LESSON PLAN: Object Oriented Programming using Java

Discipline : Computer Engineering

Faculty : Pooja Semester : 4th

Duration : 16 WEEKS (20 Jan 2025 to 15 May 2025)

Lecture: 02 Lecture per week Pr					ractical: 04 (G1) + 04 (G2) hours Lab per week		
Week	Week Day	Theory		Week Day	Practical (Group: G1, G2)		
1 st	1	Fundamentals of object-oriented programming		1 st	Practice Creating Classes andObject functions.		
	2	Procedure-oriented programming Vs. Object— Oriented Programming.		2 nd	Practice Creating Classes andObject functions.		
	3	Object oriented programming concepts – Classes, object reference					
2 nd	4	Object oriented programming concepts – abstraction		1 st	Practice Creating Classes andObject functions		
	5	Encapsulation, inheritance, Polymorphism.		2 nd	Practice Creating Classes andObject Functions		
	6	Introduction of eclipse (IDE) for development programs in Java.					
3 rd	7	Review of constructs of C used in JAVA: variables		1 st	Practice Creating Classes and Object functions		
	8	Types and type declarations data types		2 nd	Practice Creating Classes and Object functions		
	9	if then else clause, Pointers, Functionand unions	ons, Structure				
4 th	10	Increment and decrement operators		1 st	Practice Creating Classes and Object functions		
	11	Relational and logical operators conditional expressions.		2 nd	Practice Creating Classes and Object functions		
	12	Input using scanner class and output statement					
5 th	13	Loops, switch case arrays, methods		1 st	Practice		
	14	Assignment-1					
	15	Revision/ Sessional -1		2 nd	Practice		
6 th	16	Creation Class members.		1 st	Practice Classes and Objects		
	17	Accessing classmembers.					
	18	Private data members and functions, Public data members and functions		2 nd	Practice Classes and Objects		

7 th	19	Protected data members and functions.	1 st	Experiment 2 of Practical List
	20	Defaultdata members and functions.		
	21	Comparison: Private Vs Public Vs Protected Vs Default	2 nd	Experiment 2 of Practical List
8 th	22	Constructors Object.		Experiment 3 of PracticalList
	23	Object Reference.		
	24	Definition of inheritance, Inheritance types, protected data	2 nd	Experiment 3 of PracticalList
9 th	25	Private data, public data.	1 st	Practice Inheritance examples Experiment 4
	26	Constructor chaining.		
	27	Order of invocation of constructors.	2 nd	Practice Inheritance examples Experiment 4
10 th	28	Revision	1 st	Experiment 6
	29	Assignment-2		
	30	Revision/ Sessional-2	2 nd	Experiment 6
11 th	31	Types of inheritance, single inheritance multilevel inheritance,	1 st	Experiment 7
	32	Hierarchical inheritance, hybrid inheritance		
	33	Class test of Inheritance Introduction to Polymorphism, its types.	2 nd	Experiment 7
12 th	34	Uses of Polymorphism.	1 st	Experiment 8
12	35	Method & constructor overloading.	_	
	36	Method overriding, up-casting and down-casting.	2 nd	Experiment 8
13 th	37	Key points of Abstract class and Interface, difference between an abstract class &interface		Experiment 9
	38	implementation of multiple inheritance through interface		
	39	Definition of exception handling implementation of keywords like try.	2 nd	Experiment 9
14 th	40	Importance of exception handling in practical catch Implementation of finally, throw & throws	1 st	Experiment 10
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	42	Implementation of live projects	2 nd	Experiment 10

15 th	43	Assignment-3	1 st	Experiment 10: Practice Exception handlingprograms
	44	Revision		
	45	Sessional-3	2 nd	Experiment 10: Practice Exception handling programs
16 th	46	Students Interaction Question/ Answer	1 st	Lab Practice
	47	Seminar		
	48	Students Interaction Question/ Answer	2 nd	Lab Practice