* **Core Java**
* Programming approaches
  + Procedural programming
  + Object oriented programming
* Procedural programming
* Online vehicle database system.
* Examples like cobol, pascal, basic etc
* Series of procedures that acted upon data
* linear programming. One thing happens and then the next.
* Code is executed from the top of the file to the bottom.
* Most of the data shared as global that can be accessed anywhere in the programme
* Advantages
  + Easy to read
  + Easy to maintain as various procedures can be debugged in isolation
* Disadvantage
  + No reusability
  + Functions are interdependent difficult to separate
* Object oriented programming
  + The essence of object-oriented programming is to treat data and the procedures
  + that act upon the data as a single "object"--a self-contained entity with an identity and certain characteristics of its own
  + Programmes are broken into independent chunks known as objects.
  + Advantage
    - Reusability
    - Shorter development time
    - Modularity of the code, easy maintenance
    - Resilience to change
    - Information hiding (ex: authentication)
* Classes and Objects
  + Ex: customer class with 2 different customers as object