

Introduction to Java - Universidad de Palermo - Course Info | Coursera

Introduction to Java

by Universidad de Palermo

About this Course

If you want to get started in the world of software development, this course will help you take the first steps. You will learn to make your first programs using one of the most popular languages, in force for years and with great demand in the market: Java. The course will present you with a brief introduction to object-oriented programming that will help you delve deeper into the topic later. You will learn how to code Java and how to use one of the most popular development environments, Eclipse. The course will guide you so that, with both tools, you can begin to think about how to solve problems using Java programs. The objectives of the course are: - Understand what a programming language is and what object-oriented programming is. - Know the Java language, its syntax, its way of working and its particularities. - Learn to use an integrated development environment, a very useful tool that works for Java and any other language. - Gain a basic understanding of algorithms and how to use them to solve problems.

Level Beginner

Commitment 3 horas por semana.

Language Spanish

How To Pass Pass all graded assignments to complete the course.

Syllabus

Module 1

Introduction to Java

This week we will make a gradual introduction to Java, its operation and use.

7 videos, 4 readings

Graded: Sumative Quiz: Introduction to Java

Module 2

Programming in Java

This week we will start looking at Java code itself. We will learn what an IDE is and how to use it to write Java code.

6 videos, 5 readings

Graded: Summative Quiz: Programming in Java

Module 3

Troubleshooting with Java. Algorithms. Collections

This week we will continue to look at Java code. We will learn the basic concepts of algorithms and the basic data structures we have: arrays and collections.

5 videos, 5 readings

Graded: Summative Quiz: Troubleshooting with Java. Algorithms. Collections

Module 4

Programming in Java. Input/output flows. Error handling

This week we will continue to delve deeper into Java coding. We will look at input and output to disk and other media. We will learn how to handle possible errors arising from input and output.

6 videos, 5 readings

Graded: Summative Quiz: Programming in Java. Input/output flows. Error handling

Graded: Summative Quiz: Final exam

How It Works

General

[View the course in catalog](#)