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Course: 403: Java Programming

Course Content	
	Unit 1. Introduction to Java <ol style="list-style-type: none">1.1. Properties of Java1.2. Comparison of java with C++1.3. Java Compiler1.4. Java Interpreter
	Unit 2. Basic Concepts <ol style="list-style-type: none">2.1. Identifier, Literals, Operators, Variables2.2. Keywords2.3. Data Types2.4. Branching: If – Else, Switch2.5. Looping: While, Do-while, For2.6. Type Casting2.7. Strings<ol style="list-style-type: none">2.7.1. Basic String operations2.7.2. String comparison2.7.3. String Buffer class.
	Unit 3. Classes and Objects <ol style="list-style-type: none">3.1. Simple Class, Field3.2. Access Controls, Object creation3.3. Construction and Initialization3.4. Methods, this pointer3.5. Overloading Methods & Constructors.3.6. Static members, static block, static class3.7. Inheritance, super, abstract class, overriding methods3.8. Interfaces<ol style="list-style-type: none">3.8.1. Introduction to Interfaces.3.8.2. Interface Declaration.3.8.3. Inheriting and Hiding Concepts.3.8.4. Inheriting, Overloading and Overriding Methods.3.8.5. Interfaces Implementations.
	Unit 4. Packages, The Applet Classes <ol style="list-style-type: none">4.1. Package Naming, Type Imports4.2. Package Access, Package Contents4.3. Package Object and Specification4.4. Applet Basics, Applet Architecture4.5. Applet skeleton, Applet Display Methods4.6. HTML APPLET Tag (<APPLET>), Applet Viewer4.7. Passing Parameters to Applets



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Unit 5. Exceptions

- 5.1. Introduction to Exceptions
- 5.2. Exception Types, User defined Exception
- 5.3. Throw, Throws
- 5.4. Try, Catch and Finally
- 5.5. Thread
 - 5.5.1. Introduction to Threads
 - 5.5.2. Thread Model
 - 5.5.3. Priority of Threads
 - 5.5.4. Inter Thread Communication
 - 5.5.5. Synchronization

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