PCIT4303 **JAVA Programming** (3-0-0)

Module – I   **12 Hrs**

Introduction to Java and Java programming Environment. Object Oriented Programming. Fundamental Programming Structure: Data Types, variable, Typecasting Arrays, Operators and their precedence.

Control Flow: Java's Selection statements (if, switch, iteration, statement, while, do-while, for, Nested loop).

Concept of Objects and Classes, Using Exiting Classes building your own classes, constructor overloading, static , final, this keyword .

Inheritance: Using Super to Call Super class constructor, Method overriding, Dynamic method Dispatch, Using Abstract Classes, Using final with inheritance. The Object Class.

Packages & Interfaces : Packages, Access Protection, Importing package, Interface, Implementing Interfaces, variables in Interfaces, Interfaces can be extended.

Exception Handling: Fundamentals, Types Checked , Unchecked exceptions, Using try & catch, Multiple catch, throw , throws, finally, Java's Built in exceptions, user defined exception.

Module - II   **12 Hrs**

Multi Threading: Java Thread Model, Thread Priorities, Synchronization, Creating a thread, Creating Multiple threads, Using isAlive ( ) and join ( ), wait () & notify ( ).

String Handling: String constructors, String length, Character Extraction, String Comparison, Modifying a string.

Java I/O: Classes & Interfaces, Stream classes, Byte streams, Character streams, Serialization.

JDBC: Fundamentals, Type I, Type II, Type III, Type IV drivers.

Networking: Basics, Socket overview, Networking classes, & interfaces, TCP/IP client sockets, whois, URL format, URL connection, TCP/IP Server Sockets.

Module - III   **12 Hrs**

Applets: Basics, Architecture, Skeleton, The HTML APPLET Tag, Passing Parameters to Applets, Applet context and show documents ().

Event Handing: Delegation Event model, Event Classes, Event Listener Interfaces, Adapter classes.

AWT: AWT Classes window fundamentals, component, container, panel, Window, Frame , Canvas, Creating a frame window in an Applet , working with Graphics , Control Fundamentals , Layout managers, Handling Events by Extending AWT components.

Core java API package, reflection, Remote method Invocation (RMI)

Swing: J applet, Icons & Labels, Text fields, Buttons, Combo boxes, Tabbed panes, Scroll panes, Trees, Tables.

Exploring Java-lang: Simple type wrappers, Runtime memory management, object (using clone () and the cloneable Interface), Thread, Thread Group, Runnable.

Text Books:

1. Introduction to Java Programming: Liang, Pearson Education, 7th Edition.

2. Java The complete reference: Herbert Schildt, TMH, 5th Edition.

Reference Books:

1. Balguruswamy, Programming with JAVA, TMH.
2. Programming with Java: Bhave &. Patekar, Pearson Education.
3. Big Java: Horstman, Willey India, 2nd Edition.
4. Java Programming Advanced Topics: Wigglesworth, Cengage Learning.
5. Java How to Program: H.M. Deitel & Paul J. Deitel, PHI, 8th Edition