JyotibaPhule Govt. College, Radaur Lesson Plan JAN to April 2023-2024 Name of the Assistant Professor – Dr. Rama Swami Subject : Computer Science

Basic Principles of Object Oriented Programming, Introduction to Java, Introduction to Java, History and Features of Java, Java Virtual Machine (JVM), Java's Magic Bytecode; The Java Runtime Environment; Basic Language Elements: Lexical Tokens, Identifiers, Assignments, Primitive Data types, Operators, Reading Console Input, Control Structures in Java: Decision and Loop Control Structures and befits , Class and object History and Features of Java Hiding & Encapsulation, Java Virtual Machine Operator and its significance, Static Batic Language Elements: Input/output in Java: Basics, I/O Classes, Reading Console Input, Control Structures in Java: Decision and Loop Control Basic Principles of Object oriented concepts- data types – variables- arraysoperators- control structures, data members and object data types – variables- arraysoperators- control statements- input and output- scanner and system - class print(), printf() methods; Class- objects - constrol structures of data types – variables- arraysoperators- control structures of data types – variables- arraysoperators- control stratements- input and output- scanner and system - class print(), printf() methods; Class- method- access control- static and fixed method- access control- static and fi

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Packages	Packages, Standard	Access Protection in	Convention For Packages,	Import Package, Naming	Setting for Packages,	Your Program, CLASSPATH	Classes from a Package to	Defining Package, Adding	Interfaces in Packages,	Organizing Classes and	of Package and Interface,	Interfaces: Basic Concepts	"super"; Packages &	Inheritance, Use of	Constructors in	and Methods, Role of	Inheriting Data Members	Java, Access Attributes,	Types of Inheritance in	Benefits of Inheritance,	Inheritance in Java:	Extending Classes and	Implementation	Overloading,	Overriding vs.	Basic Concept, Types,	Polymorphism in Java:	String Buffer Class,;	Creating Strings using	using String Class,	String, Creating Strings	Operation on Array and	Array, Defining String,	Array, Multi –Dimensional	Initializing & Accessing	Defining an Array,	Array & String in Java:	with Static Members;
														Functions	Functions Overloading Inline	Functions String Handling in C++,	Passing and Returning Objects to	Class Arrays, Array of Objects,	Manipulators, friend function ,friend	formatted I/O operations	stream classes, unformatted and	console , I/O Hierarchy of console												Functions	in C++, Functions Overloading Inline	Objects to Functions String Handing	Objects, Passing and Returning	function , friend Class Arrays, Array of
																					UNIT	REVISION FIRST AND SECOND																31
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Exception Handling in Java: The Idea behind Exception, Types of Exception, Use of try, catch, finally, throw, throws in Exception, User Defined Exception; Applet in Java: Applet Life Cycle, Applet Tag, Parameters to Applet, Embedding Applets; GUI Programming: Designing Graphical User Interfaces in Java, Components, AWT Components, AWT Classes, AWT Controls,	ling in ling in ehind s of s of ftry, row, row, row, reptions, leptions, lep					April
console . I/O Hierarchy of console stream classes, unformatted and formatted I/O operations Manipulators, friend function ,friend Class Arrays, Array of Objects, Passing and Returning Objects to Functions String Handling in C++, Functions Overloading Inline Functions	lasses, unformatted and d I/O operations stors, friend function, friend sys, Array of Objects to String Handling in C++, Overloading Inline Layout Managers – Flow Borderlayout, Gridlayout Graphics and Java 2D - Graphics objects to contexts and Graphics objects to color control - Font Control Drawing Lines, Rectangles ovals - JSliderUsing menus frames	Managers, AWT Components, AWT Classes, AWT Controls,	Programming: Designing Graphical User Interfaces in Java, Components and Containers, Using Containers, Layout	Architecture, Applet Life Cycle, Applet Tag, Parameters to Applet, Embedding Applets in Web page, Creating Simple Applets; GUI	User Defined Exceptions, Checked and Un-Checked Exceptions, Catching more than one Exception; Applet in Java: Applet Rasins Applet	Exception Handling in Java: The Idea behind Exception, Types of Exception, Use of try, catch, finally, throw, throws in Exception Handling, In-built and
	Layout Managers – Flow layout, Borderlayout, Gridlayout - Graphics and Java 2D - Graphics contexts and Graphics objects - Color control - Font Control – Drawing Lines, Rectangles and ovals - JSliderUsing menus with frames				Functions Overloading Inline Functions	console . I/O Hierarchy of console stream classes, unformatted and formatted I/O operations Manipulators, friend function ,friend Class Arrays, Array of Objects, Passing and Returning Objects to Functions String Handling in C++,

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