

1. Java syntax and review

2. Static members

3. Abstraction barrier

4. Recipe for implementing an immutable ADT that is specified by an algebraic specification.

5. Abstraction mechanisms

6. Procedural abstraction

7. Data abstraction

8. Iteration abstraction

9. Testing

10. `equals`, `hashCode`, `toString`

11. Factory method pattern

12. Exceptions

13. Designing testing harness

14. Writing algebraic specifications

15. Abstraction function

16. Rep invariant

17. `Iterator` and `Iterable`

18. Total order

19. Binary search tree

20. Nested classes

21. Asymptotic notation

22. Efficiency

23. Debugging

24. Mutability



25. Java access modifiers

26. Abstract data types

27. Overriding vs. Overloading