(ELECTIVE – D/I)
4/4 B.Tech. SEVENTH SEMESTER
EE7T5D   OBJECT ORIENTED PROGRAMMING THROUGH JAVA   Credits:3

Lecture: 3 periods/week	**Internal assessment: 30 marks**
Tutorial: 1 period /week	**Semester end examination: 70 marks**

Course Objective:

The main objective of this course is to understand the Object Oriented programming issues in developing software designs. Students will also learn the advantages of Object Oriented programming over the normal and old paradigm structured programming languages. Examples which are demonstrated using java helps the students to understand the concepts and apply the features of Object Oriented programming. This helps students to keep their skills up to date.

Course Outcomes:
1. Understand the key features of the Java programming language
2. Apply essential object-oriented programming concepts like dynamic polymorphism, abstract (virtual) methods using Java
3. Students will apply the principles behind good object-oriented design.
4. Should get exposure to the latest trends in java language and its compatibility in handling numerous complex domains.

UNIT I
Java Basics and Anatomy:

Java Basics: OOP's principles, Java History, advantages, Data types, operators, expressions, control statements, methods and recursion, sample programs.

Java Anatomy: Java Objects and References, Constructors, this keyword, Arrays (single and multi-dimensional), String and its immutability, Buffer &Builder Classes, String Tokenizer

UNIT II
Inheritance (Extending and Implementing)

Introduction Derived Classes, Advantages and Types of Inheritance, Member Accessibility. Overriding, Super, Abstract classes and Methods, Final Classes and Final Methods, Polymorphism, Dynamic Binding.

Interfaces: Differences between classes and interfaces, defining an interface, implementing interface, variables in interface, extending interfaces

UNIT III
Packaging and Java API

Packages: Defining, Creating and Accessing a Package, importing packages, access controls (public, protected, default, and private). Wrapper Classes and Auto Boxing, I/O classes

UNIT IV
Exception handling and Multithreading

Concepts of exception handling, benefits of exception handling, usage of try, catch, throw, throws and finally, built in exceptions, creating own exception.
Threads: Thread life cycle, creating threads, synchronizing threads

UNIT V
Graphical User Interaction

Graphical User Interaction: Swings- Introduction, limitations of AWT, components, containers, exploring swing-Frame and JComponent, Icons and Labels, text fields.Layout managers– border, grid Event Handling: Events, Event Delegation Model, Event classes,

Listeners, handling mouse and keyboard events,

Learning Resources

Text Book:

Java Fundamentals, A Cpomprehensive Introduction, Herbert Schildt, 2014, McGraw-Hill.

Reference Books:

1. Introduction to Java Programming 7/e, Brief version, Y.Daniel Liang, Pearson
2. Java: The complete reference, 7/e, Herbert Scheldt, TMH.
3. Java How to Program, 7/E: Paul Deitel, Deitel & Associates, Inc.