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PLR Course for Module 2 in year 2023-2024				
<div><div>Progress</div><div>Topics @ Target:</div><div><div></div></div><div>(11/32)</div><div>Request Feedback!💬</div></div>				
Topics				
★	P.01.01 – Java Syntax Fundamentals	✓	📖	
★	P.01.02 – Variables And Constants In Java	✓	📖	
★	P.01.03 – Conditionals	✓	📖	
★	P.01.04 – Blocks And Subroutines	✓	📖	
★	P.01.05 – Repetition Structures (Loops)	✓	📖	
★	P.01.06 – Exception Handling Fundamentals	✓	📖	
★	P.02.01 – Computer Programming Paradigms	✓	📖	
★	P.02.02 – Object-Oriented Programming (Classes & Objects)	✓	📖	
★	P.02.03 – OOP: Encapsulation And Access Modifiers	✓	📖	
★	P.02.04 – Programming By Contract, Preconditions, Postconditions And Invariants	✓	📖	
☆	P.02.05 – Testing	✓	📖	
☆	P.02.06 – Testing With JUnit	✓	📖	
★	P.03.01 – OOP: Inheritance	✓	📖	
☆	P.03.02 – OOP: Polymorphism	✓	📖	
☆	P.03.03 – OOP: Abstract Class/Method, Interface	✓	📖	
☆	P.03.04 – OOP: Subtyping And Dynamic Typecasting	✓	📖	
☆	P.03.05 – Security Engineering Fundamentals (Theoretical L0)	✓	📖	
☆	P.03.06 – Security Design (Theoretical L0)	✓	📖	

P.04.01 - Arrays & Lists		
P.04.02 - Collections: Sets		
P.04.03 - Collections: Maps		
P.04.04 - Comparison		
P.05.01 - Exceptions In Java		
P.05.02 - I/O Streams		
P.05.03 - Design Patterns For Decoupling		
P.05.04 - Security Engineering: Encoding		
P.05.05 - Security Engineering: Hash Functions		
P.06.01 - Concurrency: Concepts		
P.06.02 - Concurrency Implementation With Java: Threads And Runnable		
P.07.01 - Networking: Fundamentals		
P.07.02 - Networking With Java: Fundamentals		
P.07.03 - Graphical User Interface (GUI) With Java	