADEMIC WISDOM

Itgalpur, Rajankunte, Yelahanka, Bengaluru – 560064

Course Code: CSE1006	Course Title: Problem Solving using JAVA Type of Course: Integrated	L-T- P- C	1	0	4	3
Version No.	2.0					
Course Pre-requisites	CSE1004 – Problem Solving Using C					
Anti-requisites	Nil					
Course Description	This course introduces the core concepts of object-oriented programming. This course has theory and lab component which emphasizes on understanding the implementation and application of object-oriented programming paradigm. It helps the student to build real time secure applications by applying these concepts and also for effective problem solving. The students interpret and understand the need for object oriented programming to build applications.					
Course Objective	The objective of the course is to familiarize the learners with the concepts of Problem-Solving using JAVA and attain **SKILL DEVELOPMENT** through **EXPERIENTIAL LEARNING** techniques					
Course Out Comes	**On successful completion of the course the students shall be able to:** CO1: Describe the basic programming concepts. [Understand] CO2: Apply the concept of classes, objects and methods to solve problems. [Application] CO3: Apply the concept of arrays and strings. [Appy] CO4: Implement inheritance and polymorphism building secure applications. [Apply] CO5: Apply the concepts of interface and error handling mechanism. [Apply]					
Course Content:						

Module 1	Basic Concepts of Programming and Java	Assignment	Problem Solving	15 Sessions (L3 + P12)

Topics: Introduction to Principles of Programming: Process of Problem Solving, Java program structure, Download Eclipse IDE to run Java programs, Sample program, Data types, Identifiers, Variables, Constants in java, Operators, Assignments and Expression, Basic Input/Output functions, Control Statements: Branching and Looping.

Module 2	Classes, objects, methods and Constructors	Assignment	Problem Solving	17 Sessions (L3 + P14)

Topics: Classes, Objects and Methods: Introduction to object Oriented Principles, defining a class, adding data members and methods to the class, access specifiers, instantiating objects, reference variable, accessing class members and methods.

Static Polymorphism: Method overloading, constructors, constructor overloading, this keyword, static keyword, Nested classes, Accessing members in nested classes.

Module 3	Arrays, String and String buffer	Assignment	Problem Solving	13 Sessions (L3 + P10)

Topics: Arrays: Defining an Array, Initializing & Accessing Array, Multi –Dimensional Array, Array of objects. String: Creation & Operation. String builder class, methods in String Buffer.

Module 4	Inheritance and Polymorphism	Assignment	Problem Solving	17 Sessions (L3 + P14)

Topics: Inheritance: Defining a subclass, Types of Inheritance, super keyword. Dynamic Polymorphism: Method overriding. Final keyword: with data members, with member functions and with class. Abstract keyword: with data members, with member functions and with class, Exception handling.

Module 5	Input & Output Operation in Java	Assignment	Problem Solving	13 Sessions (L3 + P10)

Input/output Operation in Java(java.io Package), Streams and the new I/O Capabilities, Understanding Streams, working with File Object, File I/O Basics, Reading and Writing to Files, Buffer and Buffer Management, Read/Write Operations with File Channel, Serializing Objects, Observer and Observable Interfaces.

P1: Programming Exercises on Basic Concepts.

LEVEL 1: Discuss about datatypes and variables.

LEVEL 2: Demonstrate a simple java program

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LEVEL 1: Discuss about datatypes and variables.

LEVEL 2: Demonstrate a simple java program

P3: Programming Exercises on operators, expressions based on a given scenario.

LEVEL 1: Explain operators, expressions.

LEVEL 2: Demonstrate operators

P4: Programming Exercises Command Line Arguments based on a given scenario.

LEVEL 1: Explain command line arguments

LEVEL 2: Demonstrate command line arguments

P5: Programming Exercises on basic Input/ Output functions and Control Statements: Branching

LEVEL 1: Explain Input/ Output functions

LEVEL 2:Demonstrate Control Statements: Branching

P6: Programming Exercises on Control Statements: Looping

LEVEL 1: Explain variour loops.

LEVEL 2:Demonstrate Control Statements: Looping

P7: Programming Exercises on Creating Objects, classes on a given scenario.

LEVEL 1: Illustrate class, object and methods.

LEVEL 2: Execute java program using class and objects

P8: Programming Exercises on Adding methods and Constructors to the class based on a given scenario.

LEVEL 1: Illustrate methods and constructors

LEVEL 2: Execute java program using methods and constructors

P9: Programming Exercises on methods based on a given scenario.

LEVEL 1: Illustrate method overloading

LEVEL 2: Apply method overloading for the given scenario.

P10: Programming Exercises on methods based on a given scenario.

LEVEL 1: Illustrate constructors overloading

LEVEL 2: Apply constructor overloading for the given scenario

P11: Programming Exercises on methods for static members bassed on a given scenario.

LEVEL 1: Benefits of usage static members

LEVEL 2: Usage of Static Members for the given scenario

P12: Programming Exercises on static methods based on a given scenario.

LEVEL 1: Benefits of usage static methods

LEVEL 2: Usage of Static Methods for the given scenario.

