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| <div><div>←</div><div>M2BIT-Programming</div><div>🏠</div></div>     |   |    |
| 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 LO)                    | 👍📖 |
| ★   | P.03.06 - Security Design (Theoretical LO)                                      | 👍📖 |
| ★   | P.04.01 - Arrays & Lists  | 👍📖 |
| ☆   | P.04.02 - Collections: Sets   | 👍📖 |

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| ★ | 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                   | ☑ | 📖 |