

Module	Submodule	Description	Schedule		
			Time	Data	Day of the week
Self-study	1. First programs	Introduction to Java Installation of the JDK Keywords Compiling and running the application. Console Installing the IDE Compiling and running the application. IDE	18:00 - 21:00	12.08.2022	Friday
	2. Data types	Variables and data types in Java Primitives Operators Typecasting Reference types Naming convention in Java			
	3. Conditions and loops	Concept of a code block Conditional go-to statement Selection statement Loops			
	4. Arrays	What is an array? Length and copying of arrays Looping statement for-each Two-dimensional arrays Methods of the Arrays class			
	5. Classes	Introduction to OOP Classes and objects Fields Methods Keyword this Creating objects Constructors Initializers Packages	18:00 - 21:00	19.08.2022	Friday
	6. Introduction to OOP	Encapsulation Modifiers static and final Inheritance. Polymorphism Method overloading Object class			
	7. Abstract classes and interfaces	Abstract classes Interfaces Interfaces in Java 8. Cloning objects Design recommendations	18:00 - 21:00	23.08.2022	Tuesday
	8. Nested classes	Nested classes			
	9. Working with strings	Class String Classes StringBuilder and StringBuffer Regular expressions	18:00 - 21:00	26.08.2022	Friday
	10. Exceptions	Exceptions and their types Handling exceptions Throwing and propagating exceptions Custom exceptions			
	11. Annotations	Annotations			
	12. Generics	Generic types Generic methods Restrictions and erasure. Generics and inheritance. Wildcard	18:00 - 21:00	30.08.2022	Tuesday
	13. Enums	Enumerations			
	14. Wrapper classes	What is a wrapper class? Creating objects of wrapper classes Mechanisms of autoboxing and unboxing			
	15. Optional	Class Optional Methods of the Optional class			
	16. Documenting code	Comments and documenting Generating documentation			