

VASAVI COLLEGE OF ENGINEERING (Autonomous)
 IBRAHIMBAGH, HYDERABAD – 500 031
DEPARTMENT OF INFORMATION TECHNOLOGY

INTRODUCTION TO OBJECT ORIENTED PROGRAMMING
 (Open Elective-II) (Common for CIVIL, ECE, EEE & MECH)
 SYLLABUS FOR B.E. IV SEMESTER

L:T:P (Hrs/week):3:0:0	SEE Marks: 60	Course Code: U19OE410IT
Credits: 3	CIE Marks: 40	Duration of SEE : 3 Hours

COURSE OBJECTIVES	COURSE OUTCOMES
	<i>On completion of the course, students will be able to</i>
Explain the fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries, building simple GUI applications.	1. Understand fundamental concepts in Object oriented approach. 2. Develop object-oriented programs using the concepts of exception handling and multi threading. 3. Demonstrate the usage of Java I/O streams to handle user input and output. 4. Design and develop GUI programs. 5. Develop Applets for web applications.

UNIT- I

Java Programming Fundamentals: Introduction, Overview of Java, Data types, Variables-scope and lifetime, Operators, Control statements, Structure of a Java class, Classes, Methods, Inheritance, and Command Line Arguments.

Arrays: One-dimensional arrays, creating an array, declaration of arrays, initialization of arrays, two-dimensional arrays.

Packages: Creation, importing a package and user defined package.

Interfaces: Defining interfaces, extending interfaces, implementing interfaces.

UNIT- II

Exception Handling: Introduction, types of exceptions, syntax of exception handling code, multiple catch statements, using finally statement, user-defined exceptions.

UNIT- III

Basic I/O Streams: Java I/O classes and interfaces, Files, Stream and Byte classes, Character Streams, Serialization.

Exploring java.lang: Object, Wrapper classes, String, StringBuffer, System

UNIT- IV

Introducing AWT working with Graphics: AWT Classes, Working with Graphics.

Event Handling: The Delegation Event Model, Event Classes, Source of Events, Event Listener Interfaces.

AwT Controls: Control Fundamentals, Labels, Using Buttons, Applying Check Boxes, CheckboxGroup, Choice Controls, Using Lists, Managing Scroll Bars, Using TextField, Using TextArea, Understanding Layout Managers, Menu bars and Menus, Dialog Boxes, FileDialog, Exploring the controls, Menus, and Layout Managers.

UNIT- V

Applet Programming: Introduction, how applets differ from applications, building applet code, applet life cycle, HTML-APPLET tag, passing parameters to applets.

Learning Resources:

1. Herbert Schildt, The Complete Reference Java, 7th Edition, Tata McGraw Hill, 2006.
2. James M Slack, Programming and Problem solving with JAVA, Thomson Learning, 2002.
3. C Thomas Wu, An Introduction to Object Oriented Programming with Java 5th edition, McGraw Hill Publishing, 2010.
4. Y. Daniel Liang , An Introduction to JAVA Programming, Tata McGraw Hill, 2009.
5. Kathy Sierra, Head First Java, 2/e, Shroff Publishers, 2012.
6. <https://docs.oracle.com/javase/tutorial/>
7. <https://nptel.ac.in/courses/106105191/>

The break-up of CIE: Internal Tests+ Assignments + Quizzes

1 No. of Internal Tests	:	2	Max. Marks for each Internal Tests	:	30
2 No. of Assignments	:	3	Max. Marks for each Assignment	:	5
3 No. of Quizzes	:	3	Max. Marks for each Quiz Test	:	5

Duration of Internal Tests : 90 Minutes


 Faculty I/c.


 HOD.