



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India
DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING

I Year - II Semester		L	T	P	C
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OBJECT ORIENTED PROGRAMMING THROUGH JAVA					

Course Objectives:

This subject will help to improve

- the analytical skills of object oriented programming
- Overall development of problem solving and critical analysis.
- Formal introduction to Java programming language

Course Outcomes:

On successful completion of this course, the student should be able to:

- Show competence in the use of the Java programming language in the development of small to medium- sized application programs that demonstrate professionally acceptable coding and performance standard
- Illustrate the basic principles of the object-oriented programming
- Demonstrate an introductory understanding of graphical user interfaces, multithreaded programming, and event-driven programming.

Unit I

Introduction to Java : Basics of Java programming, Data types, Variables, Operators, Control structures including selection, Looping, Java methods, Overloading, Math class, Arrays in java.

Objects and Classes : Basics of objects and classes in java, Constructors, Finalizer, Visibility modifiers, Methods and objects, Inbuilt classes like String, Character, StringBuffer, File, this reference.

Unit II

Inheritance and Polymorphism : Inheritance in java, Super and sub class, Overriding, Object class, Polymorphism, Dynamic binding, Generic programming, Casting objects, Instance of operator, Abstract class, Interface in java, Package in java, UTIL package.

Unit III

Event and GUI programming : Event handling in java, Event types, Mouse and key events, GUI Basics, Panels, Frames, Layout Managers: Flow Layout, Border Layout, Grid Layout, GUI components like Buttons, Check Boxes, Radio Buttons, Labels, Text Fields, Text Areas, Combo Boxes, Lists, Scroll Bars, Sliders, Windows, Menus, Dialog Box, Applet and its life cycle, Introduction to swing, Creating a swing applet, swing controls and components.

Unit IV

I/O programming: Text and Binary I/O, Binary I/O classes, Object I/O, Random Access Files. Event driven model, handling events

Unit V

Multithreading in java: Thread life cycle and methods, Runnable interface, Thread synchronization, Exception handling with try-catch-finally, Collections in java, Introduction to JavaBeans and Network Programming.



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Text Books:

- 1) Introduction to Java Programming (Comprehensive Version), Daniel Liang, Seventh Edition, Pearson.
- 2) Programming in Java, Sachin Malhotra & Saurabh Chaudhary, Oxford University Press.

Reference Books:

- 1) Murach's Beginning Java 2, Doug Lowe, Joel Murach and Andrea Steelman, SPD.
- 2) Core Java Volume-I Fundamentals, Eight Edition, Horstmann & Cornell, Pearson Education.
- 3) The Complete Reference, Java 2 (Fourth Edition), Herbert Schild, TMH. Java Programming, D. S. Malik, Cengage Learning.