Java Class schedule

1. Introduction
   a. Teacher self-introduction
   b. Java8 sdk installation
   c. Intellij installation
   d. Hello world coding
2. primitive, Variable, constant
   a. primitive
   b. variable
   c. constant
3. branching, condition statements
4. loop statement
5. guess game
6. classes
7. objects and object-oriented design
8. fields and visibility
9. constructors, mutators and accessor methods
10. encapsulation
11. interfaces and abstract class
12. polymorphism
13. enums
14. Core classes 1
    a. java.lang.Object
    b. java.lang.String
    c. java.lang.StringBuffer and java.lang.StringBuilder
15. Core classes 2
    a. Primitive wrapper
    b. java.lang.Class
    c. java.lang.System
    d. java.util.Scanner
16. Date and time
17. Arrays
18. Inheritance
19. Error handling
20. Collection
21. Generic
22. tic-tac-toe game 1
23. tic-tac-toe game 2
24. Annotation
25. Nested and inner class
26. Lambda expression
27. Networking
28. Web application
29. wrap up