

# Accessing Java Course

A comprehensive guide for students

Couse Code: [CSE310](#)

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To access Java course, you need to know the followings:

1. Registration number and UMS password
2. How to install CodeTantra SEA (One time activity)
3. How to access course through CodeTantra SEA

Let's explore all these in detail.

## 1. Registration number and UMS password

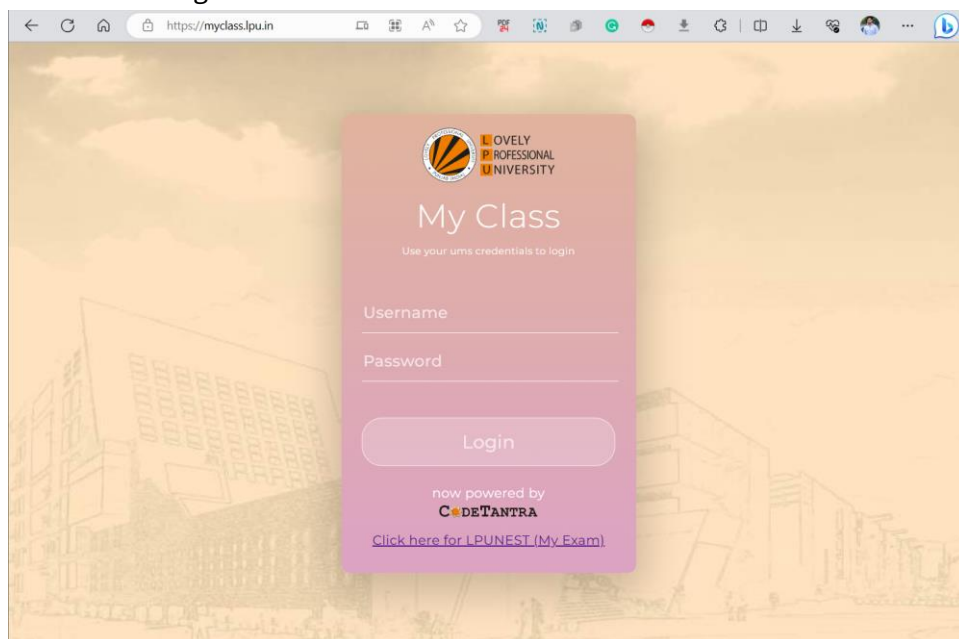
Your registration number is an 8-digit number mentioned on your ID card. The registration number is generally given in the following format 123XXXXX. At the time of reporting to the university, you must be given UMS password also.

If you don't know or have forgotten the password, you can reset your password by visiting helpdesk available in the basement of 32 Block.

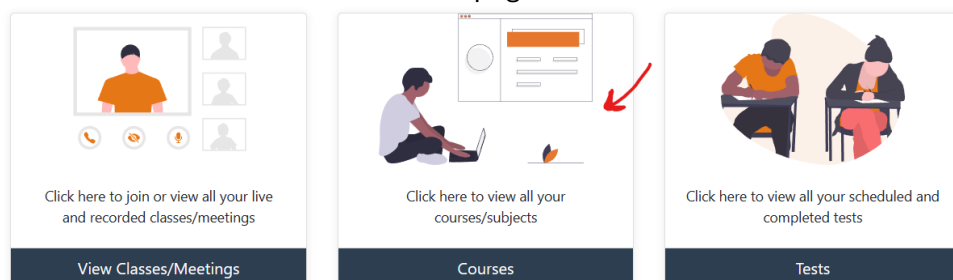
## 2. How to install CodeTantra SEA (One time activity)

CodeTantra SEA can be installed in Windows/Linux/Mac OS based laptop/desktop. Follow the following steps for the installation:

