2.15 30325 JAVA PROGRAMMING

UNIT-1 INTRODUCTION TO OOPS AND JAVA

1.1 Introduction to Oops
1.2 History Java
1.3 Types of java program
1.4 Elements

UNIT-2 CONTROL STRUCTURES, ARRAYS, VECTORS & STRINGS

2.1 Decision making
2.2 Branching
2.3 Arrays
2.4 Strings

UNIT-3 CLASSES, INTERFACES AND PACKAGES

3.1 Class
3.2 objects
3.3 Inheritance
3.4 Packages

UNIT-4 APPLETS, AWT CONTROLS AND EXCEPTION HANDLING

4.1 Applets
4.2 AWT Components
4.3 Even Handlers
4.4 Exception Handling

UNIT-5 MULTITHREADS, STREAMS, and NETWORKING & DATABASE

5.1 Multithreading
5.2 I/O Streams
5.3 Networking
5.4 JDBC

Reference Books:

1. Programming with Java by E. Balagurusamy, Tata McGraw-Hill Publishers, II Edition
2. Java – The Complete Reference by Herbert Schildt, Tata McGraw-Hill Publishers, V Edition
3. Java for you by Koparkar, TMH
4. Java Programming Language by Ken Arnold , James Gosling, Addison Wesley
5. Introducing to Oops with Java by C Thomas WU. – 4th Edition, Tata Mc-Graw Hill