
PREFACE

The contents of this workbook were based on the course outline of the College of Information Technology and Computer Science, University of the Cordilleras course on Logic and Programming Fundamentals. The workbook discusses introductory concepts on programming using Java programming language. Topics include basic structures of a Java program, control structures, arrays, and an introduction to methods in Java. There are corresponding laboratory activities lined up every after a unit is discussed. Students will have the opportunity to code ready-to-run programs as well as test it and debug it. There are also machine problems that the students need to finish in order to gauge the level of learning gained.

At the end of the course, students should be able to skillfully analyze a problem and similarly be able to create useable Java programs. Furthermore, the course shall impart to students how to effectively apply the principles of good programming and algorithm design techniques in solving real life problems. It is therefore expected that students at the end of this course will be proficient programmers in the Java language.

Programs in this workbook were coded and tested using Java. It is therefore important that students use Java and any text editor in conducting their laboratory activities such as coding, testing, debugging, and simulating several codes found in this workbook.

This workbook was designed for first time and would-be programmers. It shall use the zero approach technique where it is assumed that the reader has no experience whatsoever in programming. Topics shall be discussed intuitively as much as possible in order for the reader to comprehend the intricacies of Java comfortably. The authors shall deeply appreciate anyone who can bring to their attention any errors found in the workbook such as typographical, grammatical, or even facts in the text so they may be corrected in future revisions of this workbook.

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