Chapter 1: Introduction

Introduction

Welcome to *Intermediate Java Programming!* My name is Alan Simpson, and I'll be your instructor for the next six weeks. If you took my *Introduction to Java Programming* course, welcome back. Here you'll build on the skills and concepts you learned in that course to move ever deeper into the world of professional-grade computer programming and app development.

By the time you finish this course, we'll have covered these topics (not necessarily in this order):

- More Java control structures

- Projects for which we'll write multiple classes to see how they interact

- Class hierarchies, inheritance, and polymorphism (important object-oriented concepts)

- Java's collection classes

- Input from and output to files, as well as user input and output

- GUI tools—how to write a graphical user interface

I think we'll have enough to keep us busy!

Before we jump into new ways to use Java, though, we're going to spend today reviewing the Java topics we covered in the first course. This will serve as a refresher if you took my first class. If you didn't take it, you'll see what you need to know about Java before starting this course.

Let's jump in to our Java review.