COURSE CONTENT

OBJECT ORIENTED PROGRAMMING THROUGH JAVA								
II Semester: CSD / CSE / CSM / ECE / EEE								
Course Code	Category	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIA	SEE	Total
2520507	Core	3	0	0	3	40	60	100
Contact Classes: 45	Tutorial Classes: Nil	Practical Classes: Nil				Total Classes: 45		
Prerequisites: Programming for Problem Solving								

Course Overview:

This course introduces the principles of Object-Oriented Programming (OOP) and its role in solving complex problems effectively. It provides a solid foundation in object-oriented concepts such as abstraction, encapsulation, inheritance, polymorphism, and collaboration. The course also extends into file handling, exception management, and concurrent execution, preparing students to design, develop, and manage robust real-world applications.

Course Objectives:

1. To Understand the basic object-oriented programming concepts and apply them in problem solving.
2. To Illustrate inheritance concepts for reusing the program.
3. To Demonstrate multitasking by using multiple threads and event handling
4. To Develop data-centric applications using JDBC.
5. To Understand the basics of java console and GUI based programming.

Course Outcomes: After Completion of the Course, Students should be able to

1. Understand object-oriented principles, Java language fundamentals, class structures, object creation, memory management, and core language features.
2. Analyze inheritance mechanisms, polymorphism concepts, packages, interfaces, and access control rules within Java applications.
3. Apply exception handling techniques and multithreading concepts for robust and concurrent Java program development.
4. Examine core Java libraries including String, Object, java.util, and java.io, along with event handling and layout management mechanisms.
5. Design graphical user interfaces using Swing components, MVC architecture, menus, containers, and event-driven programming models.

UNIT - I

Object oriented thinking and Java Basics- Need for oop paradigm, summary of oop concepts, coping with complexity, abstraction mechanisms. History of Java, Java buzzwords, data types, variables, scope and lifetime of variables, arrays, operators, expressions, control statements, type conversion and casting, simple java program, concepts of classes, objects, constructors, methods, access control, this keyword, garbage collection, overloading methods and constructors, parameter passing, recursion, nested and inner classes, exploring String class.

UNIT - II

Inheritance, Packages and Interfaces — Hierarchical abstractions, Base class object, subclass, subtype, substitutability, forms of inheritance specialization, specification, construction, extension, limitation, combination, benefits of inheritance, costs of inheritance. Member access rules, super keyword uses, using final keyword with inheritance, polymorphism- method overriding, abstract classes, the Object class. Defining, Creating and Accessing a Package, Understanding CLASSPATH, importing packages, differences between classes and interfaces, defining an interface, implementing interface, applying interfaces, variables in interface and extending interfaces.

UNIT - III:

Exception handling and Multithreading-- Concepts of exception handling, benefits of exception handling, Termination or resumptive models, exception hierarchy, usage of try, catch, throw, throws and finally, built in exceptions, creating own exception subclasses. Differences between multithreading and multitasking, thread life cycle, creating threads, thread priorities, synchronizing threads, inter thread communication, thread groups, daemon threads.

UNIT - IV:

Exploring String class, Object class, Exploring java.util package, Exploring java.io package
Event Handling: Events, Event sources, Event classes, Event Listeners, Delegation event model, handling mouse and keyboard events, Adapter classes. graphics, layout manager – layout manager types — border, grid, flow, card and grid bag

UNIT - V: Swing – Introduction, limitations of AWT, MVC architecture, components, containers, exploring swing- JFrame and JComponent, JLabel, ImageIcon, JTextField, JButton, JCheckBox, JRadioButton, JList, JComboBox, Tabbed Panes, Scroll Panes, Trees, and Tables. Menu Basics, Menu related classes - JMenuBar, JMenu, JMenuItem, JCheckBoxMenuItem, JRadioButtonMenuItem, JSeperator. creating a popup menu.

TEXT BOOKS:

1. Java the complete reference, 13th edition, Herbert schildt, Dr. Denny Coward, Mc Graw Hill.
2. Understanding OOP with Java, updated edition, T. Budd, Pearson education.

REFERENCE BOOKS:

1. An Introduction to programming and OO design using Java, J.Nino and F.A. Hosch, John Wiley & sons.
2. An Introduction to OOP, third edition, T. Budd, Pearson education.
3. Introduction to Java programming, Y. Daniel Liang, Pearson education.
4. An introduction to Java programming and object-oriented application development, R.A. Johnson- Thomson.
5. Core Java 2, Vol 1, Fundamentals, Cay.S. Horstmann and Gary Cornell, eighth Edition, Pearson Education.
6. Core Java 2, Vol 2, Advanced Features, Cay.S. Horstmann and Gary Cornell, eighth Edition, Pearson Education
7. Object Oriented Programming with Java, R.Buyya, S.T.Selvi, X.Chu, TMH.
8. Java and Object Orientation, an introduction, John Hunt, second edition, Springer.
9. Maurach's Beginning Java2 JDK 5, SPD.

ELECTRONIC RESOURCES:

1. 1. https://docs.oracle.com/javase/tutorial/java/concepts/
2. 2. https://www.w3schools.com/cpp/
3. 3. https://www.edx.org/learn/object-oriented-programming/
4. 4. https://www.geeksforgeeks.org/introduction-of-object-oriented-programming/

MATERIALS ONLINE:

1. Course template
2. Tutorial question bank
3. Tech talk and Concept Video topics
4. Open-ended experiments
5. Definitions and terminology
6. Assignments
7. Model question paper – I
8. Model question paper – II
9. Lecture notes
10. PowerPoint presentation
11. E-Learning Readiness Videos (ELRV)