

Objectives

- This lesson covers the following objectives:
 - Identify course goals and objectives
 - -Understand the course environment
 - Describe the course learning strategy





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Marin Silik

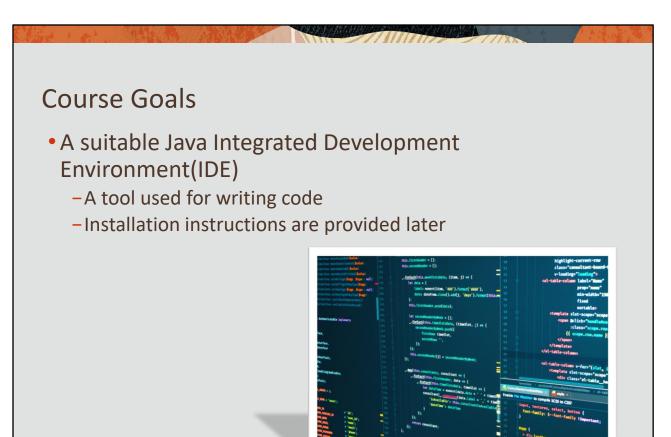
Course Goals

- Demonstrate knowledge of basic programming language concepts
- Demonstrate knowledge of the Java programming language
- Implement basic Java programming and objectoriented concepts



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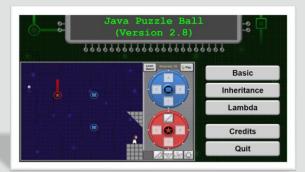
The lead developer of this course was also the lead developer of Java Puzzle Ball.

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Course Goals

- Java Puzzle Ball
 - –A game used throughout the course
 - -It's available through Oracle Academy Member Hub as soon as the relevant lessons occur
- Other materials are available from Oracle Academy
 Member Hub as the relevant lessons occur





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Your Code

- You'll type your code in a Java IDE
- Using NetBeans, code looks like this:
 - The color of syntax highlighting will vary dependent on your chosen IDE

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- Section 1: What Is Java?
 - -Lesson 1: About This Course
 - -Lesson 2: Java: A Brief History
 - -Lesson 3: Setting Up Java
- Section 2: Java Basics
 - -Lesson 1: The Software Development Process
 - -Lesson 2: What Is My Program Doing?
 - Lesson 3: Introduction to Object-Oriented Programming Concepts





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- Section 3: Data Types
 - -Lesson 1: What Is a Variable?
 - -Lesson 2: Numeric Data Types
 - -Lesson 3: Textual Data Types
 - -Lesson 4: Converting Between Data Types
 - -Lesson 5: Keyboard Input



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- Section 4: Important Classes from the Java API
 - -Lesson 1: What Is a Method?
 - -Lesson 2: The import Declaration and Packages
 - -Lesson 3: The String Class
 - -Lesson 4: The Random Class
 - -Lesson 5: The Math Class
- Section 5: Decision Statements
 - -Lesson 1: Boolean Expressions and if/else Constructs
 - -Lesson 2: Conditional Execution
 - -Lesson 3: switch Statements



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- Section 6: Loop Statements
 - -Lesson 1: for Loops
 - -Lesson 2: while and do/while Loops
 - -Lesson 3: break and continue Statements
- Section 7: Classes
 - -Lesson 1: Creating a Class
 - Lesson 2: Instantiating Objects
 - -Lesson 3: Overloading Methods
 - -Lesson 4: Object Interaction and Encapsulation
 - -Lesson 5: static Variables and Methods



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- Section 8: Arrays, ArrayLists, and Exceptions
 - -Lesson 1: Arrays
 - -Lesson 2: ArrayLists
 - -Lesson 3: Exception Handling
 - -Lesson 4: Debugging Concepts
- Section 9: GUI Applications with JavaFX
 - -Lesson 1: Introduction to JavaFX
 - -Lesson 2: Colors and Shapes
 - -Lesson 3: Graphics, Audio, and Mouse Events
- Section 10: Final Project



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The Challenges of Designing This Course

