

Intro To Java

8th June 2020

OVERVIEW

Today is your first day of Java, so let's go over some basics. This write-up will cover IDEs, Java as a language, and the structure of code.

GOALS

1. Learn what an IDE is
2. Get familiar with Java as a language
 - a. **VOCAB**
 - i. Java
 - ii. Compiler
 - iii. Compiled
 - iv. Terminal
 - v. IO
 - vi. IDE
3. Understand how to start a program

SPECIFICATIONS

1. Download and install the IDE named blueJ (The J is for Java)
 - a. Bonus points: What does IDE stand for?
2. Open blueJ and mess around. See if you can get any code to run
 - a. Don't feel bad if you can't, there is a very specific way to go about doing it
3. In 20ish minutes, we will start a lesson

PROJECT

None! (Trust me, it will get better >:))