

UNIT – I	INTRODUCTION	Hrs
Fundamentals of Object-Oriented Programming - Java Features – Difference between Java and C - Java Environment - Overview of Java Language: Introduction - Simple Java Program - Java Program Structure – Java Tokens – Java statements – Implementing a Java program – Java Virtual Machine – Command line arguments – Constants, variables and Data Types – Operators and Expressions – Branching and Looping		9
UNIT - II	BASIC CONSTRUCTS	Hrs
Class: Introduction – Defining a Class – Fields Declaration – Methods Declaration – Creating Objects – Accessing Class Members – Constructors – Method Overloading – Static Members – Nesting of Methods – Arrays, Strings and Vectors: Introduction – One-Dimensional Arrays – Creating an Array – Two-Dimensional Arrays – Strings		9
UNIT – III	INHERITANCE AND INTERFACES	Hrs
Inheritance: Extending a class – Overriding methods – Final Variables and Methods – Final Classes – Finalizer Methods – Abstract Methods and Classes – Visibility Control - Interfaces: Multiple Inheritance: Introduction – Defining Interfaces – Extending Interfaces – Implementing Interfaces – Accessing Interface Variables		9
UNIT – IV	PACKAGES AND MULTITHREADING	Hrs
Packages: – Java API Packages – Using System Packages – Naming Conventions – Creating Packages – Accessing a Package – Using a Package – Adding a Class to a Package – Hiding Classes - Multithreaded Programming: Introduction – Life Cycle of a Thread – – Creating Threads – Extending the Thread Class - Implementing the ‘Runnable’ Interface - Stopping and Blocking a Thread — Using Thread Methods		9
UNIT – V	EXCEPTION AND I/O HANDLING	Hrs
Exception Handling: Introduction – Types of Errors – Exceptions – Syntax of Exception Handling Code – Multiple Catch Statements – Using Finally Statement – Throwing Our Own Exceptions - Input/output: Introduction – Concept of Streams – Stream Classes – Byte Stream Classes – Character Stream Classes – Handling Primitive Data Types - Simple input and output		9