OBJECT ORIENTED PROGRAMMING USING JAVA

---

1. Remembering:
- Recall and recognize the basic concepts of Object Oriented Programming using Java
- Identify the different types of overloading and how they work in Java

2. Understanding:
- Explain the importance of arrays in Java and how they are used
- Demonstrate the concept of constructors and finalize methods in Java
- Understand the use of inbuilt classes in Java and how to implement them

3. Applying:
- Implement inheritance and polymorphism in Java programs
- Utilize superclasses and subclasses effectively in Java programming
- Apply the concepts of method overriding and dynamic binding in Java

4. Analyzing:
- Analyze the use of packages in Java and how they help in organizing code
- Evaluate event handling and layout managers in GUI applications using Java

5. Evaluating:
- Compare and contrast different GUI components like buttons, check boxes, radio buttons, and labels in Java
- Assess the exceptional handling mechanisms in Java and how they help in managing errors

6. Creating:
- Develop programs using text and binary I/O in Java
- Design and implement thread life cycles and synchronization in Java programs
- Create robust Java applications with proper exception handling using try, catch, and finally blocks.