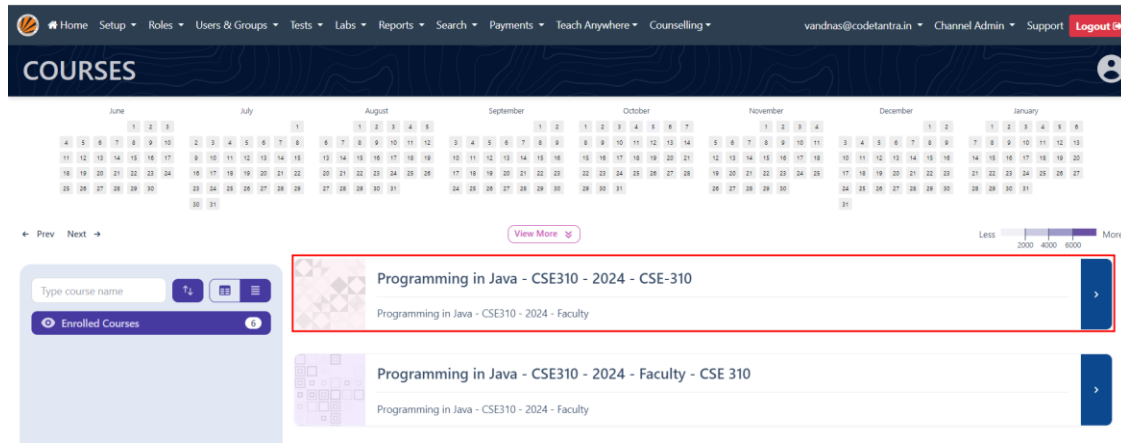
1. Visit [myclass.lpu.in](https://myclass.lpu.in) using Chrome browser.
2. Enter your registration number as *Username* and UMS Password as *Password*.
3. Click on the *Login* button.



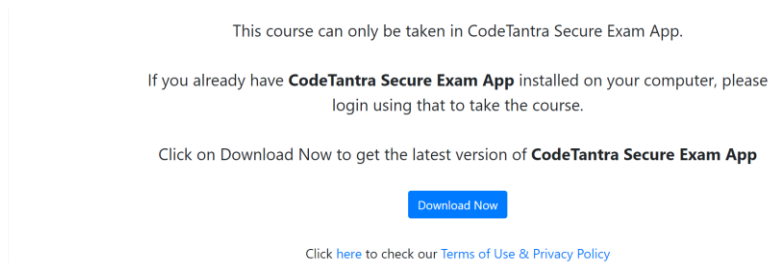
4. Click on the *Courses* tile on the homepage.



- Click on the preferred course name.



- Click on the *Download Now* button.



- Double-Click on the downloaded file to install.
- Give the permission to install, if prompted.
- Once the installation is complete, you should see CodeTantra SEA in the start menu.

**Warning:** Avoid installing the CodeTantra SEA app using a locally sourced file obtained from another person's device. The system will automatically provide you with the appropriate version of CodeTantra SEA based on the machine configuration from which the download was initiated.

### 3. How to access course through CodeTantra SEA

Follow the steps listed below in the same order to access the course.

- Run *CodeTantra SEA* application.
- Type *LovelyProfessionalUniversity* in the search box and select Lovely Professional University from the suggested list.

