

**ST. ANN'S COLLEGE OF ENGINEERING & TECHNOLOGY: CHIRALA  
DEPARTMENT OF COMPUTERSCIENCE & ENGINEERING**

**LESSON PLAN**

**SUBJECT: JAVA PROGRAMMING**

**ACADEMIC YEAR: 2019-20**

**NAME: K SUBBA RAO**

**YEAR & SEM/SECTION: II-II 'A'**

**No. of Lectures per week : 4+1\* (Tutorial)**

| SI No/Unit                    | Topic  | No of Classes Required |
|-------------------------------|--|------------------------|
| I                             | Introduction to OOP, procedural programming language and object oriented language, principles of OOP, applications of OOP, history of java, java features, JVM, program structure. Variables, primitive data types, identifiers, literals, operators, expressions, precedence rules and associativity, primitive type conversion and casting, flow of control. | 12                     |
| II                            | Classes and objects, class declaration, creating objects, methods, constructors and constructor overloading, garbage collector, importance of static keyword and examples, this keyword, arrays, command line arguments, nested classes.   | 10                     |
| III                           | Inheritance, types of inheritance, super keyword, final keyword, overriding and abstract class. Interfaces, creating the packages, using packages, importance of CLASSPATH and java.lang package. Exception handling, importance of try, catch, throw, throws and finally block, user- defined exceptions, Assertions.   | 09                     |
| IV                            | Multithreading: introduction, thread life cycle, creation of threads, thread priorities, thread synchronization, communication between threads. Reading data from files and writing data to files, random access file.   | 09                     |
| V                             | Applet class, Applet structure, Applet life cycle, sample Applet programs. Event handling: eventdelegation model, sources of event, Event Listeners, adapter classes, inner classes.   | 09                     |
| VI                            | AWT: introduction, components and containers, Button, Label, Checkbox, Radio Buttons, ListBoxes, Choice Boxes, Container class, Layouts, Menu and Scrollbar.Swing: Introduction, JFrame, JApplet, JPanel, Componets in Swings, Layout Managers in Swings, JList and JScrollPane, Split Pane, JTabbedPane, JTree, JTable, Dialog Box                            | 13                     |
| <b>Total Classes Required</b> |  | <b>62</b>              |

**FACULTY MEMBER**

**HEAD OF THE DEPARTMENT**

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**DEPARTMENT OF COMPUTERSCIENCE & ENGINEERING**

**LESSON PLAN**

**SUBJECT: JAVA PROGRAMMING**

**ACADEMIC YEAR: 2019-20**

**NAME:K SUBBA RAO**

**YEAR & SEM/SECTION: II-II 'C'**

**No. of Lectures per week : 4+1\* (Tutorial)**

| SI No/Unit                    | Topic  | No of Classes Required |
|-------------------------------|--|------------------------|
| I                             | Introduction to OOP, procedural programming language and object oriented language, principles of OOP, applications of OOP, history of java, java features, JVM, program structure. Variables, primitive data types, identifiers, literals, operators, expressions, precedence rules and associativity, primitive type conversion and casting, flow of control. | 12                     |
| II                            | Classes and objects, class declaration, creating objects, methods, constructors and constructor overloading, garbage collector, importance of static keyword and examples, this keyword, arrays, command line arguments, nested classes.   | 10                     |
| III                           | Inheritance, types of inheritance, super keyword, final keyword, overriding and abstract class. Interfaces, creating the packages, using packages, importance of CLASSPATH and java.lang package. Exception handling, importance of try, catch, throw, throws and finally block, user- defined exceptions, Assertions.   | 09                     |
| IV                            | Multithreading: introduction, thread life cycle, creation of threads, thread priorities, thread synchronization, communication between threads. Reading data from files and writing data to files, random access file.   | 09                     |
| V                             | Applet class, Applet structure, Applet life cycle, sample Applet programs. Event handling: eventdelegation model, sources of event, Event Listeners, adapter classes, inner classes.   | 09                     |
| VI                            | AWT: introduction, components and containers, Button, Label, Checkbox, Radio Buttons, ListBoxes, Choice Boxes, Container class, Layouts, Menu and Scrollbar.Swing: Introduction, JFrame, JApplet, JPanel, Componets in Swings, Layout Managers in Swings, JList and JScrollPane, Split Pane, JTabbedPane, JTree, JTable, Dialog Box                            | 13                     |
| <b>Total Classes Required</b> |  | <b>62</b>              |

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