Paper-IV(MCA-304) : Object Oriented Programming using Java

UNIT- I

Introduction to Java: Bytecode, features of Java, data types, variables and arrays, operators, control statements.

Objects & Classes: Object Oriented Programming, defining classes, static fields and methods, object construction

UNIT- II

Inheritance: Basics, using super, method overriding, using abstract classes, using final with inheritance.

Packages and Interfaces: Defining a package, importing package, defining an interface, implementing and applying interfaces.

UNIT- III

Exception Handling: Fundamentals, exception types, using try and cache.

Multithreaded Programming: Creating a single and multiple threads, thread priorities, synchronization.

UNIT- IV

Applets: Applets basics, applets architecture, applets skeleton, the html applet tag, passing parameters in applets.

Event Handling: Event classes and event listener interfaces.

UNIT- V

Graphic Programming Introduction to swings.

Recommended Books :

1. P. Naughton and H. Schildt: The complete reference to Java, Tata Mc-Graw Hill.
2. Deitel and Dietel: How to program in Java