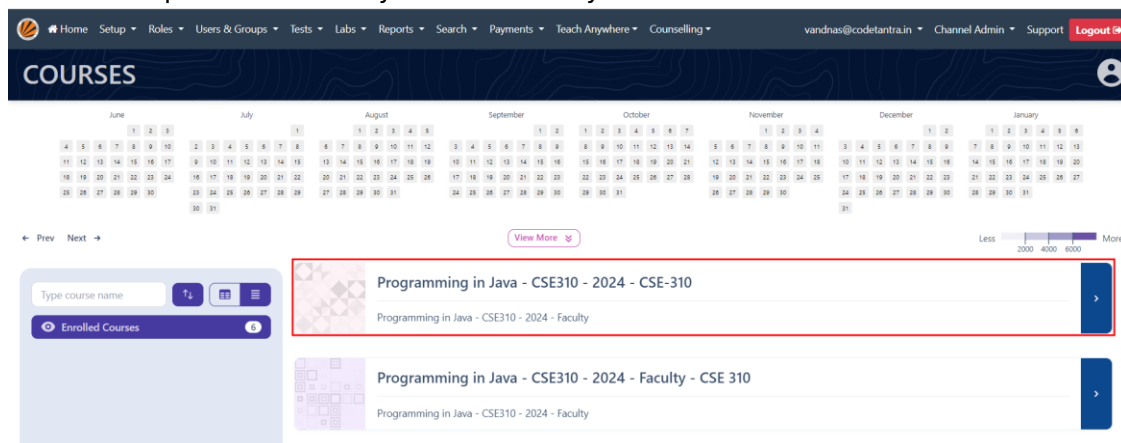


Note: If, by any chance, you have selected the wrong institutions and not able to select LovelyProfessionalUniversity as institution then open Chrome browser and type [codetantra://lovelyprofessionaluniversity.codetantra.com/login.jsp](http://codetantra://lovelyprofessionaluniversity.codetantra.com/login.jsp) and hit the enter key on keyboard. The browser will prompt you to allow to [Open CodeTantra SEA](#), click on this button. This will launch CodeTantra SEA app with LovelyProfessionalUniversity login page. This will work only if CodeTantra SEA is already installed.

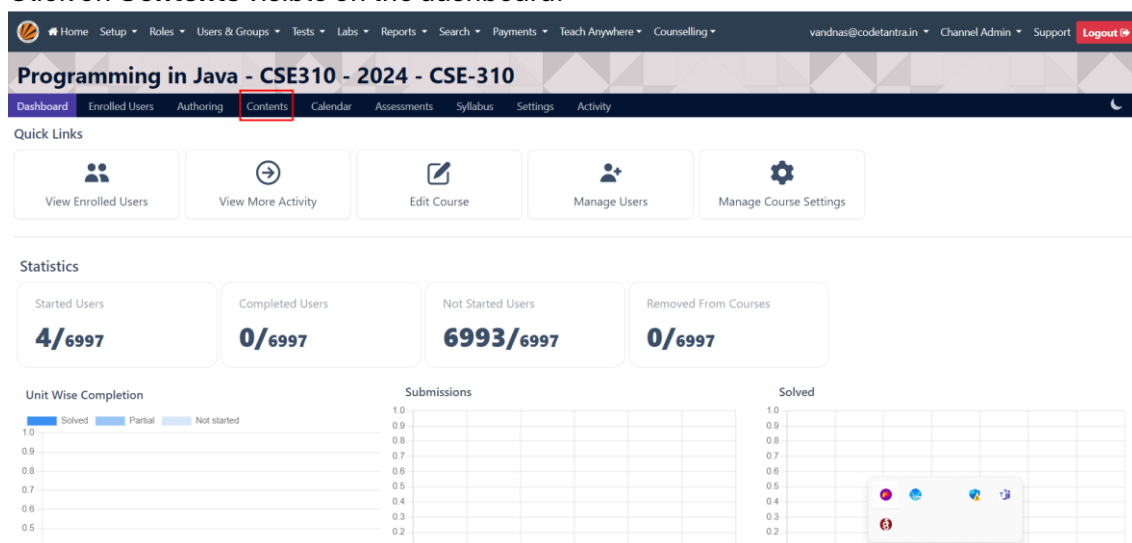
3. Click on the **Go** button.
4. Enter your registration number as *Username* and UMS Password as *Password*.
5. Click on the **Login** button.
6. Click on the **Courses** tile on the home page.



