Introduction

1
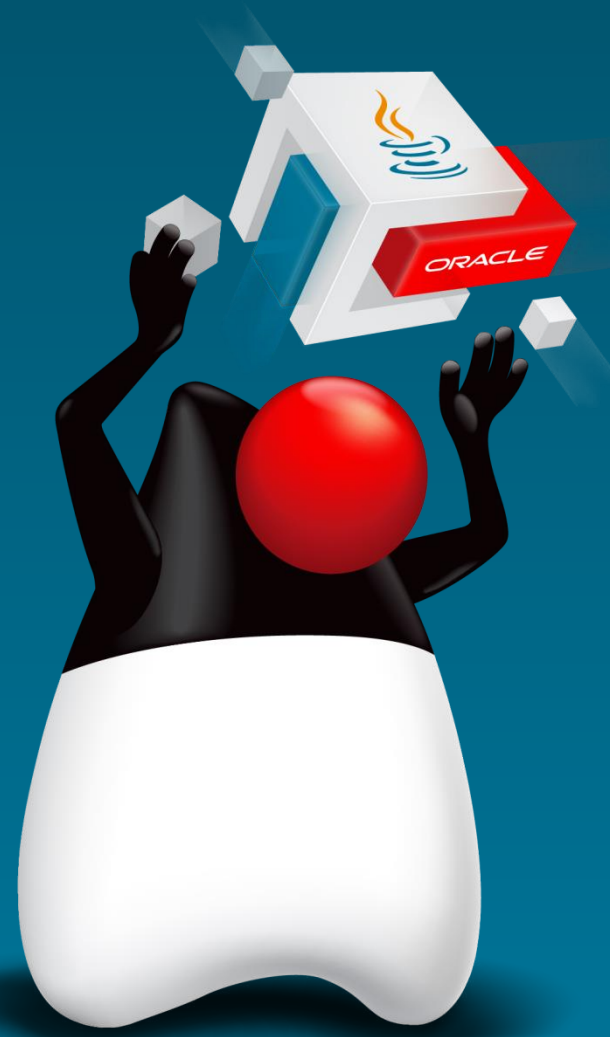
ORACLE®

Audience

- Beginners to programming who have basic mathematical, logical, and analytical problem-solving skills and who want to begin learning the Java programming language

- Novice programmers and those programmers who prefer to start learning the Java programming language at an introductory level

- Students who beginning their study to become an Oracle Certified Professional (OCP)
  - Java SE Programmer I Exam (this course)
  - Java SE Programmer II Exam (the next course)

Introductions

Meet your classmates and briefly introduce yourself:

- Name

- Title or position

- Company

- Experience with Java programming and Java applications

- Reasons for attending

Course Objectives

After completing this course, you should be able to:

- Demonstrate knowledge of basic programming language concepts

- Demonstrate knowledge of the Java programming language

- Implement intermediate Java programming and object-oriented (OO) concepts

Schedule

Day One

- Getting Started
    - Lesson 1: Introduction
    - Lesson 2: What Is a Java Program?

- The Basic Shopping Cart
    - Lesson 3: Creating a Java Main Class
    - Lesson 4: Data in a Cart
    - Lesson 5: Managing Multiple Items

Schedule

Day Two

- Filling the Cart
    – Lesson 6: Describing Objects and Classes
    – Lesson 7: Manipulating and Formatting the Data in Your Program

- Improving Cart Efficiency
    – Lesson 8: Creating and Using Methods

Day Three
    – Lesson 9: Using Encapsulation

- Expanding the Business
    – Lesson 10: More on Conditionals
    – Lesson 11: Working with Arrays, Loops, and Dates

Schedule

Day Four

    –   Lesson 12: Using Inheritance

    –   Lesson 13: Using Interfaces

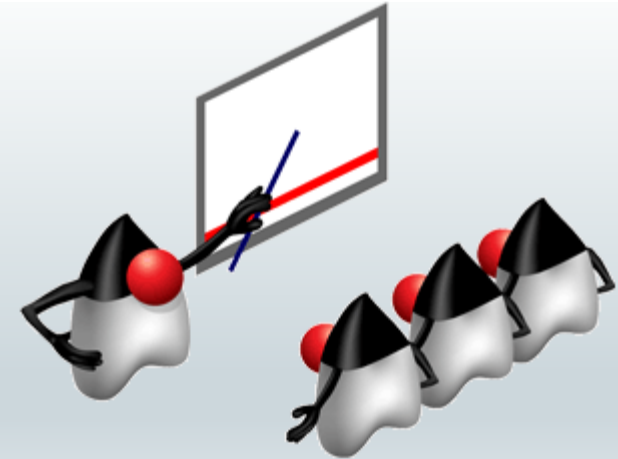   –   Lesson 14: Handling Exceptions

Day Five

    –   Lesson 15: Deploying and Maintaining the Soccer Application

    –   Lesson 16: Understanding Modularity

    –   Lesson 17: JShell

Lesson Format

Lecture / Student Guide (50%)

