SUBJECT: COMPUTER SCIENCE									
SEC 4	BCS SEA4	Jovo Programming	L	Т	Ρ	С	Time for ESE		
3EC-4	BC3-3004	2	•	-	2	3 Hrs.			
Pre- requ	<b>Pre- requisite:</b> Knowledge of Object-Oriented Concepts through any programming language like C++.								
<ul> <li>Course Objectives:</li> <li>To understand the basic concepts and fundamentals of platform independent object-oriented language.</li> <li>To demonstrate skills in writing programs using exception handling techniques and multithreading.</li> <li>To understand streams and efficient user interface design techniques.</li> </ul>									
Course C	Outcomes:								
CO1 Familiarize with the concept of Object-Oriented concepts by implementing Java Programming.									
CO2	Learn the concepts of classes & objects with the features of reusability and implementation of the same with various control structures to solve real world problems.								
CO3	Understand and design built-in and user defined functions/methods, interfaces and packages etc.								
CO4	Handle various types of data using arrays & strings and handling of exceptions occurred in programs.								
CO5	Utilize multithreading and applet features of Java for efficient and effective programming.								
CO6	CO6 Create and handle files in Java.								
Course Contents									
UNIT	Contents								
1.	<ul> <li>Java Programming Fundamentals: Introduction to Java, Stage for Java, Origin, Challenges of Java, Java Features, Java Program Development, Object Oriented Programming. Elements of Java Program, Java API, Variables and Literals, Primitive Data Types, The String class, Variables, Constants, Operators, Scope of Variables &amp; Blocks, Types of Comment in Java.</li> <li>Control Statements: Decision making statements (if, if-else, nested if, else if ladder, switch, conditional operator), Looping statements (while, do-while, for, nested loops), Jumping statements (Break and Continue).</li> <li>Classes and Objects: Basic concepts of OOPS, Classes and Objects, Modifiers, Passing arguments, Constructors, Overloaded Constructors, Overloaded Operators, Static Class Members, Garbage Collection.</li> <li>Inheritance: Basics of inheritance, Inheriting and Overriding Superclass methods, Calling Superclass Constructor, Polymorphism, Abstract Classes, Final Class.</li> </ul>								
2.	Arrays and String Passing array as arg	s: Introduction to array, Processin ument, Returning array from method	ng Ar ds, Ar	ray C ray of	onte obje	ents, ects,	8		

		2D arrays, Array with three or more dimensions. String class, string											
		concatenation, Comparing strings, Substring, Difference between String and String Buffer class, String Tekenizer class											
		Suring Burner class, Suring Tokenizer class.											
		Inheritance Using Interface. Multilevel Interface. Packages. Create and											
		Access Packages, Static Import and Package Class, Access Specifiers.											
		<b>Exception Handling:</b> Introduction, Try and Catch Blocks, Multiple Catch,											
	Nested Try, Finally, Throw Statement, Built-In Exceptions.												
	3. Multithreading: Introduction, Threads in Java, Thread Creation, Lifecycle of										8		
	•	Thread, Joining a Thread, Thread Scheduler, Thread Priority, Thread									•		
		Synchronization.											
	Event-Handling.												
	Total Lectures									ires	24		
S	Suggested Text Book(s):												
	E Balagurusamy Programming with Java A Primer 5th Edition TMH												
		Sagavara	nia	Denis I	Karthik (	Gaialaks	hmi Jav	a Progra	mmina	for Core	anc		-d
4	2.	Learners	, Un	iversities	s Press.	Cajalaks	iiiii, Jav	a riogra	Inning				50
s	uaaete	d Refere	000	Book(s)									
	uggeste			DOOK(3)	•								
	1.	H. Schild	t,Ja	ava, The	complet	e Refere	ence, TM	H.					
4	2. H. Schildt, D. Skrien, Java Fundamentals, A Comprehensive Introduction, TMH.												
0	Other Useful Resource(s)												
1. https://nptel.ac.in/courses/106105191													
	2. https://archive.nptel.ac.in/courses/106/105/106105191/												
		<u> </u>	irse	e Outco	omes C	ontribu	ited to	Prograr	nme O	utcome	es I		1
	РО <i>—</i> СО↓	PO	1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	AV	ERAGE	
	CO1	3		3	3	1	3	3	2	1		2.4	
	CO2	3		3	3	2	3	3	3	3		2.9	
	CO3	3		3	3	1	2	2	3	2		2.4	
	CO4	3		3	1	1	3	2	2	2	<u> </u>	2.1	
	CO5	2		3	2	2	2	2	2	3		2.3	
	CO6	2		3	1	1	1	2	2	2		1.8	
	AVG	. 2.7	,	3.0	2.2	1.3	2.3	2.3	2.3	2.2		2.3	]

BSc (Hons.) (Computer Science) Syllabi under NEP 2020 approved by BOS of Computer Science held on 31.05.2022

## **Course Outcomes Contributed to Programme Specific Outcomes**

$PSO \rightarrow CO \downarrow$	PSO1	PSO2	PSO3	AVERAGE
CO1	3	3	2	2.7
CO2	2	3	3	2.7
CO3	2	3	3	2.7
CO4	2	3	3	2.7
CO5	3	3	3	3.0
CO6	2	3	2	2.3
AVG.	2.3	3.0	2.7	2.7