

**SARDAR PATEL UNIVERSITY**  
**Programme: B.Sc (Information Technology)**  
**Semester: VI**  
**Syllabus with effect from: November - 2013**

<b>Paper Code: US06CINT03</b>	<b>Total Credit: 3</b>
<b>Title of Paper: Object Oriented Programming Using JAVA</b>	

Unit	Description in detail	Weightage (%)
I	<p><b>Object Oriented Concepts, Loop &amp; Branching Statements</b>            Introduction to OOP, Object Oriented Paradigm, Basic Concepts of OOP: Objects and classes, data abstraction and encapsulation, inheritance, polymorphism, dynamic binding, message communication.            Benefits of OOP, Applications of OOP.            Java History, Features, Java Environment            Introduction, Simple Java Program, Java Program Structure, Implementing a Java Program, JVM, Java Tokens and Comments            Constants, Variables, Data types, Declaration of Variables, Giving values to Variables, Getting Values of Variables, Default Variables.            Scope of Variables, Type Casting, Command line arguments            Operators: Arithmetic, Relational, Logical, Assignment, Increment/Decrement, Conditional &amp; Special operators            Decision Making: if Statement, The If...else statement, nesting of if...else , the else if ladder, switch statement, ?: operator            Looping: while, do...while, for, for each loop jumps in loops, labelled loops            Arrays: One, Two dimensional Arrays, Variable size Array, Strings and its Methods</p>	25%
II	<p><b>Class, Objects, Method Overloading and Overriding</b>            Defining a class, adding variables, adding methods, creating objects            Accessing class members, Constructors, methods overloading, static members.            Introduction to inheritance, Types of Inheritance, super keyword            Overriding methods.            Final Variables, methods and classes. Abstract methods and classes.            Interfaces: Introduction, Defining, Extending, Implementing &amp; Accessing</p>	25%
III	<p><b>Exception Handling, Packages and Managing I/O</b>            Managing Errors &amp; Exceptions: Introduction, Types of errors, Exception, Syntax of Exception Handling Code, Multiple catch Statements, finally, Throwing our own exceptions,            Throws Packages: Introduction, JAVA API Packages, Using System Packages, Creating user define packages, Accessing &amp; Using package            Using lang(String, Math), util(Calendar, Date, ArrayList) packages            Managing I/O files : introduction, concept of streams, character stream classes, byte stream classes</p>	25%
IV	<p><b>Applet and Event Handling</b>            Applet Architecture and Skeleton            HTML APPLET Tag, Display Technique (DrawString, Lines, Rectangle, Ellipses, Circles, Arcs, Polygons, Color)            Introduction to Event Handling            Event Sources (Button, CheckBox, Choice, List, Text)            java.awt package (Button, CheckBox, CheckBoxGroup, Choice, Color,</p>	25%



**Basic Text & Reference Books:**

- Programming with Java- A Primer by E. Balaguruswami, 3<sup>rd</sup> Edition, TMH Publication
- The Complete Referecne – Java 2 7<sup>th</sup> Edition Herbert Schildt. TMH Publication
- Saba Zame , Handbook of Object technology, CRC Press, Washington DC, 1999
- Mary Campion and Kathy Walrath, Java tutorial, Second Edition, Addison Wesley Pun. 1998.
- Java 2 Programming Black Book, Steven Holzner

