

III BCA / VI Semester
PROGRAMMING IN JAVA

UNIT I

Introduction to java – Features of java – Object Oriented Concepts –Lexical Issues - Literals– Data Types – Variables – Arrays – Operators – Control Statements.

UNIT II

Classes – Objects – Constructors – Overloading method – Access control – Static and fixed methods –Inner Classes – String Class – Inheritance-Overriding methods – Using **this** and **super** keyword – Abstract Class- Packages- Important Packages – Interfaces- Exception Handling- Throw and Throws – Finally.

UNIT III

Thread – Synchronization – Messaging - Runnable Interface - Inter thread Communication – DeadLock - Suspending, Resuming and stopping threads-Multithreading - I/O Streams – File Streams - String Objects – String Buffer- Char Array - java Utilities.

UNIT IV

Applets – Introduction – Skeleton - Simple Applets - Passing parameters –Event handling - Event classes – Event listener - Mouse events - Keyboard Events – Images – Graphics - Working with windows using AWT Classes- AWT Controls - Layout Managers and Menus.

UNIT V

Network Basics - Socket Programming - Proxy Servers - TCP/IP Sockets - Net Address - URL- Datagrams.

Reference books:

1. P.Naughton and H.Schildt - Java 2 (The complete reference)- IIIth Edition
2. Cary S.Horstman, Gary Cornell – Core java 2 Volume1 – Fundamentals, Vth Edition
3. K.Arnold and J.Gosling – The Java Programming Language – IIth Edition, Addison Wesley 1996