Disposition

præsentation af opgaven og processing

Variables

- 1. integer
- 2. string
- 3. float
- 4. boolean
- 5. system variables

referencer

1. arrays

Conditionals

- 1. if statement
- 2. else if
- 3. else

logical operators

- 1. %% and
- 2. || or
- 3. == equal to
- 4. != not equal to
- 5. > greater than
- 6. < less than
- 7. >= greater than or equal to
- 8. <= less than or equal to

loops

- 1. for loop
- 2. while loop

methods

- 1. void
- 2. return types
- 3. method overloading

class / Object oriented programming

- 1. objects
- 2. object arrays
- 3. constructors