

Lesson Plan

Name of Faculty : Devender Kumar
 Discipline : Computer Engg
 Semester : 4th
 Subject : OOPS using Java
 Lesson Plan Duration : 15 Weeks

Week	Theory		Practical	
	Lecture Day	Topic (including assignment/test)		Topic
1 st	1 st	Fundamentals of object oriented programming and – procedure oriented programming	1	Write a program in Java to print Hello using class.
	2 nd	object oriented programming (OOP)		
	3 rd	Object oriented programming concepts Classes, reusability, encapsulation		
2 nd	4 th	inheritance, polymorphism, Introduction of eclipse (IDE) for developing programs in Java	2	Write a program to input using Scanner Class.
	5 th	Review of constructs of C used in JAVA: variables, types and type decalaration		
	6 th	data types; increment and decrement operators relational and logical operators		
3 rd	7 th	if then else clause; conditional expressions,	3	Write a program to print factorial of a number
	8 th	input using scanner class and output statement, loops, switch case		
	9 th	arrays, methods		

4th	10 th	Revision of Topics	4	Write a program to create a class and make object of that class.
	11 th	Revision of Topics		
	12 th	Creation, accessing class members		
5th	13 th	Private Vs Public	5	revision
	14 th	Protected Vs Default		
	15 th	Constructor		
6th	16 th	Object & Object Reference	6	Create a class with data members feet , inches and add them
	17 th	Definition of inheritance, protected data, private data, public data, , ,		
	18 th	constructor chaining, order of invocation		
7th	19 th	types of inheritance, single inheritance, multilevel inheritance	7	Create a class using constructor
	20 th	hierarchical inheritance, hybrid inheritance		
	21 st			
8th	22 nd	Method & constructor overloading,	8	Create a class and show the use of single inheritance
	23 rd	method overriding,		
		up-casting and down-		

		casting.		
9th	25 th	Revision	9	Create a class and show the use of Multiple inheritance
	26 th	Revision		
	27 th	Key points of Abstract class & interface,		
10th	28 th	difference between an abstract class & interface,	10	Create a class and show the use of Multi-level inheritance
	29th	Revision		
	30th	implementation of multiple inheritance through interface.		
11th	31 st	Revision	11	Revision
	32 nd	Revision		

	33rd	Revision		
12 th	34th	Definition of exception handling.	12	
	35th	implementation of keywords like try, catch		
	36th	, finally,		
13 th	37th	throw & throws.		Create a class to show the use of Constructor Overloading
	38th	importance of exception handling in practical	13	revision
	39th	implementation of live projects		Create a program to show the use of interface
14 th	40th	Live projects	14	
	41st	Revision		
	42nd	Revision		
				Create a program using try and catch block.

15th	43rd	Revision	15	Viva voce
	44th	Revision		
	45th	Revision		