Zeit	Donnerstag	Freitag	WE	Montag	Dienstag	Mittwoch	Donnerstag	Freitag
09.30 – 10.30	Java Basic							
10.45 – 11.50	Planung							
12.00 - 12.45								
Pause								
13.30 – 14.30								
14.45 – 15.45	TU-Quizzen			TU-Quizzen		TU	TU	
16.00 -17.00								
Zu Hause								

Working with Data Types	Java Basic	Using Operators and Decision Constructs	Creating and Using Arrays	Using Loop Constructs
Working with Methods and Encapsulation		Handling Exceptions	Working with Selected classes from the Java API	
Working with Inheritance			Quizfragen	Pause
Programmieren				

#### **Aufgabe**

Erstelle deinen individuellen Lernplan. Achte darauf die Dinge auf jeden Fall zu wiederholen, welche dir besonders schwerfallen.

- a) Fülle deine Selbsteinschätzung erneut aus. (Git) Und lade diese in Git auch wieder ausgefüllt hoch.
- b) Mache dir eine Liste von Themen, welche du unbedingt wiederholen möchtest.
- c) Fülle deinen Wochenplan mit den entsprechenden Oberthemen.

## Achtung:

- Du darfst maximal drei Blöcke als "Pause" markieren.
- Du solltest **mindestens drei** Blöcke Quizfragen beantworten.
- Und mindestens <u>vier</u> verschiedene Themen wiederholen.
- Priorisiere die Themen, welche du noch eher wenier behandelt hast.
- d) Lade deinen persönlichen Lernplan bei Git hoch! Ordner:\_20241216Bis20WeekPrep1811. Lernplan (In Unterricht)

#### Was kannst du nutzen zum Lernen?

- youTube
- https://www.geeksforgeeks.org/
- https://www.w3schools.com/java/default.asp
- https://www.javatpoint.com/features-of-java
- https://openbook.rheinwerk-verlag.de/javainsel/
- https://wwwlehre.dhbw-stuttgart.de/~kfg/java/java.pdf
- Bücher
- Alte Aufgaben und Folien
- Dozentin und Tutoren

### Verschiedene Aufgabensammlungen:

- https://www.thu.de/de/org/I/vorkurse/Documents/java\_aufgaben.pdf
- https://tutego.de/javabuch/aufgaben/
- https://wiki.freitagsrunde.org/Javakurs/%C3%9Cbungsaufgaben
- https://info-wsf.de/uebungsaufgaben-erste-aufgaben-in-java/
- https://www.programmieraufgaben.ch/uploads/java.pdf



Wichtig: Es muss jederzeit nachweisbar sein, was ihr gemacht habt!

Topic	Detail	Wiederholen	Notizen
Java Basic			
	Define the scope of variables		
	Define the structure of a Java class		
	Create executable Java applications with a main method; run a Java program from the command line; produce console output		
	Import other Java packages to make them accessible in your code		
	Compare and contrast the features and components of Java such as: platform independence, object orientation, encapsulation, etc.		
Working with	n Data Types		
	Declare and initialize variables (including casting of primitive data types)		
	Differentiate between object reference variables and primitive variables		
	Know how to read or write to object fields		
	Explain an Object's Lifecycle (creation, "dereference by reassignment" and garbage collection)		
	Develop code that uses wrapper classes such as Boolean, Double, and Integer		
Using Operators and Decision Constructs			
	Use Java operators; use parentheses to override operator precedence		
	Test equality between Strings and other objects using == and equals ()		
	Create if and if/else and ternary constructs		
	Use a switch statement		
Creating and	l Using Arrays		

Declare, instantiate, initialize and use a one- dimensional array	
Declare, instantiate, initialize and use multi- dimensional arrays	
Using Loop Constructs	
Create and use while loops	
Create and use for loops including the enhanced for loop	
Create and use do/while loops	
Compare loop constructs	
Use break and continue	
Working with Methods and Encapsulation	
Create methods with arguments and return values; including overloaded methods	
Apply the static keyword to methods and fields	
Create and overload constructors; differentiate between default and user defined constructors	
Apply access modifiers	
Apply encapsulation principles to a class	
Determine the effect upon object references and primitive values when they are passed into methods that change the values	
Working with Inheritance	
Describe inheritance and its benefits	
Develop code that makes use of polymorphism; develop code that overrides methods; differentiate between the type of a reference and the type of an object	
Determine when casting is necessary	
Use super and this to access objects and constructors	
Use abstract classes and interfaces	
Handling Exceptions	

Differentiate among checked exceptions, unchecked exceptions, and Errors	
Create a try-catch block and determine how exceptions alter normal program flow	
Describe the advantages of Exception handling	
Create and invoke a method that throws an exception	
Recognize common exception classes (such as NullPointerException, ArithmeticException, ArrayIndexOutOfBoundsException, ClassCastException)	
Working with Selected classes from the Java API	
Manipulate data using the StringBuilder class and its methods	
Create and manipulate Strings	
Create and manipulate calendar data using classes from java.time.LocalDateTime, java.time.LocalDate, java.time.LocalTime, java.time.format.DateTimeFormatter, java.time.Period	
Declare and use an ArrayList of a given type	
Write a simple Lambda expression that consumes a Lambda Predicate expression	