

CS3391 – OBJECT ORIENTED PROGRAMMING:

UNIT 1

- ❖ Features of Object-Oriented programming
- ❖ Data Types, Variables & Arrays / Classes in java
- ❖ Programming structures in java / Control Statements / Operators
- ❖ Constructors / Methods / Access specifiers / Static members

UNIT 2

- ❖ Types of Inheritance
- ❖ Packages & interfaces
- ❖ Dynamic Method Dispatch / Overloading / Overriding Methods
- ❖ Objects / Abstract Classes

UNIT 3

- ❖ Exception Handling / Auto Boxing
- ❖ Synchronization / Multithreading
- ❖ Suspend / Resume / Stopping threads / Wrapper
- ❖ Nested / Built in / Multiple catch clauses

UNIT 4

- ❖ Reading & Writing I/O Console /Files
- ❖ Generics Programming / Classes / Methods
- ❖ Bounded Types / Restriction & Limitation
- ❖ String Class / Methods / Buffer Class

UNIT 5

- ❖ Controls: Check Box / Toggle / Radio Buttons
- ❖ List View: Combo / Choice Box
- ❖ Text Controls: Scroll Pane
- ❖ Layouts: HBox / VBox / Flow Pane / Border Pane / Stack Pane /
Grid Pane
- ❖ Menu: Menu Item / Menu bars
- ❖ Handling key / Mouse Even