



# Course Wrap Up

by Sophia



## WHAT'S COVERED

In this lesson, you will cover everything needed to finish the Java Journal and submit it as the Unit 4 Touchstone. Specifically, this lesson covers:

1. [Adding the Sixth and Final Journal Entry](#)
2. [Submitting the Java Journal](#)
3. [What's Next](#)

## 1. Adding the Sixth and Final Journal Entry

So, your Java Journal is nearly complete! There is only one item left to add to the journal and that is the Replit join link. Time to allow others to see your great work.

Follow the steps below to get your Replit join link.



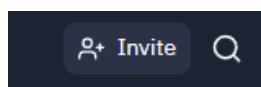
### HINT

Visit the ‘Help Video’ section of the first lesson in Unit 4 (Java Touchstone Overview) to watch a demonstration of the process for generating your Replit join/share link, if needed.

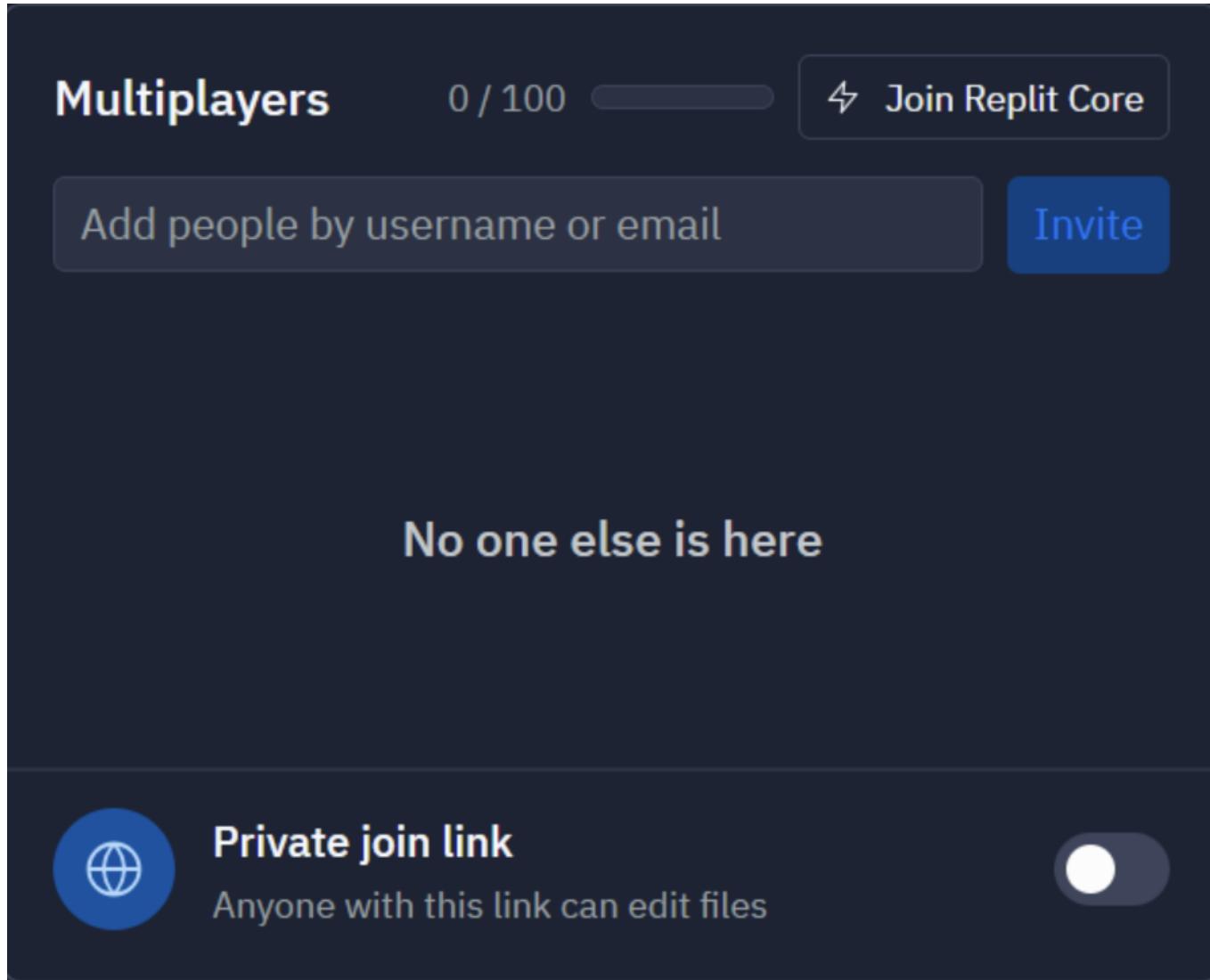


### STEP BY STEP

1. In Replit and your project program, select the ‘Invite’ button in the top right-hand corner of the screen.



2. A pop up window will appear with various options for sharing your work.



3. Click the toggle button at the bottom of this window.

## Multiplayers

0 / 100

 Join Replit Core

Add people by username or email

Invite

No one else is here



Private join link

Anyone with this link can edit files



4. A join link will be generated.

## Multiplayers

0 / 100

 Join Replit Core

Add people by username or email

Invite

No one else is here



### Private join link

Anyone with this link can edit files



<https://replit.com/join/lkhfuqhkau-r>

 Copy join link

Want to revoke access to this link? [Generate a new link](#)

