Java Programming

Semester V	Subject Code: BC51701	Lectures: 60

Objectives:

The syllabus aims in equipping students with,

- Basic concept of Java Programming
- To understand how to use programming in day to day applications
- Knowledge of data base Programming in Java

Unit 1: Introduction to Java	
Features of java	
 JDK Environment & tools like(java, javac, appletviewer, javadoc, jdb) 1.3 OOPs Concepts Class, Abstraction, Encapsulation, Inheritance, Polymorphism 	
 Difference between C++ and JAVA 	
Structure of java program	
 Data types ,Variables ,Operators , Keywords ,Naming Convention 	
 Decision Making (if, switch), Looping(for, while) 	
Type Casting	
 Array Creating an array Types of Array - One Dimensional arrays - Two Dimensional array 	
 String - Arrays , Methods StringBuffer class 	

Unit 2: Classes and Objects Creating Classes and objects Memory allocation for objects Constructor Implementation of Inheritance Simple, Multilevel, Interfaces, user defined interfaces and system interfaces(Collection, List, Iterator, listiterator and ArrayListLinkedList classes) Abstract classes and methods Implementation of Polymorphism Method Overloading, Method Overriding Nested and Inner classes.

- Modifiers and Access Control
- Packages Packages Concept Creating user defined packages
- Java Built in packages java.lang->math java.util->Random, Date, Hashtable Wrapper classes

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nit 3: JDBC	8
The design of JDBC	
Basic JDBC program Concept	
• Drivers	
 Architecture of JDBC 	
 Making the Connection, Statement, ResultSet, PreparedStatement, CollableStatement 	Commence of the commence of th
 Executing SQL commands 	
Executing queries	

Unit 4: File and Exception Handling	
Exception	
Exception types	
 Using try catch and multiple catch Nested try, throw, throws and finally 	
Creating user defined Exceptions	
File Handling	
 Stream ByteStream Classes CharacterStream Classes 	
File IO basics	
 File operations Creating file Reading file(character, byte) Writing file (character, byte) 	ост в недосминентация формациям,

it 5: Applet, AWT and Swing Programming	12
• Applet	
> Introduction	
Types applet	
Applet Life cycle - Creating applet - Applet tag	
Applet Classes - Color - Graphics - Font AWT	
 Components and container used in AWT 	
Layout managers	
Listeners and Adapter classes	
Event Delegation model Swing	
 Introduction to Swing Component and Container Classes 	

*Contact hours - 12 hours



Recommended Text Book:

Java Programming, Success Publication
 Java Programming, Vision Publication 2014

Reference Books:

1. E Balgurusamy, Programming with JAVA

2. Herbert Schildt, The Complete Reference - JAVA

