

AMIT-17 PROGRAMMING IN JAVA

UNIT-1 OBJECT ORIENTED PROGRAMMING

- 1.1 Concept,
- 1.2 comparing JAVA with C,
- 1.3 JAVA programming language syntax,
- 1.4 Variables, data types, statements and expressions,
- 1.5 Control statements if- else, for,
- 1.6 While and do-while loops, switch statements,
- 1.7 Named structures, functions,
- 1.8 Parameter passing, static modifier, console programming.

UNIT-2 FEATURES OF JAVA

- 2.1 Classes and interfaces,
- 2.2 Threads and multithreaded programming,
- 2.3 Synchronization of threads,
- 2.4 Dead locks, Exception handling,
- 2.5 Introduction to packages, math package,
- 2.6 Lang package, until package.

UNIT-3 APPLETS PROGRAMMING:

- 3.1 Events, Event driven programs,
- 3.2 Handling events like buttons, mouse, keyboards etc.,
- 3.3 Applets and Applets package, fonts, colors, Graphics, Images, Sounds,
- 3.4 AWT components, Layout managers,
- 3.5 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, chaining streams.

UNIT-5 NETWORK PROGRAMMING

- 5.1 Net package,
- 5.2 TCP/IP programming,
- 5.3 UDP programming,
- 5.4 Client/server model implementation, getting information from internet.
- 5.5 Advanced concepts of JAVA: CORBA, BEANS, JAVADOC ,RMI, Servlets.

Text books:

1. Introduction to Java programming:, Daneal/Yong PHI
2. Introduction to Java Programming, a primer”, Balaguruswamy