

LESSON PLAN: Object Oriented Methodology				
Discipline :	Computer Science and Engineering			
Faculty :	Er. Namrata Naik			
Semester :	3rd (Third)			
Duration :	14 WEEKS (1st August 2023 to 30th November 2023)			
Work Load :	Lecture :	4 Lectures per week (50 minutes per Class)		
	Practical:	2 Lab Classes (100 minutes per class) per week		
Week	Week Day	Theory	Week Day	Practical (Group: 1)
1 st	1 st	Programming Languages Object Oriented Programming	1 st	Revision of Programming Concept
	2 nd	OOPS concepts and terminology	1 st	Revision of Programming Concept
	3 rd	Benefit of OOPS Application of OOPS	2 nd	Revision of Programming Concept
	4 th	Revision of Chapter 1	2 nd	Revision of Programming Concept
2 nd	5 th	What is Java? Execution Model of Java	1 st	Practice Creating Classes and Object functions
	6 th	The Java Virtual Machine A First Java Program	1 st	Practice Creating Classes and Object Functions
	7 th	Variables and Data types Primitive Data types & Declarations	2 nd	Practice Creating Classes And Object functions
	8 th	Numeric and Character Literals String Literals	2 nd	Practice Creating Classes And Object Functions
3 rd	9 th	Arrays, Non-Primitive Data types	1 st	Practice Creating Classes And Object functions
	10 th	Casting and Type Casting Widening and Narrowing Conversions	1 st	Practice Creating Classes and Object functions
	11 th	Operators and Expressions	2 nd	Practice Creating Classes And Object functions
	12 th	Control Flow Statements	2 nd	Practice Creating Classes and Object functions
4 th	13 th	Revision of chapter 2	1 st	Practice Creating Classes And Object functions
	14 th	Concept and Syntax of class Defining a Class	1 st	Practice Creating Classes and Object functions
	15 th	Concept and Syntax of Methods Defining Methods	2 nd	Practice Creating Classes And Object functions
	16 th	Creating an Object Accessing Class Members	2 nd	Practice Creating Classes and Object functions
5 th	17 th	Instance Data and Class Data	1 st	Practice Creating Classes and Object functions
	18 th	Constructors	1 st	Practice Programming using Constructors
	19 th	Access Specifiers Access Modifiers	2 nd	Practice Programming using Access Modifiers
	20 th	Access Control	2 nd	Practice Programming using Access Modifiers

6 th	21 st	Revision of Chapter 3	1 st	Lab Test on Access Modifiers in Java
	22 nd	String Builder and String Buffer	1 st	Practice Programming String Buffer
	23 rd	Methods and Messages	2 nd	Practice Programming String Buffer
	24 th	Parameter Passing	2 nd	Practice Classes and Objects
7 th	25 th	Comparing and Identifying Objects	1 st	Practice Classes and Objects
	26 th	Revision of Chapter 4	1 st	Lab Test on Parameter Passing in Java
	27 th	Inheritance in Java Use of Inheritance	2 nd	Practice of Java Inheritance Concept
	28 th	Types of Inheritance	2 nd	Practice of Java Inheritance Concept
8 th	29 th	Single Inheritance	1 st	Practice of Java Inheritance Concept
	30 th	Multi-level Inheritance	1 st	Practice of Java Inheritance Concept
	31 st	Hierarchical Inheritance	2 nd	Practice of Java Inheritance Concept
	32 nd	Hybrid Inheritance	2 nd	Practice of Java Inheritance Concept
9 th	33 rd	Revision of Chapter 5	1 st	Practice of Java Inheritance Concept
	34 th	Types of Polymorphism	1 st	Practice of Java Polymorphism Concept
	35 th	Method Overloading	2 nd	Practice of Java Polymorphism Concept
	36 th	Method Overloading	2 nd	Practice of Java Polymorphism Concept
10 th	37 th	Run time Polymorphism	1 st	Practice of Java Polymorphism Concept
	38 th	Run time Polymorphism	1 st	Practice of Java Polymorphism Concept
	39 th	Method Overriding	2 nd	Practice of Java Polymorphism Concept
	40 th	Method Overriding	2 nd	Practice of Java Polymorphism Concept
11 th	41 st	Revision of Chapter 6	1 st	Practice of Java with Add – on Packages
	42 nd	Introduction Java API Packages	1 st	Practice of Java with Add – on Packages
	43 rd	Using System Packages Naming Convention	2 nd	Practice of Java with Add – on Packages
	44 th	Creating Packages Accessing a Package	2 nd	Practice of Java with Add – on Packages
12 th	45 th	Using a Package Adding a Class to Package	1 st	Practice of Java with Add – on Packages
	46 th	Hiding Classes Static Import	1 st	Practice of Java with Add – on Packages
	47 th	Revision of Chapter 7	2 nd	Practice of Java with Add – on Packages

	48 th	What is a stream ? Reading and writing to files (only txt files)	2 nd	Revision of Java Programs
13 th	49 th	Input and Output Stream Manipulating Input data	1 st	Revision of Java Programs
	50 th	Opening and Closing Streams Predefined streams	1 st	Revision of Java Programs
	51 st	File handling Classes and Methods	2 nd	Revision of Java Programs
	52 nd	Exceptions Overview Exception Keywords	2 nd	Revision of Java Programs
14 th	53 rd	Catching Exceptions Using Finally Statement	1 st	Java Practical Test
	54 th	Exception Methods Declaring Exceptions	1 st	Java Practical Test
	55 th	Defining and throwing exceptions Errors and Runtime Exceptions	2 nd	Java Practical Test
	56 th	Revision of Chapter 8 and 9	2 nd	Java Practical Test