# Session 4

## Recap

### Classes, Objects, and Methods

### AccessModifiers

### GradeBook exercise

### Egg Farmer

### Methods

## Control

### If then

### While

### Do while

### For

### Switch

### Break and continue

### Conditionals && ||

## Arrays

### What is an array?

### What can I store in an array?

### Declaring arrays

### Modifying array content

### Iterating arrays

# Java Examples

## Comparison

## Gradebook(s)

## ScratchPad - break and continue

## HelloActivity