

B.Sc., COMPUTER SCIENCE**II YEAR III SEMESTER - W.E.F.2016-17****OBJECT ORIENTED PROGRAMMING USING JAVA****Course Objectives**

As the business environment becomes more sophisticated, the software development (software engineering is about managing complexity) is becoming increasingly complex. As of the best programming paradigm which helps to eliminate complexity of large projects, Object Oriented Programming (OOP) has become the predominant technique for writing software in the past decade. Many other important software development techniques are based upon the fundamental ideas captured by object-oriented programming.

Course Outcomes

At the end of this course student will:

1. Understand the concept and underlying principles of Object-Oriented Programming
2. Understand how object-oriented concepts are incorporated into the Java programming language
3. Develop problem-solving and programming skills using OOP concept
4. Understand the benefits of a well structured program
5. Develop the ability to solve real-world problems through software development in high-level programming language like Java
6. Develop efficient Java applets and applications using OOP concept
7. Become familiar with the fundamentals and acquire programming skills in the Java language.

UNIT-1

FUNDAMENTALS OF OBJECT – ORIENTED PROGRAMMING :Introduction, Object Oriented paradigm, Basic Concepts of OOP, Benefits of OOP, Applications of OOP, Java features: **OVERVIEW OF JAVA LANGUAGE**: Introduction, Simple Java program structure, Java tokens, Java Statements, Implementing a Java Program, Java Virtual Machine, Command line arguments. **CONSTANTS, VARIABLES & DATA TYPES**: Introduction, Constants, Variables, Data Types, Declaration of Variables, Giving Value to Variables, Scope of variables, Symbolic Constants, Type casting, Getting Value of Variables, Standard Default values; **OPERATORS & EXPRESSIONS**.

UNIT-II

DECISION MAKING & BRANCHING: Introduction, Decision making with if statement, Simple if statement, if. Else statement, Nesting of if. else statements, the else if ladder, the switch statement, the conditional operator. **LOOPING:** Introduction, The While statement, the do-while statement, the for statement, Jumps in loops.

CLASSES, OBJECTS & METHODS: Introduction, Defining a class, Adding variables, Adding methods, Creating objects, Accessing class members, Constructors, Method overloading, Static members, Nesting of methods;

UNIT-III

INHERITANCE: Extending a class, Overloading methods, Final variables and methods, Final classes, Abstract methods and classes;

ARRAYS, STRINGS AND VECTORS: Arrays, One-dimensional arrays, Creating an array, Two – dimensional arrays, Strings, Vectors, Wrapper classes;

INTERFACES: MULTIPLE INHERITANCE: Introduction, Defining interfaces, Extending interfaces, Implementing interfaces, Assessing interface variables;

UNIT-IV

MULTITHREADED PROGRAMMING: Introduction, Creating Threads, Extending the Threads, Stopping and Blocking a Thread, Lifecycle of a Thread, Using Thread Methods, Thread Exceptions, Thread Priority, Synchronization, Implementing the 'Runnable' Interface.

MANAGING ERRORS AND EXCEPTIONS: Types of errors : Compile-time errors, Runtime errors, Exceptions, Exception handling, Multiple Catch Statements, Using finally statement,

UNIT-V

APPLET PROGRAMMING: local and remote applets, Applets and Applications, Building Applet code, Applet Life cycle: Initialization state, Running state, Idle or stopped state, Dead state, Display state.

PACKAGES: Introduction, Java API Packages, Using System Packages, Naming conventions, Creating Packages, Accessing a Package, using a Package.

MANAGING INPUT/OUTPUT FILES IN JAVA: Introduction, Concept of Streams, Stream classes, Byte Stream Classes, Input Stream Classes, Output Stream Classes, Character Stream classes: Reader stream classes, Writer Stream classes, Using Streams, Reading and writing files.

REFERENCE BOOKS:

1. E.Balaguruswamy, Programming with JAVA, A primer, 3e, TATA McGraw-Hill Company.
2. John R. Hubbard, Programming with Java, Second Edition, Schaum's outline Series, TATA McGraw-Hill Company.
3. Deitel & Deitel. Java TM: How to Program, PHI (2007)
4. Java Programming: From Problem Analysis to Program Design- D.S Mallik
5. Object Oriented Programming Through Java by P. Radha Krishna, Universities Press (2008)

Student Activity:

1. Create a front end using JAVA for the student database created
2. Learn the difference between ODBC and JDBC

OBJECT ORIENTED PROGRAMMING USING JAVA LAB

1. Write a program to perform various String Operations
2. Write a program on class and object in java
3. Write a program to illustrate Function Overloading & Function Overriding methods in Java
4. Write a program to illustrate the implementation of abstract class
5. Write a program to implement Exception handling
6. Write a program to create packages in Java
7. Write a program on interface in java
8. Write a program to Create Multiple Threads in Java
9. Write a program to Write Applets to draw the various polygons
10. Write a program which illustrates the implementation of multiple Inheritance using interfaces in Java
11. Write a program to assign priorities to threads in java

Code No:

SRI VENKATESWARA UNIVERSITY: TIRUPATI

B.Sc(CBCS)

III SEMESTER EXAMINATIONS

OBJECT ORIENTED PROGRAMMING USING JAVA

Time: 3 Hours

Max. Marks: 75

Note: This question paper contains two parts A and B.

Part A is compulsory which carries 25 marks. Answer any five of the following questions in Part A.

Part B consists of 5 Units. Answer any one full question from each unit.

Each question carries 10 marks

PART - A

Answer any Five of the following. All questions carry equal marks

5 x 5 = 25 Marks

1. Write about object oriented paradigm.
2. Give a note on data types in java language
3. Describe the conditional operator with example?
4. Write about the method of accessing class members?
5. Write about Final classes in inheritance.
6. What is the concept of wrapper classes?
7. Describe the process of creating threads?
8. Write about the process of creating packages

PART - B

Answer one question from each Unit. All questions carry equal marks

5 x 10 = 50 Marks

UNIT - I

9. Explain the basic concepts of OOP with Benefits and Applications of OOP?

OR

- 10 (a) Write about command line arguments
(b) Write about Scope of variables and Type casting in Java.

UNIT-II

11. Explain the Decision Making statement & write a program which will display message "Success" if a particular value is greater than 5. It then displays a message "Executed successfully" and complete its execution.

OR

12. Explain the process of Method overloading with example?

UNIT-III

13. What is an Array? Explain in detail about one dimensional and two dimensional arrays with an example?

OR

14. Explain the concept of multiple inheritance with an illustration

UNIT-IV

15. (a) Explain the Lifecycle of a Thread?
(b) Explain the types of errors with example.

OR

16. Write about Multiple catch block program?

UNIT - V

17. Explain in detail about Applet life cycle and its applications?

OR

18. Explain the Concept of streams with detail example?