

# Type of course: Core

## Prerequisite: NA

**Rationale:** Java is a general-purpose computer programming language that is a class-based, objectoriented. It is intended to let application developers "write once, run anywhere" meaning that compiled Java code can run on all platforms that support Java without the need for recompilation.

### **Teaching and Examination Scheme:**

Teaching Scheme		Credits	Examination Marks									
L	Т			The	eory	Practical		Total				
		D	С	University	Internal	External	Internal	Marks				
		1	1	1	1	L	C	exams	evaluation	Practical /viva	Practical /viva	
				(ESE)	(PA)	Exam(ESE)	Exam(PA)					
3	-	-	3	50	-	-	-	50				

L- Lectures; T- Tutorial/Teacher Guided Student Activity; P- Practical; C- Credit; ESE- End Semester Examination; PA- Progressive Assessment

#### **Contents:**

Sr. No.	Practical / Hands on Exercise	Hrs.	Weightage
1	UNIT-I What is OOP? Concept of OOP. Principles of OOP. C++ vs JAVA, JAVA and Internet and WWW, JAVA support systems, JAVA environment. JAVA program structure, Tokens, Statements, JAVA virtual machine, Constant & Variables, Data Types, Declaration of Variables, Scope of Variables, Symbolic Constants, Type Casting. Operators: Arithmetic, Relational, Logical Assignments, Increment and Decrement, Conditional, Bitwise, Special, Expressions & its evaluation. If statement, ifelse statement, Nesting of ifelse statements, elseif Ladder, Switch, operators, Loops –While, Do, For, Jumps in Loops, Labelled Loops.	8	20
2	<b>UNIT-II</b> Defining a Class, Adding Variables and Methods, Creating Objects, Accessing Class Members, Constructors, Methods Overloading, Static Members, Nesting of Methods. Inheritance: Extending a Class, Overriding Methods, Final Variables and Methods, Final Classes, Finalize Methods, Abstract methods and Classes, Visibility Control.	10	25
3	UNIT-III Arrays: One Dimensional & two Dimensional, strings, Vectors, wrapper Classes, Defining Interface Extending Interface, Implementing Interface, Accessing Interface Variable, System Packages, Using System Package, Adding a Class to a Packages, Hiding Classes.	6	15
4	<b>UNIT-IV</b> Creating Threads, Extending the Threads Class, Stopping and Blocking a Thread, Life Cycle of a Thread, Using Thread Methods, Thread Exceptions, Thread Priority, Synchronization, Implementing the Runnable Interface.	8	20



5	UNIT-V	10	20
	Local and Remote Applets Vs Applications, Writing Applets, Applets Life		
	Cycle, Creating an Executable Applet, Designing a Web Page, Applet Tag,		
	Adding Applet to HTML File, Running the Applet, Passing Parameters to		
	Applets, Aligning the Display, HTML Tags & Applets, Getting Input from the		
	User.		
	Total	42	

#### **Reference Books:**

1. Java Fundamentals A comprehensive introduction By Herbert Schildt, Dale Skrien, McGraw Hill Education.

2. Programming with Java A Primer – E.Balagurusamy, Mc Grawhill

3. Object Oriented Systems with Java, Tanweer Alam, Khanna Publishing House

4. Core Java, Tanweer Alam, Khanna Publishing House Suggested Specification table with Marks (Theory): (For BVOC only)

Distribution of Theory Marks					
R Level	U Level	A Level	N Level	E Level	C Level
10	20	20	0	0	0

Legends: R: Remembrance; U: Understanding; A: Application, N: Analyze and E: Evaluate C: Create and above Levels (Revised Bloom's Taxonomy)

#### **Course Outcomes:**

Sr. No.	CO Statement	Marks % Weightage
CO-1	Understand object oriented programming concepts and	20
	implement in java	
CO-2	Comprehend building blocks of OOPs language and	25
	inheritance	
CO-3	Understand interface and packages in Java	15
CO-4	Implement multithreading in object oriented programs.	20
CO-5	Understand the concept of Applets	20

#### Laboratory work: NA

### List of Open Source Software/learning website:

Students must refer to following sites to enhance their learning ability.

1) http://www.oracle.com/technetwork/java/javase/downloads/index.html

2) http://docs.oracle.com/javase/tutorial/java/index.html

3) http://www.javatpoint.com/

4) http://www.tutorialspoint.com/java/