LESSON PLAN

Name of the Institute:	C. V. Raman Polytechnic
Department:	Computer Science & Engineering
Semester/Division/Branch:	3rdSem(Sec-B)
Subject Name with code:	Object Oriented Methodology
Total No. of Class (Required):	60
Faculty Name:	Kshyamasagar Mahanta

Class No.	*Brief description of the Topic/Chapter to be taught*	Remarks
1	OBJECT ORIENTED PROGRAMMING (OOPS) CONCEPTS Programming Language, Object Oriented Programming	
2	OOPS concepts and terminologies	
3	Benefit of OOPS	
4	Application of OOPS	
5	INTRODUCTION TO JAVA What is Java ?Execution Model of Java	
6	The Java Virtual Machine	
7	A First Java Program Variables and Data type	
8	Primitive Datatypes & Declarations	
9	Numeric and Character Literal	
10	String Literals	
11	Arrays, Non-Primitive Datatypes	
12	Casting and Type Casting	
13	Widening and Narrowing Conversions Operators and Expressions	
14	Control Flow Statements	
15	OBJECTS AND CLASSES Concept and Syntax of class Defining a Class	
16	Concept and Syntax of Methods Defining Methods	
17	Creating an Object Accessing Class Members	
18	Instance Data and Class Data Constructors	

19	Access specifiers Access Modifiers, Access Control	
20	USING JAVA OBJECTS - String Builder and String Buffer	
21	Methods and Messages	
22	Methods and Messages	
23	Parameter Passing	
24	Parameter Passing	
25	Comparing and Identifying Objects	
26	Comparing and Identifying Objects	
27	INHERITANCE - Inheritance in Java, Use of Inheritance	
28	Types of Inheritance Single Inheritance	
29	Multi-level Inheritance	
30	Hierarchical Inheritance	
31	Hybrid Inheritance	
32	POLYMORPHISM - Types of Polymorphism	
33	Method Overloading	
34	Method Overloading	
35	Run time Polymorphism	
36	Run time Polymorphism	
37	Method Overriding	
38	Method Overriding	
39	Method Overriding	
40	PACKAGES: PUTTING CLASSES TOGETHER Introduction	
41	Java API Packages	
42	Using System Packages	
43	Naming Convention	
44	Creating Packages	
45	Creating Packages	

46	Accessing a Package	
47	Accessing a Package	
48	Using a Package	
49	Adding a Class to Package	
50	Hiding Classes	
51	Static Import	
52	JAVA FILES AND I/O What is a stream ? Reading and writing to files(only txt files)	
53	Input and Output Stream Manipulating Input data	
54	Opening and Closing Streams Predefined streams	
55	File handling Classes and Methods	
56	EXCEPTION HANDLING Exceptions Overview, Exception Keywords	
57	Catching Exceptions Using Finally Statement	
58	Exception Methods Declaring Exceptions	
59	Defining and throwing exceptions	
60	Errors and Runtime Exceptions	

Signature of the Faculty

Signature of the H.O.D