Course Name	IBM CE – Introduction to Object -Oriented Programming
	using Java
Course Code	RPROOPJFN
Course Duration	50 Hours
About the Technology	Java technology is both a programming language and a platform. The Java programming language is a high-level, object-oriented language. Java programs are both <i>compiled</i> and <i>interpreted</i> . Compilation translates Java code into an intermediate language called Java <i>bytecode</i> . Bytecode is in turn parsed and run (interpreted) by the Java Virtual Machine (JVM) — a translator between the language and the underlying operating system and hardware. A compiled Java program can run on any system that has a version of the JVM. The <i>Java platform</i> is a software-only platform that can run on top of most hardware platforms. It consists of the JVM and the Java API — a large collection of ready-made components (<i>classes</i>) that ease application development and deployment. The Java API spans everything from basic objects, to networking and security, to XML generation and web services. It is grouped into libraries — known as <i>packages</i> — of related classes and interfaces.
About the course	The course begins with an introduction to the Java programming language and a review of the principles of object-oriented (OO) development before focusing on how to create object-oriented applications in Java. This course includes topics such as recognizing Java constructs that enable object-orientation. The course provides you with an overview of the Java language syntax, including packages, classes, methods, variables, conditional statements, and control flow. You then learn about the role of inheritance and interfaces in Java, how to create and handle exceptions, and how to refactor code. In addition, this course covers various new features of Java SE 5 and Java SE 6, such as generics, autoboxing, and annotations. You also learn about the different Java application programming interfaces (APIs), focusing on the APIs most commonly used in real-world Java applications such as Collections, Input/Output (I/O), Threads, and other utility classes.
Audience	This course is designed for people with little or no Java programming experience. Students of – Engineering (CS, IT, ECE, EEE)- Semester 5 – MCA -Semester 1 – BSc, BA -2 nd Year
Pre-Requisites	Some programming experience and familiarity with OO programming.
Contents	 State the advantages of an object-oriented approach to

software development
 Describe essential object-oriented concepts and
terminology
 Describe the fundamentals of object-oriented
programming
 Create Java classes that implement an object-oriented
design
 Apply Java language constructs that enable and enforce
OO-related concepts such as data encapsulation, strict typing and
type conversion, inheritance, and polymorphism
 Use Java syntax to develop applications in Java
 Use inheritance and interfaces in Java applications
 Refactor Java code
 Describe and use some of the important API classes and
interfaces available in Java, including:
 Primitive wrapper classes
 Classes in the Collections Framework
 Utility classes
• I/O classes
o Threads
• Exceptions
 Use the Java development tools in Eclipse V3.5
 Debug Java programs
 Describe Java EE component model and its use in
building server-side applications
 Develop, debug, and test server-side applications
 Develop and test servlets
 Develop and test JSP pages
 Learn how to use JSPs and servlets in accordance with
the Model/View/Controller(MVC) programming model
 Develop, test, and use JSP custom tags

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