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)