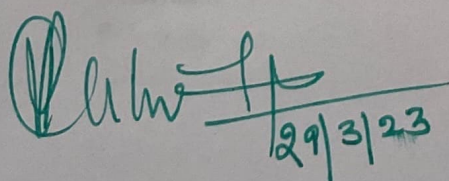# PROGRAMME: Four-Year BCom(Computer Applications) (Hons)
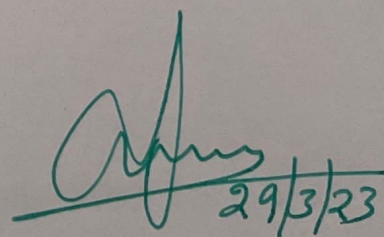## (w.e.f. 2020-21 Admitted Batch)

Domain Subject: Commerce (Computer Applications)
(Syllabus with Outcomes, Co-curricular Activities, Referencesfor Fifteen Courses of 1, 2, 3 & 4 Semesters)

Structure of B.Com (Computer Applications)Programme under Revised CBCS

Sl. No	Code	Sem	Courses	Name of Course (Each Course consists 5 Units with each Unit having 12 hours of class-work)	Hours/ Week	Credits	Marks Mid Sem	Marks Sem End
1		I	1A	Fundamentals of Accounting	5	4	25	75
2		I	1B	Business Organization and Management	5	4	25	75
3		I	1C	**Information Technology**	3T + 2P	3 +1	25	50+25
4		II	2A	Financial Accounting	5	4	25	75
5		II	2B	Business Economics	5	4	25	75
6		II	2C	**E-commerce and Web Designing**	3T + 2P	3 +1	25	50+25
7		III	3A	Advanced Accounting	5	4	25	75
8		III	3B	Business Statistics	5	4	25	75
9		III	3C	**Programming with C & C++**	3T + 2P	3 +1	25	50+25
10		IV	4A	Corporate Accounting	5	4	25	75
11		IV	4B	Cost and Management Accounting	5	4	25	75
12		IV	4C	Income Tax	5	4	25	75
13		IV	4D	Business Laws	5	4	25	75
14		IV	4E	**Object Oriented Programming With Java**	3T + 2P	3 +1	25	50+25
15		IV	4F	**Data Base Management System**	3T + 2P	3 +1	25	50+25
				Total	75	60	375	1125

29/3/23

Chairman
BOS in Commerce

29/3/23

Chairman
BOS in Comp.Sci./Apps.

II Year B Com (CA)– Semester – IV

Course 4E: Object Oriented Programming with Java

Learning Outcomes:

At the end of the course, the student will able to;

- Understanding the meaning and necessity of audit in modern era
- Comprehend the role of auditor in avoiding the corporate frauds
- Identify the steps involved in performing audit process
- Determine the appropriate audit report for a given audit situation
- Apply auditing practices to different types of business entities
- Plan an audit by considering concepts of evidence, risk and materiality

SYLLABUS:

Unit I: Introduction to OOPs: Problems in Procedure Oriented Approach, Features of Object Oriented Programming
Introduction to Java: Features of Java, The Java Virtual Machine (JVM), Parts of Java program, Naming Conventions in Java, Data Types in Java, Operators in Java, Reading Input using scanner Class, Displaying Output using System. out.println (), Command Line Arguments.

Unit II: Control Statements in Java: if... else, do... while Loop, while Loop, For loop, Switch Statement, break Statement, continue Statement
Arrays: Types of Arrays, array name, length,
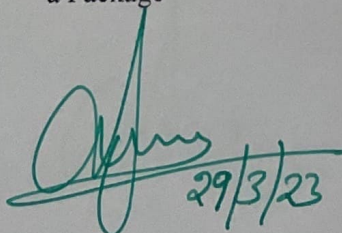Strings: Creating Strings, String Class Methods, String Comparison, Immutability of Strings.

Unit III: Classes and Objects: Object Creation, Initializing the Instance Variables, Access Specifiers, Constructors
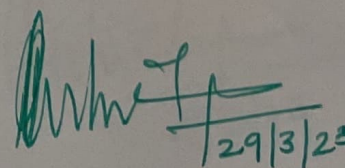Inheritance: Inheritance, Types of Inheritance
Polymorphism: Method overloading, Operator overloading
Abstract Classes: Abstract Method and Abstract Class

Unit IV: Packages: Package, Different Types of Packages, Creating Package and Accessing a Package

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Streams: Stream classes, Creating a File using File Output Stream, Reading Data from a File using File Input Stream, Creating a File using File Writer, Reading a File using File Reader

Unit V: Exception Handling: Errors in Java Program, Exceptions, throws Clause, throw Clause, Types of Exceptions

Threads: Single Tasking, Multi-Tasking, Uses of Threads, Creating a Thread and Running it, Terminating the Thread, Thread Class Methods.

References:

1. The Complete Reference JAVA Seventh Edition Herbert Schildt. Tata McGraw Hill Edition.
2. Core Java: An Integrated Approach, Dr. R. Nageswara Rao &Kogent Learning Solutions Inc.
3. E. Balaguruswamy, Programming with JAVA, A primer, 3e, TATA McGrawHill Company

Online Resources:

https://stackify.com/java-tutorials/
https://www.w3schools.com/java/
https://www.javatpoint.com/java-tutorial
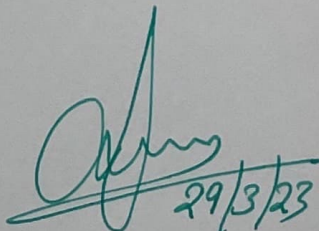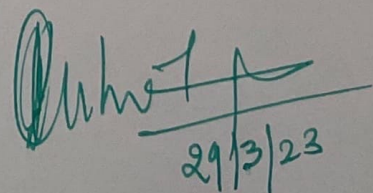https://www.tutorialspoint.com/java/index.html

Practical Component:@ 2 hours/week/batch

1. Write a program to implement command line arguments.
2. Write a program to read Student Name, Reg.No, Marks and calculate Total, Percentage,and Result. Display all the details of students .
3. Write a program to perform String Operations.
4. Java program to implement Addition of two N X N matrices.
5. Java program to implement bubble sort.
6. Java program to demonstrate the use of Constructor.
7. Calculate area of the following shapes using method overloading.
   a.Rectangle b. Circle c. Square
8. Implement multilevel inheritance
9. Java program for to display Serial Number from 1 to 5 by creating two Threads
10. Java program to demonstrate the following exception handlings
    a. Divided by Zero b. Array Index Out of Bound c. Arithmetic Exception

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