- Traditional slides
- Sample code
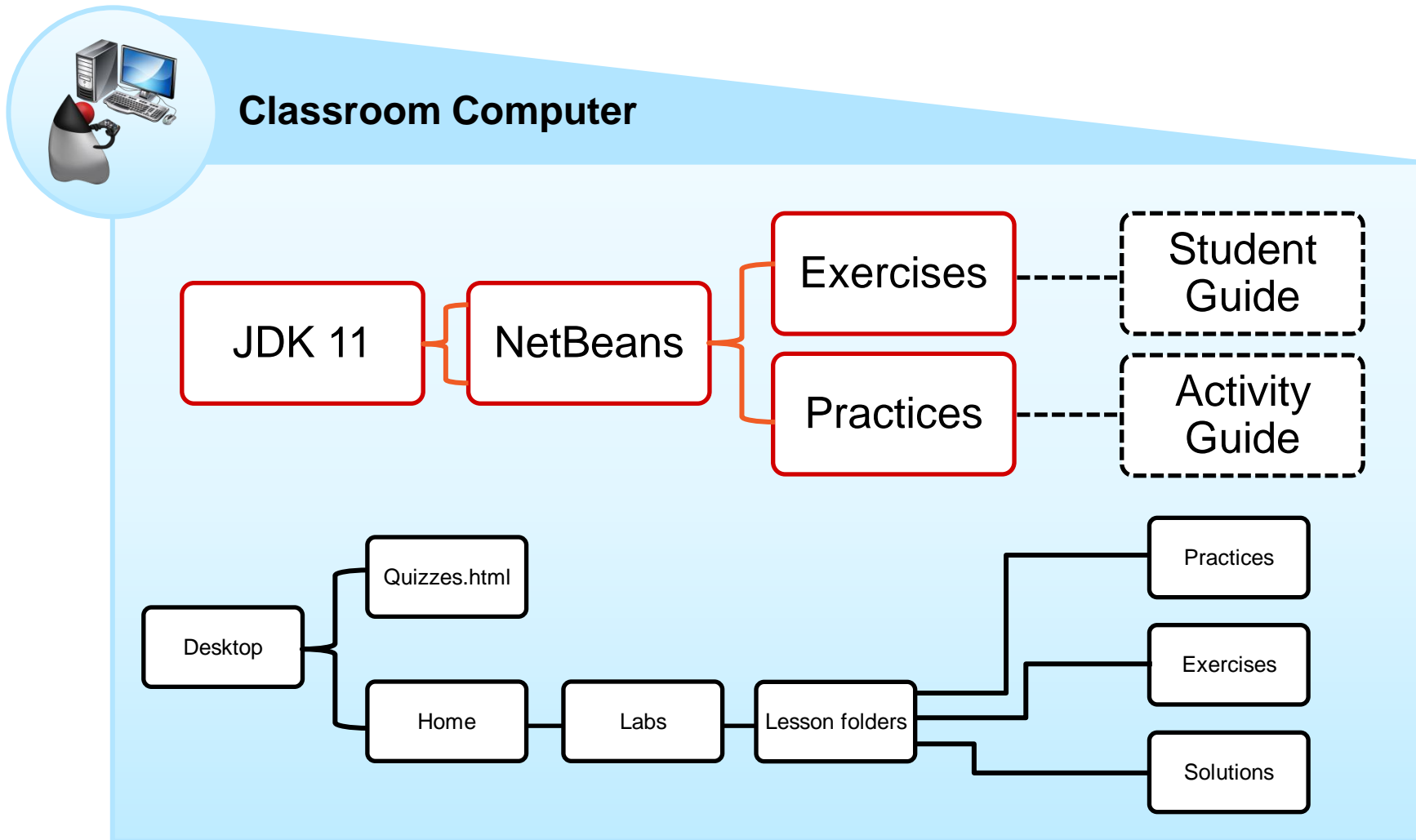- Exercises
- Quizzes & interactive quizzes

Practices / Activity Guide (50%)

- Hands-on learning
- Work with Java code
- Larger-scale labs
- Intended for the OU Practice Environment

Course Environment

Classroom Computer

JDK 11 — NetBeans — Exercises ---- Student Guide
NetBeans — Practices ---- Activity Guide

Desktop
- Quizzes.html
- Home — Labs — Lesson folders — Practices
  - Exercises
  - Solutions

How Do You Learn More After the Course?

- In the Oracle Learning Library, there is a list of resources that you can use to learn more about Java programming. Look for the collection on the oracle.com/oll/java page.

- *Oracle Learning Library:*

    - http://www.oracle.com/goto/oll

Additional Resources

Resource	Website
Education and Training	http://education.oracle.com
Product Documentation	http://www.oracle.com/technology/documentation
Product Downloads	http://www.oracle.com/technology/software
Product Articles	http://www.oracle.com/technology/pub/articles
Product Support	http://www.oracle.com/support
Product Forums	http://forums.oracle.com
Product Tutorials	http://www.oracle.com/technology/obe
Sample Code	http://www.oracle.com/technology/sample_code

Additional Resources

Resource	Website
Java Documentation	https://docs.oracle.com/javase
API Documentation	https://docs.oracle.com/en/java/javase/11/docs/api/help-doc.html

Summary

In this lesson, you reviewed the course objectives and the tentative class schedule. You met your fellow students, and you saw an overview of the computer environment that you will use during the course.

Enjoy the next five days of *Java SE Programming I*