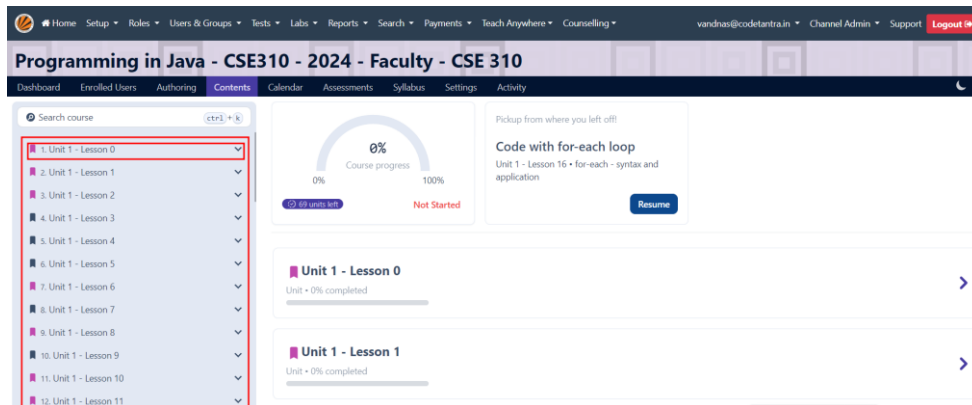
7. Click on the preferred course you want to study.



8. Click on **Contents** visible on the dashboard.



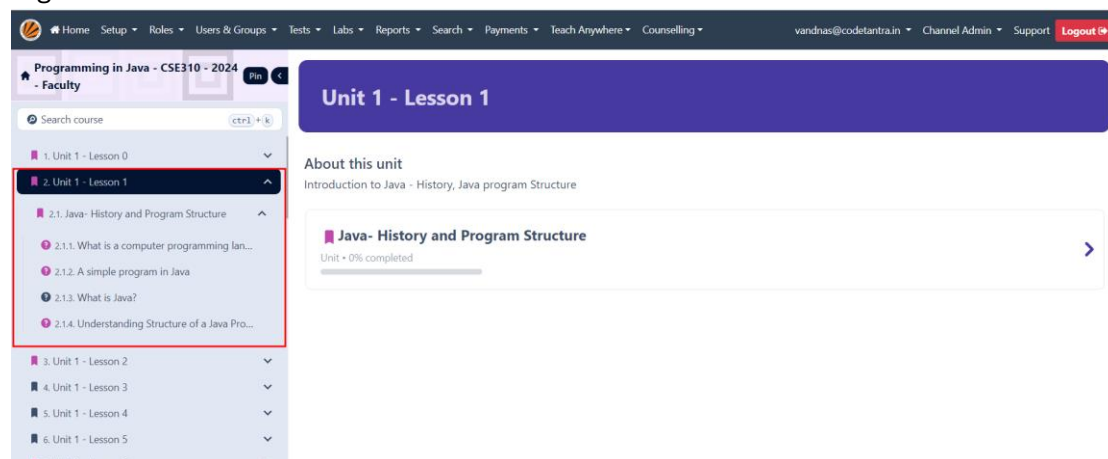
9. Click on an enabled Unit to study the lesson from the list. Please note that course access is **sequential**. This means that Unit 2 will be enabled only after completion of Unit 1.



Please note the following important points w.r.t. the above screenshot:

- Unit 1 – Lesson 0 contains the introduction about the course.
- Unit 1 – Lesson 1 contains various sub-topics and associated learning items.

10. Selecting a lesson will present list of sub-topics and its associated learning activities grouped together.



Once you access a course, you can complete a learning activity and move to the next one.

### a) Completing a learning activity with MCQ in it.

- Read the learning content given in the left half of the screen.
- Read the question instructions.
- select all the correct answers.
- click on the submit button to complete the learning activity.

Note: The right combination of the correct answers must be selected in order to complete the learning activity.

2.1.1. What is a computer programming language?

Language is a means to communicate or interact. **Learning Content**

For example, in this learning program, we are using English as the language to communicate or provide instructions to the learner.

Similarly, there are certain languages which can be used to provide instructions to computers. These are called computer programming languages.

