**DESCRIPTION**

**​**This is a collection of my java works over my college career.

**Computer networks and non-trivial multithreaded network programs**

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**KNOWLEDGE GAINED**

How to design and implement computer programs using java and object oriented techniques

How to use basic control structures

How to implement and design: accessors, mutators​, 3rd party classes, constructors, method overloading, static data and methods

How to use terminology appropriately

How to use inheritance, polymorphism, composition, abstract classes, interfaces, two or more collection classes.

How to write basic UML class diagrams

How to write robust problems

How to debug and locate errors as well as create test Junit tests

How to document the program correctly

How to use and program exception handling

How to use permanent storage for program state preservation

How to use recursion in programs

How to describing and use sorting algorithms appropriately

How to write and understand computer networks and non-trivial multithreaded network programs

How to understand networking terminology and the difference between circuit-switched and

packet-switched networks

How to understand TCP/IP networks function, including routing and

common network protocols (e.g., DNS, HTTP, ARP)

How to understand the relationship of a network program to its host operating system

How to understand common security vulnerabilities, and their ramification(s) for the Internet.

How to write multithreaded client/server network programs in Java.

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**FILES**

Since this is proprietary content no source code could be displayed and only some screenshots could be shown.