



**Sandip Foundation's  
Sandip Institute of Technology & Research Centre, Nashik  
Department of Computer Engineering**

**Industry-Academia Innovative Practice**

## **Activity Report**

**On**

# **“Programming in Core Java”**

**(16<sup>th</sup> Aug – 25<sup>th</sup> Aug 2014)**

**Organized by,**

**Sandip Foundation's  
Sandip Institute of Technology and Research Centre  
Department of Computer Engineering**



**Sandip Foundation's  
Sandip Institute of Technology & Research Centre, Nashik  
Department of Computer Engineering**

**Activity Report on “Programming in Core Java”**

**Name of Resource Person:** Mr. Nadeem Shaikh

**Address:** Seed Infotech , Nashik

**Duration:** 50 hrs

**Date of Course :** 16<sup>th</sup> Aug – 25<sup>th</sup> Aug 2014

**Event Coordinator:** Prof. A. H. Palve, SITRC, Nashik

**Venue :** Computer Center Lab, SITRC

**Class:** BE

**Aim:** Increase the knowledge of advance core java .

**Objective :**

- 1) Understand fundamentals of programming such as variables, conditional and iterative execution, methods, etc.
- 2) Be able to use the Java SDK environment to create, debug and run simple Java programs.
- 3) Understand fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries, etc.

**Outcomes:**

- 1) Implement object oriented programming concepts.
- 2) Use and create package and interfaces in a Java program.
- 3) Use graphical user interface in Java programs.
- 4) Create applets

**Total No. Of Participants: 10**

**Course Structure:**

Sr. No.	Topic	Durati on

<b>1</b>	<b>Introduction to Java</b>	
1.1	Creation of Java	
1.2	Features of Java	<b>8 hrs</b>
1.3	Overview of Programming with JDK	
1.4	Discuss the Java Security Model	
1.5	Describe Java Virtual Machine	
1.6	Garbage Collection and Memory Management	
<b>2</b>	<b>Object Oriented Programming</b>	
2.1	Structures Programming technique	
2.2	Object Oriented Programming and its advantages	<b>6 hrs</b>
2.3	Define Objects and Classes and the relation between them	
2.4	Explain terms-Attributes, Methods, Construction, Destruction and Persistence	
<b>3</b>	<b>Basics of Java</b>	
3.1	Discuss the data types available in Java and utilize them in applications	
3.2	Describe the various control structures and loops available in Java	<b>7 hrs</b>
3.3	Explain and utilize the various operators present in Java	
3.4	Explain an Array	
<b>4</b>	<b>Data Types, Modifiers, Expressions and Operations</b>	<b>5 hrs</b>
<b>5</b>	<b>Arrays and Flow Control Statements</b>	<b>4 hrs</b>
<b>6</b>	<b>Java Applets</b>	
6.1	Difference between Applications and Applets	
6.2	Understand the Applet Class	<b>10 hrs</b>
6.3	Create, run and execute Applets	
6.4	Understand the Security Restrictions applied on Applet	
6.5	Identify the various activities in an applet	
6.6	Identify how to use Components and layouts in Applets	
<b>7</b>	<b>Multithreading</b>	
7.1	Describe Multithreading	
7.2	Creating and Managing Threads	
7.3	Discuss the life cycle of threads	<b>10 hrs</b>
7.4	Understand the concept of synchronization	
7.5	Explain how to set the priorities of thread	

**List of Participants:**

<b>Sr. No.</b>	<b>Name of students</b>
1	CHAVAN AJIT MADHAV
2	KAPADNIS AMIT MANOJ
3	SHARMA AJAY PANNALAL
4	WANI DHIRAJ RAGHUNATH
5	DAHIWALKAR YASHWARDHAN SUDHIR
6	KULKARNI YOGESH PURUSHOTTAM
7	MADANE SAURABH RAVINDRA
8	AHIRE KAMINI VITTHAL
9	PAWAR DIPALI VISHNU
10	RAIS MAAZ SHAD

**Photographs:**

**Prof. A. H. Palve**  
**Coordinator**

**Prof. A. D. Potgantwar**  
**HOD**