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Semester 3

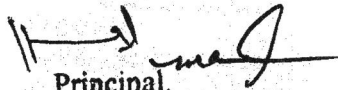
Web Technology Track

Internet Programming

3 Credit Hours

Objectives.

Introduction to course, how to write a Java program, introduction to JVM, JRE and JDK, differences between C++ and Java, Java primitive data-types, Java operators, string class in Java, constants, decision structures in Java, break and continue statements, loops (while, do-while, for, for-each), functions, parameter passing in functions, recursion in Java, classes and objects, constructors and destructors, function and constructors overloading, this keyword, access modifiers, static keyword, command-line arguments, packages, abstract classes, interfaces, arrays, type safe and unsafe collections (ArrayList, Dictionary) in Java, wrapper classes, generic classes, inheritance and polymorphism in Java, method overriding, exception handling in Java, custom exceptions, file handling in Java, serialization and de-serialization, Java database connectivity, threading in Java, network programming (TCP and UDP), remote method



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invocation (RMI), graphical user interface (GUI), AWT and Swing packages, Layout managers, Event-handling in Java and Java Beans.

Prerequisites

Programming Fundamentals

Text Book

Java: The Complete Reference by Herbert Schildt

Reference Material

- Java 2, How to Program Deitel, Deitel & Neito
 - Starting Out with Java: From Control Structures through Objects by Tony Gaddis
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