

Submission Worksheet

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<https://learn.ethereallab.app/assignment/IT114-004-S2024/it114-java-readings-part-3/grade/mbh3>

IT114-004-S2024 - [IT114] Java Readings Part 3

Submissions:

Submission Selection

1 Submission [active] 2/23/2024 3:39:48 AM

Instructions

^ COLLAPSE ^

Visit w3schools and go to the Java Tutorial section: <https://my-learning.w3schools.com/tutorial/java>

Complete the following readings

Classes Lessons 11.7 - 11.14, 11.16 - 11.20, 11.22 - 11.26

Java Quiz (on the tutorial page)

Guide:

Make sure you're in the main branch locally and `git pull origin main` any pending changes

Make a new branch per the recommended branch name below (git checkout -b ...)

Fill in the items in the worksheet below (save as often as necessary)

Once finished, export the worksheet

Add the output file to any location of your choice in your repository folder (i.e., a Module2 folder)

Check that git sees it via `git status`

If everything is good, continue to submit

Track the file(s) via `git add`

Commit the changes via `git commit` (don't forget the commit message)

Push the changes to GitHub via `git push` (don't forget to refer to the proper branch)

Create a pull request from the homework related branch to main (i.e., main <- "homework branch")

Open and complete the merge of the pull request (it should turn purple)

Locally checkout main and pull the latest changes (to prepare for future work)

Take the same output file and upload it to Canvas

*This step is new since GitHub renders the PDF as an image the links aren't clickable so this method works better

*Remember, the github process of these files are encouragement for your tracking of your progress

Branch name: M4-Java-Readings

Tasks: 3 Points: 10.00

Learn Java Tutorial Part 3 (8 pts.)

^COLLAPSE ^

Task #1 - Points: 1

Text: **Classes Lessons 11.7 - 11.14, 11.16 - 11.20, 11.22 - 11.26**

Task Screenshots:

Gallery Style: Large View

Small

Medium

Large

✓ 11. Classes

DONE

26 of 26 lessons completed

- | | |
|----------------------------------|----------------------------------|
| ✓ Lesson 11.1 - OOP | ✓ Lesson 11.14 - Enums |
| ✓ Lesson 11.2 - Classes/Objects | ✓ Lesson 11.15 - User Input |
| ✓ Lesson 11.3 - Class Attributes | ✓ Lesson 11.16 - Date |
| ✓ Lesson 11.4 - Class Methods | ✓ Lesson 11.17 - ArrayList |
| ✓ Lesson 11.5 - Constructors | ✓ Lesson 11.18 - LinkedList |
| ✓ Lesson 11.6 - Modifiers | ✓ Lesson 11.19 - HashMap |
| ✓ Lesson 11.7 - Encapsulation | ✓ Lesson 11.20 - HashSet |
| ✓ Lesson 11.8 - Packages / API | ✓ Lesson 11.21 - Iterator |
| ✓ Lesson 11.9 - Inheritance | ✓ Lesson 11.22 - Wrapper Classes |
| ✓ Lesson 11.10 - Polymorphism | ✓ Lesson 11.23 - Exceptions |
| ✓ Lesson 11.11 - Inner Classes | ✓ Lesson 11.24 - RegEx |
| ✓ Lesson 11.12 - Abstraction | ✓ Lesson 11.25 - Threads |
| ✓ Lesson 11.13 - Interface | ✓ Lesson 11.26 - Lambda |

Classes Lessons 11.7 - 11.14, 11.16 - 11.20, 11.22 - 11.26

Task #2 - Points: 1

Text: **Java Quiz with at least 65%**

Details:

Note: This is the quiz linked at the bottom of the tutorial page.

Task Screenshots:

Gallery Style: Large View

Small

Medium

Large

Quiz

1 ★ 100 points



You scored **100%** correct on the last quiz, and got **100 points** and a **star**.

[Retake quiz](#)

took the quiz before when i did the previous java readings part 3

Reflection (2 pts.)

[^COLLAPSE ^](#)

Task #1 - Points: 1

Text: Reflect on the topics and refer to the checklist of this task

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Mention specifics of what concepts/topics were totally new to you.
<input type="checkbox"/> #2	1	Mention specifics of what concepts/topics you already knew.
<input type="checkbox"/> #3	1	Mention specifics of any topics you still don't feel confident about. If everything makes sense so far you can mention so.
<input type="checkbox"/> #4	1	At least a few reasonable sentences.

Response:

I was already familiar with the basics of Java programming, including syntax, control structures like loops and conditionals, and the concept of object-oriented programming (OOP) principles such as encapsulation, inheritance, and polymorphism. I understood how to define classes and create objects in Java, the importance of constructors for

initializing new objects, and the use of methods to define the behavior of those objects. The use of access modifiers to control visibility and the static keyword's role in creating class-level variables and methods were also concepts I was comfortable with. However, my knowledge was more theoretical, lacking in-depth experience with more advanced features or practical applications in complex projects.

End of Assignment