

## **Paper-II(MIT-302/MCA-304): JAVA Programming**

### **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 catch.

**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

