AMEI-04 PROGRAMMING IN C++

UNIT-1 OBJECT ORIENTED PROGRAMMING
1.1 Concept, comparing JAVA with C, JAVA programming language syntax, variables,
1.2 Data types, statements and expressions, control statements if- else, for, while and do-while loops, switch statements, named structures, functions ,
1.3 Parameter passing, static modifier, console programming.

UNIT-2 FEATURES OF JAVA
2.1 Classes and interfaces, Threads and multithreaded programming,
2.2 Synchronization of threads, dead locks,
2.3 Exception handling,
2.4 Introduction to packages, math package, lang package, util package.

UNIT-3 APPLETS PROGRAMMING
3.1 Events, Even driven programs, handling events like buttons, mouse, keyboards etc.,
3.2 Applets and Applets package, fonts, colors, Graphics, Images, Sounds,
3.3 AWT components, Layout managers, writing event driven programs using components.

UNIT-4 STREAMS
4.1 I/O in JAVA, I/O packages,
4.2 Handling files random access files,
4.3 Chaining streams.

UNIT-5 NETWORK PROGRAMMING:
5.1 Net package, TCP/IP programming, UDP programming,
5.2 Client/server model implementation, getting information from internet.
5.3 Advanced concepts of JAVA: CORBA, BEANS, JAVADOC, RMI, Servelets.

Reference Books:
1. "Introduction to Java programming:, Daneal/Yong PHI
2. "Introduction to Java Programming, a primar", Balaguruswamy