

Object Oriented Programming & UML

Code: IT491

Contacts: 3

Credits: 2

1. Assignments on class, constructor, overloading, inheritance, overriding
2. Assignments on wrapper class, vectors, arrays
3. Assignments on developing interfaces- multiple inheritance, extending interfaces
4. Assignments on creating and accessing packages
5. Assignments on multithreaded programming, handling errors and exceptions, applet programming and graphics programming

Note: Use Java for programming.