P13: Programming Exercises on nested Classes based on a given scenario.

LEVEL 1: Benefits of usage nested classes

LEVEL 2: Apply the concept of usage of nested classes for the given scenario

P14: Programming Exercises on Arrays and its built-in functions based on a given scenario.

LEVEL 1: Illustrate one dimensional arrays and its functions.

LEVEL 2: Demonstrate programs with single-dimensional arrays and operations.

P15: Programming Exercises on Arrays and its built-in functions based on a given scenario.

LEVEL 1: Illustrate multi dimensional arrays and its functions.

LEVEL 2: Demonstrate programs with multi-dimensional arrays and operations.

P16: Programming Exercises on String Class and its built-in functions based on a given scenario.

LEVEL 1: Explain about String class and String methods.

LEVEL 2: Execute simple java applications for String and StringBuffer operations

P17: Programming Exercises on String Buffer Class and its built-in functions based on a given scenario.

LEVEL 1: Explain about StringBuffer class and String methods.

LEVEL 2: Execute simple java applications for String and StringBuffer operations

P18: Programming Exercises on String Builders and its built-in functions based on a given scenario.

LEVEL 1: Explain about String Builders.

LEVEL 2: Execute java applications for String Builders

P19: Programming Exercises on single, multi level Inheritance and super keyword based on given scenario.

LEVEL 1: Explain single and multi level inheritance.

LEVEL 2: Demonstrate simple applications for the different types of inheritance

P20: Programming Exercises hierarchical Inheritance and super keyword based on given scenario.

LEVEL 1: Explain hierarchical inheritance.

LEVEL 2: Demonstrate simple applications for hierarchical inheritance

P21: Programming Exercises on Overriding.

LEVEL 1: Differentiate method overloading and method overriding.

LEVEL 2: Demonstrate simple program with dynamic method dispatch.

P22: Programming Exercises on Final based on given scenario.

LEVEL 1: Implement programs using concept of final.

LEVEL 2: Use final keyword for the given problem

P23: Programming Exercises on Abstract keyword based on given scenario.

LEVEL 1: Implement programs using concept of Abstract.

LEVEL 2: Use abstract keyword for the given problem

P24: Programming Exercises on Interface based on a given scenario.

LEVEL 1: Differentiate abstract class about interface

LEVEL 2: Implement interfaces in the given problem

P25: Programming Exercises on Exception Handling based on a given scenario.

LEVEL 1: Explain exception handling

LEVEL 2: Solve the given problem using exception handling mechanism.

P26: Programming Exercises on Character Stream Classes based on a given scenario.

LEVEL 1: Explain Character Stream Classes

LEVEL 2: Solve the given problem using Character Stream Class.

P27: Programming Exercises on Read/Write Operations with File Channel based on a given scenario.

LEVEL 1: Explain Read/Write Operations with File Channel

LEVEL 2: Solve the given problem using Read/Write Operations with File Channel.

P28: Programming Exercises on Read/Write Operations with File Channel based on a given scenario.

LEVEL 1: Explain Read/Write Operations with File Channel

LEVEL 2: Solve the given problem using Read/Write Operations with File Channel.

P29: Programming Exercises on Read/Write Operations with File Channel based on a given scenario.

LEVEL 1: Explain Read/Write Operations with File Channel

LEVEL 2: Solve the given problem using Read/Write Operations with File Channel.

P30: Programming Exercises on Read/Write Operations with File Channel based on a given scenario.

LEVEL 1: Explain Read/Write Operations with File Channel

LEVEL 2: Solve the given problem using Read/Write Operations with File Channel.

Targeted Application & Tools that can be used : JDK /eclipse IDE/ net Beans IDE.

Text Book

T1 Herbert Schildt, "The Complete Reference Java 2", Tata McGraw Hill Education, 11th Edition,2019.

References

R1. Cay S Horstmann and Cary Gornell, "CORE JAVA volume I-Fundamentals", Tenth Edition, Pearson 2015.

R2: James W. Cooper, "Java TM Design Patterns – A Tutorial", Addison-Wesley Publishers.4th Edition, 2000.

R3. E. Balagurusamy, "Programming with Java", Tata McGraw Hill Education, 6th Edition, 2019.

 E book link R1: http://rmi.yaht.net/bookz/core.java/9780134177373-Vol-1.pdf

 E book link R2: Java(tm) Design Patterns: A Tutorial([PDF] [7qmsenjl97t0] (vdoc.pub)

 Web **resources**
ps://youtube.com/playlist?list=PLu0W_9lII9agS67Uits0UnJyrYiXhDS6q
ps://puniversity.informaticsglobal.com:2229/login.aspx

Topics relevant to development of "Skill Development":
1. Static Polymorphism
2. Method overloading, constructors
3. constructor overloading
4. this keyword
5. static keyword and Inner classes
6. Inheritance and Polymorphism.

for **Skill Development** through **Experiential Learning** techniques. This is attained through assessment component mentioned in course handout.

Catalogue prepared by	
Recommended by the Board of Studies on	
Date of Approval by the Academic Council	