Topics covered in Java

- User Input (Lesson2.java)

- If/Else Statements (Lesson2.java)

- Switch Statements (Lesson3.java)

- Mathematical Operations (Lesson3.java)

- Arrays (Lesson4.java)

- Floating Point Numbers (Lesson5.java)

- Functions (Lesson5.java)

- Classes and Objects (Lesson6.java, Planet.java, Main.java, Lesson7.java, PlayerMove.java)

- While Loops (Lesson7.java, PlayerMove.java)

- MultiThreading (RPG Game, FightThread.java)

- Inheritance/Parent-Child classes (RPG Game, Character.java, SamCharacter.java)

- Exception Handling (RPG Game, FightThread.java)

- Math Random Numbers (RPG Game, Utilities.java)