COURSEWARE

Professional Skills

Agile Fundamentals

Jira

Git

Databases Introduction

Java Beginner

- What is Java?
- Installation
- Hello World Example
- Data Types
- Packages
- Naming Conventions Cheat Sheet
- Flow of Control
- Class Members
- Operators
- Conditionals
- Iteration
- Arrays
- ArrayList
- Enhanced For Loops
- String Manipulation
- Class Constructors
- Access Modifiers
- Installing Java & Maven To PATH
- **Object-Oriented Programming Principles**
- Encapsulation
- Inheritance
- Polymorphism
- Abstraction
- Interfaces
- Type Casting
- Static
- Final
- Garbage Collection
- Input With Scanner
- Pass by Value/Reference
- JUnit

Object-Oriented Programming Principles

Contents

- Overview
- Tutorial
- Exercises

Overview

Object-Oriented Programming (OOP) adheres to *four* main principles in order to ensure good coding practice: **inheritance**, **abstraction**, **encapsulation**, and **polymorphism**.

Each of these concepts have their own module:

- Inheritance
- Abstraction
- Encapsulation
- Polymorphism

Tutorial

There is no tutorial for this module.

Exercises

There are no exercises for this module.

- Test Driven Development
- UML Basics
- JavaDoc
- Peer Programming
- Code Reviews

Maven

Testing (Foundation)

Java Intermediate

HTML

CSS

Javascript

Spring Boot

Selenium

Sonarqube

Advanced Testing (Theory)

Cucumber

MongoDB

Express

NodeJS

React

Express-Testing

Networking

Security

Cloud Fundamentals

AWS Foundations

AWS Intermediate

Linux

DevOps

Jenkins Introduction

Jenkins Pipeline

Markdown

IDE Cheatsheet