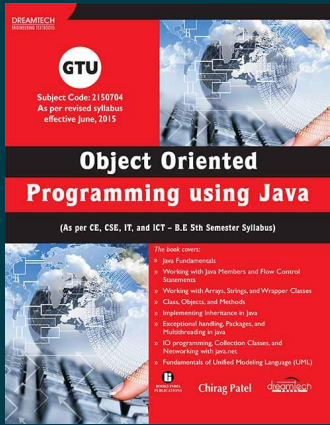


WILEY

Object Oriented Programming using Java: As per CE, CSE, IT and ICT - B.E 5th semester syllabus of GTU

By Chirag Patel

Paperback

ISBN: 9789351198178

Publication: [NOT PROVIDED] *publication_date*

Page Count: 400 pages

₹[NOT PROVIDED] Price

• Description

This book introduces the Java programming language and explains how to create Java applications and work with UML. It also discusses various Java programming concepts, such as Object Oriented Programming (OOP), arrays as data structure, inheritance, multithreaded programming and networking. Moreover, this book also covers the fundamentals of UML.

• About the Author

Chirag Patel

Chirag A. Patel is a post-graduate in Computer Engineering

• Table of Contents

Introduction

Chapter 1: Introduction to Java

1.1 Introducing Object-Oriented Programming

1.2 Evolution of Java

1.3 Comparing Java with C++

1.4 Features of Java

1.5 Exploring New Features of Java SE 8.0

1.6 Introducing the Java Environment

1.7 Developing a Simple Java Program

Chapter 2: Fundamental Concepts in Java Programming

2.1 Working with Java Tokens

2.2 Operator Precedence and Associativity

2.3 Declaring Variables

2.4 Introducing Data Types

2.5 Control Statements

Chapter 3: Working with Arrays, Strings, String Buffer Class and Wrapper Classes

3.1 Working with Arrays

3.2 Working with Strings

3.3 Using the String Buffer Class

3.4 Using Command Line Arguments

3.5 Using the Wrapper Classes

Chapter 4: Working with Classes, Objects and Methods

4.1 Working with Classes

4.2 Working with Objects

4.3 Explaining Constructors

4.4 Declaring Methods

4.5 Recursion in Java

4.6 Working with Abstract Class

4.7 Working with Nested Classes

4.8 Working with the Inner Class

4.9 Working with the Anonymous Inner Class

Chapter 5: Inheritance and Interfaces in Java

5.1 Understanding Inheritance

5.2 Constructors in Inheritance

5.3 Multilevel Inheritance

5.4 Using the final Keyword

5.5 Working with Interfaces in Java

5.6 Understanding Dynamic Method Dispatch

5.7 Understanding the Java Object Class

Chapter 6: Working with Packages and Exceptions

6.1 Understanding Packages in Java

6.2 JAR Files

6.3 Defining Java API Packages

6.4 Handling Exceptions

Chapter 7: Working with Thread

7.1 An Overview of Threads

7.2 Defining a Thread

7.3 Instantiating a Thread

7.4 Starting a Thread

7.5 Thread States and Transitions

7.6 Code Synchronization

7.7 Thread Interaction

Chapter 8: Working with Streams

8.1 Introduction to Stream

8.2 Introduction to NIO

8.3 Working with Stream Classes

8.4 Working with Files

8.5 Working with Buffers

8.6 Working with Character Arrays

8.7 Working with the Print Writer Class

8.8 Working with the Stream Tokenizer Class

8.9 Implementing the Serializable Interface

8.10 Working with the Console Class

8.11 Printing with the Formatter Class

8.12 Scanning Input with the Scanner class

Chapter 9: Collection Classes

9.1 Collection Interfaces

9.2 Classes of Collection

9.3 Legacy Classes

9.4 The Enumeration

Chapter 10: Networking with Java.net

10.1 Introduction to Networking

10.2 Networking Enhancements in Java SE 8

10.3 Client-Server Networking

10.4 Proxy Servers

10.5 Domain Name Service

10.6 Understanding Networking Interfaces and Classes in the java.net Package

10.7 Internet Addressing

10.8 Understanding Sockets in Java

10.9 Understanding the URL Class

10.10 Understanding the URI Class

10.11 Working with Datagrams

Chapter 11: Introduction to Object Orientation and Modeling Concepts

11.1 Object Orientation

11.2 Object-Oriented Development

11.3 Object-Oriented Themes

11.4 Concepts of Modeling and Modeling as a Design Technique

11.5 The Three Models

11.6 Relationship among the Models

Chapter 12: Class Modeling and Advanced Class Modeling

12.1 Concepts of Object and Class

12.2 Associations and Links

12.3 Aggregation

12.4 Generalization and Inheritance

12.5 Abstract Class

12.6 Multiple Inheritances

12.7 Metadata

12.8 Constraints

12.9 Derived Data and Packages

Chapter 13: State Modelling

13.1 Events

13.2 States

13.3 Transitions and Conditions

13.4 State Diagram

13.5 State Diagram Behavior

Chapter 14: Interaction Modeling

14.1 Use Case Models

14.2 Sequence Model

14.3 Activity Model

14.4 Collaboration Diagram

14.5 Difference and Similarities between Sequence and Collaboration Diagram

To purchase this product, please visit:

<https://wiley.indiafin.com/object-oriented-programming-using-java-as-per-ce-cse-it-and-ict-b-e-5th-semester-syllabus-of-gtu.html>



Scan to buy