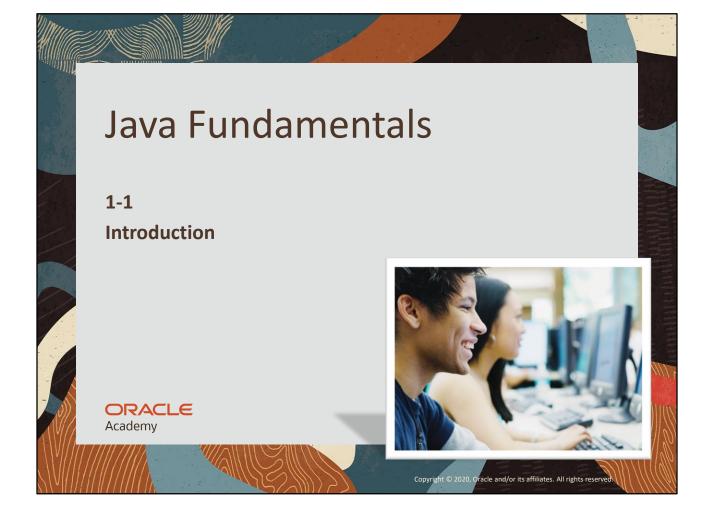
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Objectives

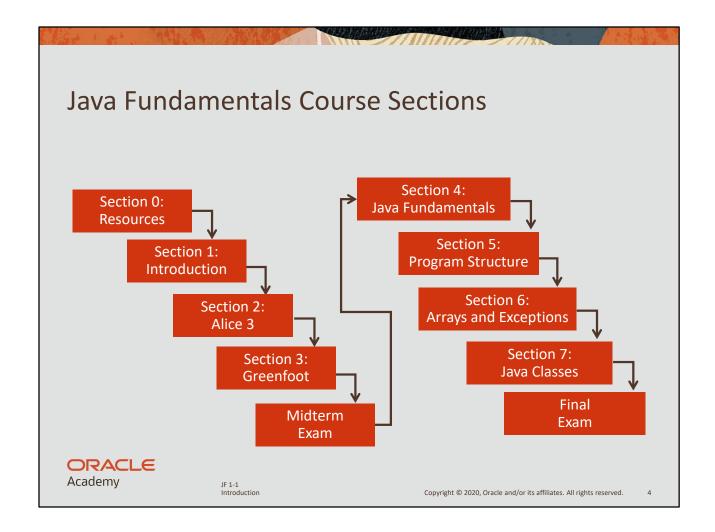
- This lesson covers the following objectives:
 - -Examine the course sections
 - -State the goal of the course
 - -Become familiar with Oracle Academy Member Hub
 - -Explain the course map
 - -Describe the software used in this course
 - -Recognize the IDEs used in this course



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Course Goal

- You will learn the basic elements of computer programming and the Java programming language to start writing your own Java programs
- By the end of this course you should be able to:
 - -Create animations and games
 - Demonstrate your knowledge of Java technology and the Java programming language
 - -Use the Java programming language to create applications
 - Integrate decision, looping, and other intermediate code to create applications



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What is this course all about??

Oracle Academy Member Hub

- Oracle Academy Member Hub is a learning management system used for this course
- Your instructor will provide you with an Oracle
 Academy Member Hub username and password
- You will use Oracle Academy Member Hub to access:
 - -Curriculum
 - -Quizzes
 - -Exams



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This is where all of the lessons, practices, projects, quizzes and exams are located.

Course Materials in Oracle Academy Member Hub

- Course Materials include:
 - -Student Guides
 - PDF slides with additional notes for each lesson
 - Practice Guides
 - PDF document with practice activities
 - Project Guides*
 - PDF document with project activities
 - Quizzes
 - · Online quiz for each lesson
 - Exams
 - Online midterm and final exam for each course
 - Additional Resources
 - Some lessons include additional materials as needed
 - *Projects are not provided for every lesson



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After you click the "play" button for the course, you will see the course materials!

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Course Map

- The course map is located in Section 0 of the course
- It is a lesson planning tool used to plan how you will complete lessons in the amount of time you have available over a unit or semester
- Lessons are designed in a modular way
- The course map provides a recommended duration of each lesson
- The map is based upon 45 minute class duration, but can be adapted to shorter or longer class timings



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Check out the course map in Section 0!

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Software

- In this course you will use the following software:
 - -Alice 3: A 3D environment for creating animations
 - -Greenfoot: An interactive 2D environment for creating games
 - Eclipse: A popular environment for Java application development
 - -Internet Browsers: Internet Explorer or Mozilla Firefox
- Be sure to identify and remember the folder configuration (where files are saved) for your classroom computer lab





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Alice, Greenfoot, and Eclipse will point you to default folders where you can save files. Feel free to create your own folders based on the section and lesson numbers in the course. Preferences for folder configuration may depend upon the lab setup at your school.

Integrated Development Environment

 As a developer, you will use Alice, Greenfoot, and Eclipse, which are Integrated Development Environment s (IDEs), to create Java applications

An Integrated Development Environment, referred to as simply "IDE", is a software programming tool used by computer programmers to develop software applications. An IDE includes tools for writing, editing, compiling, deploying and debugging programs.



clipse

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Computer Science uses many acronyms (abbreviations for terms that make it easier to type and

IDE (Integrated Development Environment) is one of many that you will see.

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speak about terminology).

Terminology

- Key terms used in this lesson included:
 - -Oracle Academy Member Hub
 - -IDE







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Summary

- In this lesson, you should have learned how to:
 - -State the goal of the course
 - -Explain the course map
 - -Describe the teaching format used in class
 - -Become familiar with Oracle Academy Member Hub
 - -Recognize the IDEs used in this course





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