WEEK 1 CURRICULUM

Friday, June 9, 2023 12:47 PM

TOPICS / MODULES

1. Introduction to OOP
2. Pillars of OOP
3. SOLID
4. Access Modifiers
5. This and super keyword
6. Final and static
7. Interface and Abstract Classes
8. String Class
9. Unit Testing
10. Intro to Exception handling

LEARNING OUTCOMES

1. Understand Basic OOP concepts
2. Understand SOLID principles11111
3. Differentiate use cases for interfaces and Abstract Classes
4. Understand how to create classes, interfaces, abstract classes where they are to be used respectively
5. Understanding how String, String Buffer and String Builder classes work and their differences

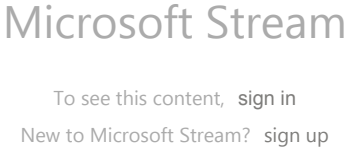
LEARNING MATERIALS

- https://www.guru99.com/interface-vs-abstract-class-java.html
- https://www.baeldung.com/java-method-overload-override
- https://javapapers.com/core-java/abstract-and-interface-core-java-2/difference-between-a-java-interface-and-a-java-abstract-class/
- https://medium.com/heuristics/interface-vs-abstract-class-vs-concrete-class-196f20c3af9a
- https://www.baeldung.com/java-method-overload-override
- https://www.javatpoint.com/access-modifiers
- https://www.javatpoint.com/this-keyword
- https://www.javatpoint.com/final-keyword
- https://www.javatpoint.com/java-inner-class
- https://www.baeldung.com/java-oop
- https://www.javatpoint.com/super-keyword
- https://www.javatpoint.com/static-keyword-in-java
- https://junit.org/junit5/docs/current/user-guide/

ALGORITHMS

Microsoft Stream

https://web.microsoftstream.com/video/c4829c49-288c-44b5-86ee-4c80f8ee95aa



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