

# Informatics Practices (065)

Class-12

Syllabus for Unit Test in July 2016

## Java GUI Programming Revision Tour – I

- 1 Introduction
- 2 Rapid Application Development
- 3 Netbeans Java IDE Environment
- 4 Basics of a GUI
  - 1 GUI in Java
- 5 Java GUI Toolkit
  - 1 Basic Graphical Controls of Swing
- 6 Java Character Set
- 7 Tokens
  - 1 Keywords
  - 2 Identifiers
  - 3 Literals
  - 4 Separators
  - 5 Operators
- 8 Data Types
  - 1 Primitive Datatypes
- 9 Variables
- 10 Text Interaction in Java GUIs
- 11 Constants
- 12 Operators in Java
  - 1 Arithmetic Operators
  - 2 Increment/Decrement Operators
  - 3 Relational Operators
  - 4 Logical/Conditional Operators
  - 5 Assignment Operators
  - 6 Other Operators
  - 7 Operator Precedence
- 13 Expressions
- 14 Java Statements
- 15 Programming Constructs
  - 1 Selection Statements
  - 2 Iteration Statements
  - 3 Jump Statements

## Java GUI Programming Revision Tour - II

- 1 Introduction
- 2 Understanding Swing Components
  - 1 Types of Swing Components
  - 2 Various Swing Controls
- 3 Handling Events
- 4 Frame – Commonly Used Top-Level
- 5 Container
- 6 Push Buttons
  - 1 Creating an Exit Button
- 7 Labels
- 8 Textfields
- 9 Password Fields
- 10 Text Area
- 11 Check Boxes
- 12 Radio Buttons
- 13 Lists
- 14 Comboboxes

➤ Method – Definition, creation and calling