1. **Session 2: Introduction to Object oriented world, UML and Basic Java**
2. **Intended Learning Outcome:**
   a. Become more familiar with Java programming language.
   b. Appreciate the concept of OOP and can realize its importance.
   c. Apply OOP general concept to model to real life scenarios.
   d. Learn how to draw UML diagram.
3. **Expected skills:**
   a. Basic Java:
   - Have clear concept on Variable & data type.
   - Can work with java Method & Method overloading.

   b. OOP concepts:
   - Can think in Object Oriented way.
   - Can model any real life object by distinguishing them into Characteristics and Behaviors.
   - Will be able to draw different UML class diagrams.
4. **Tools Required:**
   a. JDK
   b. ECLIPSE / NETBEANS

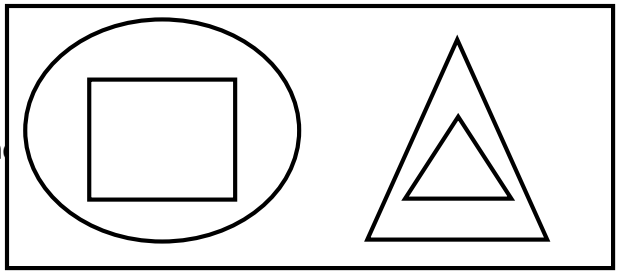
   Session Detail:
5. 1. Teacher will review last class exercises.
   2. Will give lecture on **Object Oriented Programming**, what it is and why it is important.
   3. Will talk about how to **think** in Object Oriented standpoint and give examples.
   4. Will teach what is **UML** and show some basic examples and do some exercise.
   5. Will give brief idea on Object & Class.
6. **Post Lab Exercise:**

a. Write a Java method to find the smallest number among three numbers.
Test Data:
Input the first number: 25
Input the Second number: 37
Input the third number: 29
Expected Output:

```
The smallest value is 25.0
```

b. Draw the UML model for the following figure.

7. **Furth**



a. https://www.tutorialspoint.com/java/java_methods.htm

b. http://www.javatpoint.com/method-overloading-in-java