22. Count the number of courses with more than 5 students enrolled for each type of course.
23. Add column Mobile number in student table with default value '9999999999'
24. Find the total number of students whose age is > 18 years.
25. Find names of students who are born in 2001 and are admitted to at least one part time course.
26. Count all courses having 'science' in the name and starting with the word 'BSc'.

Note: Examination scheme and mode shall be as prescribed by the Examination Branch, University of Delhi, from time to time.

GENERIC ELECTIVES : Java Programming

Credit distribution, Eligibility and Pre-requisites of the Course

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course	Department offering the course
		Lecture	Tutorial	Practical/ Practice			
GE: Java Programming	**4**	**3**	**0**	**1**	**Pass in class XII**	NIL	**Computer Science**

Learning Objectives

This course is designed to develop understanding of object-oriented programming concepts like Classes, Objects, Inheritance and Polymorphism using Java. The course provides understanding of multithreading and exception handling in Java. It also introduces how to create Java applications with graphical user interface (GUI).

Learning outcomes

On completion of this course, the student will be able to:

- Understand the object-oriented concepts – Classes, Objects, Inheritance, Polymorphism– for problem solving.
- Create and handle multithreading.
- Handle program exceptions.
- Handle input/output through files.
- Create Java applications with a graphical user interface (GUI).

SYLLABUS OF GE

Unit 1 (6 hours)

Introductory Concepts: program, identifiers, variables, constants, primitive data types, expressions, Naming Conventions, Type casting, operators, control statements, structured data types, arrays, functions.

Unit 2 (13 hours)

Object Oriented Concepts: Abstraction, encapsulation, objects, classes, methods, constructors, inheritance, polymorphism, static and dynamic binding, Anonymous block, Static Data members, overloading and overriding, Usage of super and this keyword, Abstract classes, Interfaces and Packages, Access modifiers, Object class

Unit 3 (11 hours)

Multithreading: Creating Threads, Thread Priority, Blocked States, Extending Thread Class, Runnable Interface, Starting Threads, Thread Synchronization, Sync Code Block, Overriding Synced Methods, Thread Communication, wait, notify and notify all.

Unit 4 (8 hours)

Introduction to Exception handling: Exception and Error, Throw, try and catch Blocks, Exception handlers, java.lang Exceptions, Built-InExceptions.

Unit 5 (7 hours)

Introduction to File Handling: Byte Stream, Character Stream, File I/O Basics, File Operations, Serialization.

Essential/recommended readings

1. Cay S. Horstmann, *Core Java - Vol. I – Fundamentals*, 10th edition, Pearson, 2017.
2. James Gosling, Bill Joy, Guy L. Steele Jr, Gilad Bracha, Alex Buckley, *The Java Language Specification*, *Java SE* 7th edition, Addison-Wesley, 2011

Additional References

1. Herbert Schildt, *Java: The Complete Reference*, 10th edition, McGraw-Hill Education, 2018.

2 Richard Johnson, *An Introduction to Java Programming and Object-Oriented Application Development*, Thomson Learning, 2006.

3. Kathy Sierra and Bert Bates, *Head First Java*, 3rd edition, O'Reilly, 2022.

Suggested Practical List (If any): (30 Hours)

Practical exercises such as

1. Create a java program to implement stack and queue concepts.
2. Write a program to take input from command line arguments.
3. Write a java program to show static and dynamic polymorphism.
4. Write a java program to show multiple inheritance using interfaces.
5. Write a program in java to show the chaining of execution of construction.
6. Write a java program to show multithreaded producer and consumer applications.
7. write a program in java to synchronize the multithreaded application
8. Create a customized exception and also make use of all the exception keywords.
9. Write a program to show different ways to get input from user
10. Design a form using AWT components and the Frame container.

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