PROGRAMMING IN JAVA				
	(OPEN ELECTIVE	E)		
(Effective from the academic year 2018 -2019) SEMESTER – VI				
Course Code	18CS653	CIE Marks	40	
Number of Contact Hours/Week	3:0:0	SEE Marks	60	
Total Number of Contact Hours	40	Exam Hours	03	
CREDITS -3				
Course Learning Objectives: This course (18CS653) will enable students to:				
 Learn fundamental features of object oriented language and JAVA 				
 Set up Java JDK environment to create, debug and run simple Java programs. 				
 Learn object oriented concepts using programming examples. 				
 Study the concepts of importing of packages and exception handling mechanism. 				
Discuss the String Handling examples with Object Oriented concepts				
Module – 1			Teaching	
An Overview of Java: Object-Oriented Pro	ogramming A First S	Simple December A. C.	Hours	
An Overview of Java: Object-Oriented Programming, A First Simple Program, A Second Short Program, Two Control Statements, Using Blocks of Code, Lexical Issues, The Java			ond 08	
Class Libraries, Data Types, Variables, and Arrays: Java Is a Strongly Typed Language			ge	
The Primitive Types, Integers, Floating-Point Types, Characters, Booleans, A Closer Look				
at Literals, Variables, Type Conversion and Casting, Automatic Type Promotion in				
Expressions, Arrays, A Few Words About Strings				
Text book 1: Ch 2, Ch 3 RBT: L1, L2				
Module – 2				
Operators: Arithmetic Operators The Bituing Operators D. L. J. O.				
Logical Operators, The Assignment Operator, The ? Operator, Operator Precedence, Using			ean 08	
Parentheses, Control Statements: Java's Selection Statements, Iteration Statements, Jump			mp	
Statements.				
Text book 1: Ch 4, Ch 5				
RBT: L1, L2	Module – 3			
Introducing Classes: Class Fundamentals, Declaring Objects, Assigning Object Reference 08				
Variables Introducing Mathoda Control	Declaring Objects, A	ssigning Object Referen	nce 08	
Variables, Introducing Methods, Constructors, The this Keyword, Garbage Collection, The finalize() Method, A Stack Class, A Closer Look at Methods and Classes: Overloading			he	
Methods, Using Objects as Parameters, A Closer Look at Argument Passing, Returning			ing	
Objects, Recuision, Introducing Access Control Understanding static Introducing first			1	
rinays Revisited, inheritance: Inheritance, Using super Creating a Multilevel Historia			L.	
Their Constitutions Are Called, Method Overriding. Dynamic Method Dispatch Using			ing	
distract Classes, Using final with Inheritance. The Object Class				
Text book 1: Ch 6, Ch 7.1-7.9, Ch 8. RBT: L1, L2				
Module – 4				
Packages and Interfaces: Packages, Access Exception Handling: Exception	Drotantia I			
randing, exception-Handling	Hundamantale Da-	- T	.	
Exception Handling: Exception-Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch Clauses, Nested try Statements, throw, throws, finally, Java's Built in Exceptions				
throws, finally, Java's Built-in Exceptions, Creating Your Own Exception Subclasses,			W,	
Chained Exceptions, Using Exceptions, Creating Your Own Exception Subclasses,				

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Text book 1: Ch 9, Ch 10

RBT: L1, L2

Module - 5

Enumerations, Type Wrappers, I/O, Applets, and Other Topics: I/O Basics, Reading Console Input, Writing Console Output, The PrintWriter Class, Reading and Writing Files, Applet Fundamentals, The transient and volatile Modifiers, Using instanceof, strictfp, Native Methods, Using assert, Static Import, Invoking Overloaded Constructors Through this(), String Handling: The String Constructors, String Length, Special String Operations, Character Extraction, String Comparison, Searching Strings, Modifying a String, Data Conversion Using valueOf(), Changing the Case of Characters Within a String, Additional String Methods, StringBuffer, StringBuilder.

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Text book 1: Ch 12.1,12.2, Ch 13, Ch 15

RBT: L1, L2

Course outcomes: The students should be able to:

- Explain the object-oriented concepts and JAVA.
- Develop computer programs to solve real world problems in Java.

Develop simple GUI interfaces for a computer program to interact with users

Question Paper Pattern:

- The question paper will have ten questions.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Herbert Schildt, Java The Complete Reference, 7th Edition, Tata McGraw Hill, 2007. (Chapters 2, 3, 4, 5, 6,7, 8, 9,10, 12,13,15)

Reference Books:

- 1. Cay S Horstmann, "Core Java Vol. 1 Fundamentals", Pearson Education, 10th Edition, 2016.
- 2. Raoul-Gabriel Urma, Mario Fusco, Alan Mycroft, "Java 8 in Action", Dreamtech Press/Manning Press, 1st Edition, 2014.

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