These languages provide a way to represent data (like numbers, text or images, etc) and also provide a way to represent instructions which manipulate or work with that data.

There are different types of programming languages. In our current course we will be learning a computer programming language called **Java**.

Java is an **Object-oriented programming language**. An Object-oriented programming language models data into **Objects** and instructions to manipulate data as **Methods**. We will learn in detail about Objects, Methods and other aspects of Object-oriented programming language in later sections.

Other popular examples of Object-oriented programming languages are C++ and C#.

In the English language, if one wants to greet someone, one would say "Hello!".

Similarly in Spanish, one would say "Holla!".

If we want a computer to display a greeting message on the screen, we will have to provide instructions

Computer Programming languages are very hard to learn.

One needs to be a genius in Maths to become a computer programmer.

Only those who study Computer Science Engineering or a related subject in college can learn and write computer programs.

The sequence of instructions (in the form of source code) written in a computer programming language is called a computer program.

**2 Select all the correct options**

Click on submit button

3

< Prev Reset Submit Next >

## b) Completing a learning activity with coding question in it.

A coding question let you write and execute a program using an inbuilt editor and compiler. The system evaluates the written program automatically upon execution and let you move to the next question if written program is producing the correct output. The written program is evaluated using *test cases*.

Let's say you have been asked to write a program which takes an integer input from a user and print either *Odd Number* or *Even Number*. In this case, the program should take one input from user and produce one output. Any combination of an input and its corresponding output can be a test case.

- A program can have  $n$  number of test cases.
- Some of the test cases are visible and rest of them are hidden.
- Your program must pass *all* the test cases.

When you write a program and submit, system will iterate through each test case and for each test case, the system will provide input from test case to your code and compare your program output with the output of the test cases. If both these outputs are matching, then the test case will be considered passed.

2.1.2. A simple program in Java

Below is an example of a simple program written in **Java** programming language.

Change the text in the below code to make the program print "Hello Java" instead of "Hello C" and click on **Submit**.

We will learn more about the other aspects of the below code in the later sections.

**Note:** Please don't change the package name. **Problem Statement**

Sample Test Cases

```

1 public class FirstProgram {
2     public static void main(String[] args) {
3         System.out.println("Hello Java");
4     }
5 }

```

Time of execution and Number of test cases passed

Average time	Maximum time	Test Cases
0.157 s 157.00 ms	0.157 s 157.00 ms	1 out of 1 shown test case(s) passed

Test Case 1 (157 ms)

Expected output	Actual output
Hello Java	Hello Java

Test Case and Program Output Comparison

Terminal Test cases

< Prev Reset Submit Next >

### c) Important Notes:

1. A question can be there with some codes already written in the editor.
2. Any written codes with red background indicate that they are non-editable codes.
3. User must pay attention to the details of given test cases before solving a problem and try to produce the result as per the given test cases. consider the following output comparison. In Test case 1, the expected output is `lb: · 264.0` but the user output is `lb: · · 264.0`. The difference here is one additional space between lb: and 264.0 in user output.

To human eyes, both output looks same but to computer it is not because of character-by-character comparison. Therefore, it is important to pay attention to the details of the test cases.

In this case, user should modify the code to ensure that extra space is not being printed and submit the code again.

**Execution Results** ▼ ✕

0 out of 3 shown cases successful

0 out of 2 hidden cases successful

Show only failed cases ☐

**✕ Test Case - 1** (Execution Time: 40 ms)

Expected Output	User Output
kg: · 120	kg: · 120
lb: · 264.0	lb: · · 264.0

·: indicates the mismatch in the expected output.

**✕ Test Case - 2** (Execution Time: 40 ms)

Expected Output	User Output
kg: · 36	kg: · 36

Close

Reset

Submit

### d) Allowing CodeTantra SEA to use network.

If system prompts for the permission for usage of network, make sure that you check private and/or public network checkbox and click on *Allow access* button.

