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Q

For Enterprise



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X Lessons

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Telling a Random Story

Module Learning
Outcomes / Resources

10 min

Introduction

2 min

High-level Design Concepts 5 min

ArrayList

6 min

A

ArrayList for Unique Words 7 min

ArrayList Advantages and Issues 7 min

Summary 3 min

Programming Exercise:
Telling a Random Story



Practice Quiz:Telling a Random
Story

6 questions

Using and Improving GladLibs

Review

PRACTICE QUIZ Telling a Random Story

6 questions

To Pass

65% or higher

Deadline

March 18, 11:59 PM PDT

Resume





