

AMICE04 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