

Code No.: ETIT 303

Paper: Java Programming and Website Design

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3	1	4

INSTRUCTIONS TO PAPER SETTERS:

MAXIMUM MARKS: 75

1. Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
2. Apart from question no. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks.

UNIT – I

Introduction to Java: Importance and features of Java, Keywords, constants, variables and Data Types, Operators and Expressions, Decision Making, Branching and Looping: if..else, switch,?: operator, while, do, for statements, labeled loops, jump statements: break, cotnue return. Introducing classes, objects and methods: defining a class, adding variables and methods, creating objects, constructors, class inheritance, Arrays and String: Creating an array, one and two dimensional arrays, string array and methods, Classes: String and String Buffer classes, Wrapper classes: Basics types, using super, Multilevel hierarchy abstract and final classes, Object class, Packages and interfaces, Access protection, Extending Interfaces, packages.

[No. of Hrs.: 12]

UNIT – II

Exception Handling: Fundamentals exception types, uncaught exceptions, throw, throw, final, built in exception, creating your own exceptions, Multithreaded Programming: Fundamentals, Java thread model: priorities, synchronization, messaging, thread classes, Run able interface, inter thread Communication, suspending, resuming and stopping threads. Input/Output Programming: Basics, Streams, Byte and Character Stream, predefined streams, Reading and writing from console and files. Using Standard Java Packages (lang, util, io, net). Networking: Basics, networking classes and interfaces, using java.net package, doing TCP/IP and Data-gram Programming

[No. of Hrs.: 12]

UNIT – III

Event Handling: Different Mechanism, the Delegation Event Model, Event Classes, Event Listener Interfaces, Adapter and Inner Classes, Working with windows, Graphics and Text, using AWT controls, Layout managers and menus, handling Image, animation, sound and video, Java Applet. Beans: Introduction to Java Beans and Swings, Servlets

[No. of Hrs.: 10]

UNIT – IV

Website Designing: Overview of Internet and Intranet Services, Sending and Receiving Mails, HTML Tags, Creating Tables, Check Boxes, Text Books, Frames, Graphical and animation techniques, Static & Dynamic Web Pages, Guidelines for a good website design, DHTML, ASP, Javascript

[No. of Hrs.: 10]

TEXT BOOKS:

1. Patrick Naughton and Herbertz Schildt, “Java-2 The Complete Reference”, 1999, TMH
2. Rick Dranell, “HTML 4 unleashed”, Techmedia Publication, 2004.
3. Shelley Powers, “Dynamic Web Publishing”, 2nd Ed., Techmedia, 1998.

REFERENCES BOOKS:

1. E. Balaguruswamy, “Programming with Java: A Primer”, TMH, 1998.
2. Horstmann, “Computing Concepts with Java 2 Essentials”, John Wiley, 2004.
3. Decker & Hirshfield, “Programming Java: A introduction to programming using JAVA”, Vikas Publication, 2000.

4. Tmy Gaddies, "Starting out with Java", Wiley Dreamtech, 2005.
5. Holzner, "HTML Blackbook", Wiley Dreamtech, 2005.