**2025 Java (Day 2)**

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| Document Owner | Siddarth Sharma |
| Delivered by | Skillsoft |
| Duration | 1 day |

**Learning Objectives**

By the end of Day 2, learners will be able to:

* Understand the Basics of Java
* Set Up the Java Development Environment
* Write and Run Basic Java Programs
* Work with Core Programming Constructs
* Understand and Apply OOP Concepts
* Understand Annotations in Java

**Morning # Topics**

**JAVA** Module 1:  
 o Introduction to Java: A historical perspective, core applications, and the Java ecosystem.  
 o Installing and Configuring the Java Development Kit (JDK).  
 o Writing, Compiling, and Executing Your First Java Program.  
 o Exploring Fundamental Data Types, Variables, and Operators.

**Afternoon # Topics**

**JAVA** Module 2 :   
o Object-Oriented Programming (OOP) Principles in Java.  
 o Defining Classes and Objects as Blueprints and Instances.  
 o Understanding Method Encapsulation and the this Keyword.  
 o Designing Constructors for Object Initialization.  
 o Constructing Control Flow Logic with Conditional Statements (if-else) and Loops (for, while).

**LABS**

Java Lab: Basic Calculator 377f25b7-7c33-4e54-abf4-2bf15e10679d  
 Java Lab: Bug Detective 95804221-e862-4870-ac4a-12ffeb9cf501  
 Java Lab: DNA Sequencing 30b25c91-4b21-44c6-a624-6b3e32185322  
 Java Lab: Fizz Buzz f5f06e35-9ee0-4737-9be0-10b8665b85b8  
 Java Lab: Language Families  
 Java Lab: Loan Payment Calculator  
 Java Variables Lab: Mad Libs