## **Contents**

Chapter title	Chapter number
Housekeeping	1
Introduction to Programming (Part 1)	2
Introduction to Programming (Part 2)	3
Primitives	4
Control Flow	5
Introduction to Objects	6
Inheritance	7
Interface	8
Collections	9
Exception Handling	10
File Handling	11
UI Swing and JavaFX	12
Functional Programming	13
Java Web Applications	14
Packaging it up	15
Documentation	16
Test Driven Development – Java	17
Conclusion	18