

## Lesson Plan

April to June-2022

Name of the Assistant Professor- Dr. Rama Swami

Subject- Computer Science

Month	B.Com CAV 4 <sup>th</sup> Sem Programming In java	BCA 6 <sup>th</sup> Sem Programming in Java	BA Computer Science 2 <sup>nd</sup> Sem Programming In C	BCA 2 <sup>nd</sup> Sem Office Automation Tool
April	Basic Principles of Object Oriented Programming, 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, Keywords, Literals, Comments, Primitive Data types, Operators, Assignments; Input/output in Java: Basics, I/O Classes, Reading Console Input, Control Structures in Java: Decision and Loop Control Statements	Basic Principles of Object Oriented Programming, 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, Keywords, Literals, Comments, Primitive Data types, Operators, Assignments; Input/output in Java: Basics, I/O Classes, Reading Console Input, Control Structures in Java: Decision and Loop Control Statements	Overview of C: History & Importance of C, Structure of a C Program. Elements of C: C character set, identifiers and keywords, Data types, Constants and Variables, Assignment statement, Symbolic constant. Input/output: Unformatted & formatted I/O function, Input functions (scanf(), getch(), getche(), getchar(), gets()), output functions (printf(), putchar(), puts()).	Desktop Publishing Page Maker Creating Publication And Editing Publication
May	Class and Object in Java: Defining Class in Java, Creating Objects of a Class, Defining Methods, Argument Passing Mechanism, Using	Class and Object in Java: Defining Class in Java, Creating Objects of a Class, Defining Methods, Argument Passing Mechanism, Using	Operators & Expression: Arithmetic, relational, logical, bitwise, unary, assignment, conditional	Word Processing

	<p>Class and Objects, Constructors, Nested Class, Inner Class, Abstract Class, Dealing with Static Members; Array &amp; String in Java: Defining an Array, Initializing &amp; Accessing Array, Multi –Dimensional Array, Defining String, Operation on Array and String, Creating Strings using String Class, Creating Strings using StringBuffer Class,; Polymorphism in Java: Basic Concept, Types, Overriding vs. Overloading, Implementation UNIT – III Extending Classes and Inheritance in Java: Benefits of Inheritance, Types of Inheritance in Java, Access Attributes, Inheriting Data Members and Methods, Role of Constructors in Inheritance, Use of “super”; Packages &amp; Interfaces: Basic Concepts of Package and Interface, Organizing Classes and Interfaces in Packages, Defining Package, Adding Classes from a Package to Your</p>	<p>Class and Objects, Constructors, Nested Class, Inner Class, Abstract Class, Dealing with Static Members; Array &amp; String in Java: Defining an Array, Initializing &amp; Accessing Array, Multi –Dimensional Array, Defining String, Operation on Array and String, Creating Strings using String Class, Creating Strings using StringBuffer Class,; Polymorphism in Java: Basic Concept, Types, Overriding vs. Overloading, Implementation UNIT – III Extending Classes and Inheritance in Java: Benefits of Inheritance, Types of Inheritance in Java, Access Attributes, Inheriting Data Members and Methods, Role of Constructors in Inheritance, Use of “super”; Packages &amp; Interfaces: Basic Concepts of Package and Interface, Organizing Classes and Interfaces in Packages, Defining Package, Adding Classes from a Package to Your</p>	<p>operators and special operators. Arithmetic expressions, evaluation of arithmetic expression, type casting and conversion, operator hierarchy &amp; associativity. Decision making &amp; branching: Decision making with IF statement, IF-ELSE statement, Nested IF statement, ELSE-IF ladder, switch statement, goto statement.</p>	
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	<p>Program, CLASSPATH Setting for Packages, Import Package, Naming Convention For Packages , Access Protection in Packages, Standard Packages</p>	<p>Program, CLASSPATH Setting for Packages, Import Package, Naming Convention For Packages , Access Protection in Packages, Standard Packages</p>		
<p>June</p>	<p>Exception Handling in Java: The Idea behind Exception, Types of Exception, Use of try, catch, finally, throw, throws in Exception Handling, In-built and User Defined Exceptions, Checked and Un-Checked Exceptions, Catching more than one Exception; Applet in Java: Applet Basics, Applet Architecture, Applet Life Cycle, Applet Tag, Parameters to Applet, Embedding Applets in Web page, Creating Simple Applets; GUI Programming: Designing Graphical User Interfaces in Java, Components and Containers, Using Containers, Layout Managers, AWT Components, AWT Classes, AWT Controls,</p>	<p>Exception Handling in Java: The Idea behind Exception, Types of Exception, Use of try, catch, finally, throw, throws in Exception Handling, In-built and User Defined Exceptions, Checked and Un-Checked Exceptions, Catching more than one Exception; Applet in Java: Applet Basics, Applet Architecture, Applet Life Cycle, Applet Tag, Parameters to Applet, Embedding Applets in Web page, Creating Simple Applets; GUI Programming: Designing Graphical User Interfaces in Java, Components and Containers, Using Containers, Layout Managers, AWT Components, AWT Classes, AWT Controls,</p>	<p>Decision making &amp; looping: For, while, and do-while loop, jumps in loops, break, continue statement. Functions: Definition, prototype, passing parameters, recursion. UNIT-IV Storage classes in C: auto, extern, register and static storage class, their scope, storage, &amp; lifetime. Arrays: Definition, types, initialization, processing an array. Structure and Union.</p>	<p>Presentation using Power Point</p>