

Subject code	Subject Name	Teaching Scheme			Credits Assigned			
		Theory	Practical	Tut.	Theory	TW/Pract	Tut	Total
SEITC303	Object Oriented Programming Methodology *	04	02	-	04	01	-	05

Subject code	Subject Name	Examination Scheme							
		Theory Marks				TW	Pract	Oral	Total
		Internal Assessment			End Semester Exam				
SEITC303	Object Oriented Programming Methodology*	Test1	Test2	Average of Test1 and Test2					
		20	20	20	80	25	25	-	150

Course Objectives

- To understand Object oriented concepts like data abstraction, encapsulation, etc.
- To solve the real world scenarios using top down approach.
- To understand various Java programming constructs.

Course Outcomes

- Students will be able to solve computational problems using basic constructs like if-else, control structures, array, strings.
- Student can understand how to model real world scenario using class diagram.
- Students will exhibit communication between 2 objects using sequence diagram.
- Students will be able to implement relationships between classes.
- Students will be able to demonstrate various collection classes.
- The students will be able to demonstrate programs on exceptions, multithreading and applets.

Detailed Syllabus:

Sr. No	Topic	No of Hours
1	Programming Approach from procedural to Object Orientation OO methodologies: Grady Booch Methodology of OO development	4
2	OO Concepts: Object, Class, Encapsulation or information hiding, Inheritance, Polymorphism, Message communication, Abstraction, Reuse, Coupling and Cohesion, Sufficiency Completeness and Primitiveness, Meta class	5
3	Object Oriented Programming: Java Evolution: History, How java differs from others Overview of Java language: Introduction, Installing and implementing Java, JVM	3
4	Constants, variables and data types Operators and Expressions Revision of Branching and looping	6
5	Class Object and Method: member, method, Modifier, Selector, constructor, destructor, iterator, State of an object, Method Overloading, Inheritance, Method Overriding ,Final class, abstract class and method	6
6	Classes and Relationships : Implementation of Association and Aggegation using simple scenarios	2
7	Array, String, Vector	6
8	Interfaces : variables in Interfaces, Extending an Interface, Difference between an Abstarct class and an Interface	4
9	Multithread programming	4
10	Grouping of classes for deployment and reuse: Built-in Packages: java.lang: wrapper classes java.util: ArrayList and LinkedList Creating and using User defined packages	3
11	Managing Error and Exception	3
12	Applet programming	2

Text Books:

1. Ralph Bravaco , Shai Simoson , “Java Programing From the Group Up” ,Tata McGrawHill
2. Grady Booch, Object Oriented Analysis and Design ;

3. Jaime Nino, Frederick A. Hosch, 'An introduction to Programming and Object Oriented Design using Java', Wiley Student Edition.

Reference Books:

1. Java: How to Program, 8/e, Dietal, Dietal, PHI
2. Grady Booch, James Rumbaugh, Ivar Jacobson, "The Unified Modeling Language User Guide", Pearson Education
3. Sachin Malhotra, Saurabh Chaudhary "Programming in Java", Oxford University Press, 2010

Suggested list of Programming Assignments /Laboratory Work

Divide laboratory work into 3 parts

Part - A

Basic Java structural components and Conditional and control statements:

- To demonstrate the use of command line argument.
- To demonstrate various ways of accepting data through keyboard.
- To understand the working of an array.
- To understand string class and demonstrate its various functions.

Part - B

Perform following practical on some case study like Banking Application, Library Application etc.

- Find out classes, objects and their properties.
- Create and display objects found in above.
- Add methods to classes and implement.
- Refine above objects by adding constructors and local variables.
- Show communication between the objects by calling instance of one object from another class.
- Find relationships like inheritance, association, aggregation, composition.
- Implement above relationships.

Part - C

1. To implement user defined exceptions in Java.
2. Demonstrate the use collection classes like ArrayList/LinkedList/HashSet/TreeSet/Map.
3. To illustrate Multithreading in Java.
4. Simple programs on Applets and AWT.

TermWork:

Students will submit Term Work in the form of a journal that will include at least 15 programming assignments. Each programming assignment will consist of an algorithm or class diagram/sequence diagram (if applicable), program listing with proper documentation and snapshot of the output.

Practical Examination will be based on the term work and questions will be asked to judge understanding of the assignments at the time of the examination.

Term Work: 25 Marks (total marks) = 15 Marks (Experiment) + 5 Marks (Assignment) + 5 (Attendance (theory + practical))

Theory `Examination:

- Question paper will comprise of 6 questions, each carrying 20 marks.
- Total 4 questions need to be solved.
- Q.1 will be compulsory, based on entire syllabus wherein sub questions of 2 to 3 marks will be asked.
- Remaining question will be randomly selected from all the modules.

Weightage of marks should be proportional to number of hours assigned to each module.