- How do we design a Java course that will engage and educate a young audience?
 - -Secondary schools
 - -Two-year colleges
 - -Four-year colleges
- How do we explain technical concepts to an audience that may have no computer science background?
 - -This is an introductory programming course
 - -It's designed to be taken with no prerequisite courses
 - -But an understanding of basic algebra may be beneficial



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How We Won't Engage You

- Relying on slides that contain walls of text
- Bombarding you with information without giving you a chance to program

 Providing technobabble notes that don't explain or match the slides

 Forcing you to recall obscure technical facts



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How We'll Engage You

- In order for this course to connect with today's youth, its content must be more like you:
 - -Hip
 - -Trendy
 - -Social
- We'll accomplish this with:
 - -Backward hats
 - -Sunglasses
 - -Bling
 - -Hashtags



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How We'll Really Engage You

- The previous slide is satirical, but it also illustrates the conversational writing style of this course
- Lessons are written to prepare you to develop software, this is done by:
 - -Illustrating core concepts, you'll need to create software
 - Providing code examples that you can reference and build from
 - -Giving you a chance to program and discover solutions
 - -Explaining why certain things are so
 - Maintaining continuity with scenarios throughout each section. Icons in the "Course Outline" slides hint at these scenarios
- We want you to feel good about your coding abilities



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Course Components

- Course components include:
 - -Lessons
 - -Small exercises
 - -Quizzes
 - Practices
- All lesson materials should be available through Oracle Academy Member Hub
- This course also includes mid-term and final multiplechoice exams



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The Problem with Long Lectures

- Students told us that long lectures made them feel exhausted, confused, and helpless when it was finally time to code
- Most learning occurred when students were allowed to code
 - -The goal of this course is to be hands-on and project-based
 - That's why we include several smaller exercises throughout each lesson
 - We also found it counterproductive to bunch exercises at the end of each lesson

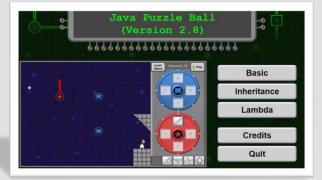


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Small Exercises

- Every lesson (starting with Lesson 1-3) includes small exercises that are designed to:
 - -Establish familiarity with a concept
 - -Build confidence as concepts are introduced
 - -Build on existing knowledge
 - -Allow you to experiment
- Exercises include:
 - -Listing ideas
 - -Playing games
 - -Editing code



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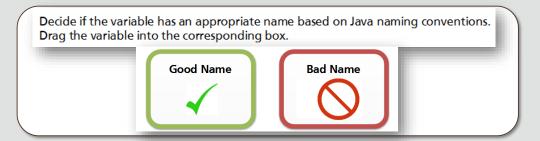
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Quizzes

- Simple quizzes are included at the end of each lesson
- Quizzes should very closely reflect their lecture
- They're designed to reinforce key concepts
- Students told us that they found this approach to be very helpful in other courses





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Quizzes in Oracle Academy Member Hub

- Oracle Academy Member Hub quizzes are included at the end of each section
- Oracle Academy Member Hub quizzes:
 - -Will check your knowledge of each section
 - -Will prepare you for your midterm and final exams
 - -Are designed to reinforce key concepts





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Practices

- Every section includes a practice
- These are large exercises that should require several hours to complete
- They describe the features that a particular piece of software requires
- It's up to you to figure out how to implement these requirements
- Lessons are designed to explain everything you'll need to find a solution



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What You Could Do After Taking This Course

- Enjoy creating simple programs
- Appreciate an engineer's perspective
- Take more advanced courses:
 - -Oracle Academy Java Fundamentals
 - -Oracle Academy Java Programming
 - -Oracle Certified Foundations Associate, Java
 - -Advanced Placement Computer Science





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Certification

- Consider testing for an Oracle Certification
- Exam Number 1Z0-811
- Exam Name Java Foundations
 - -Credential:
 - Java Certified Foundations Associate
 - -Oracle Certification exams are multiple choice
 - -Exams are managed by Oracle University, not Oracle Academy
 - Of all the certifications that Oracle offers, the Java Foundations exam most closely reflects the concepts you'll learn in this course, but the two don't align perfectly
 - You'll most likely need further studying to prepare for the certification exam



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Summary

- In this lesson, you should have learned how to:
 - Identify course goals and objectives
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