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Computer Programming with Java (Module 2)		
<div>Progress</div> <div>Request Feedback!💬</div> <div>Topics</div>		
★	P.00.01 - Programming Fundamentals	👍📖
★	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		