]

**IMPORTANT:** Each time you generate a join link, the previous link will not work anymore. Make sure that only the final join link is added to your Java Journal. If the graders cannot access your Replit Program, you will not receive a grade for this project.

5. Click the 'Copy join link' button to copy the link to your clipboard.

## Multiplayers

0 / 100

 Join Replit Core

Add people by username or email

Invite

No one else is here



### Private join link

Anyone with this link can edit files



<https://replit.com/join>

 Copy join link

Want to revoke access to this link? [Generate a new link](#)

6. Add this copied Replit join link as your sixth journal entry.

 EXAMPLE

## PART 6: Your Completed Program

**Task**

Provide the Replit link to your full program code.

**Requirements**

- The program must work correctly with all the comments included in the program.

**Inspiration**

- Check before submitting your Touchstone that your final version of the program is running successfully.

<https://replit.com/join/opttbmmeaa-sophiaacademict>

5. Remember to add this link to the first page of your Java Journal as well.

☞ EXAMPLE

## JAVA Final Project Sample Submission

### Java Journal Template

**Directions:** Follow the directions for each part of the journal template. Include in your response all the elements listed under the Requirements section. Prompts in the Inspiration section are not required; however, they may help you to fully think through your response.

Remember to review the Touchstone page for entry requirements, examples, and grading specifics.

**Name:** Sophia Student

**Date:** 10/15/2022

**Final Replit Program Share Link:**

<https://replit.com/join/opttbmmeaa-sophiaacademict> ←

Complete the following template. Fill out all entries using complete sentences.



TRY IT

**Directions:** If you are ready, review the steps above and generate your Replit join/share link. Add the link to both areas on your Java Journal. With the two Replit join links in place on your journal, you should be ready to submit your Touchstone.

## 2. Submitting the Java Journal

Your Java Journal is complete! Now it is time to review it before submitting. Make sure the following is complete:

1. Ensure that your Java Journal is a Word document. Only a .doc or .docx file is accepted.
2. Confirm that the first page of your journal contains your name, submission date, and the Replit share/join link that was generated in the topic above.
3. Double-check that all six journal entries are entered and that you have addressed the requirements for each entry.

**IMPORTANT:** Remember, you only have a one-time submission, so ensure your journal is complete before submitting.

If you are ready to submit your journal, please follow the steps below to submit your Java Journal for the final Touchstone.



### STEP BY STEP

1. Visit the Unit 4 Touchstone: Java Final Project's page.

#### Units

##### 1. PROGRAMMING BASICS

##### 2. ARRAYS AND LOOPS

##### 3. CLASSES

##### 4. PROJECT

###### 🟡 CHALLENGE 1: Planning the Algorithm

###### 🟡 CHALLENGE 2: Coding the Algorithm

###### 🟠 TOUCHSTONE 4: Final Project

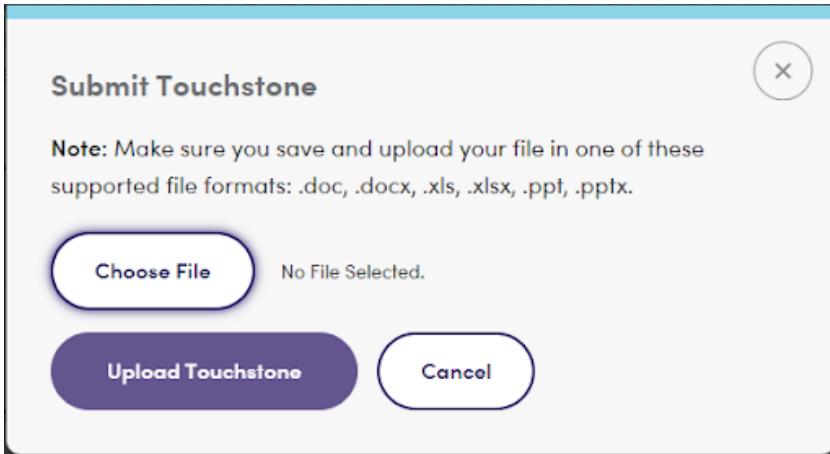


- You can work on a Touchstone whenever you want, but you must complete the previous assessments in the Unit before you can submit it.

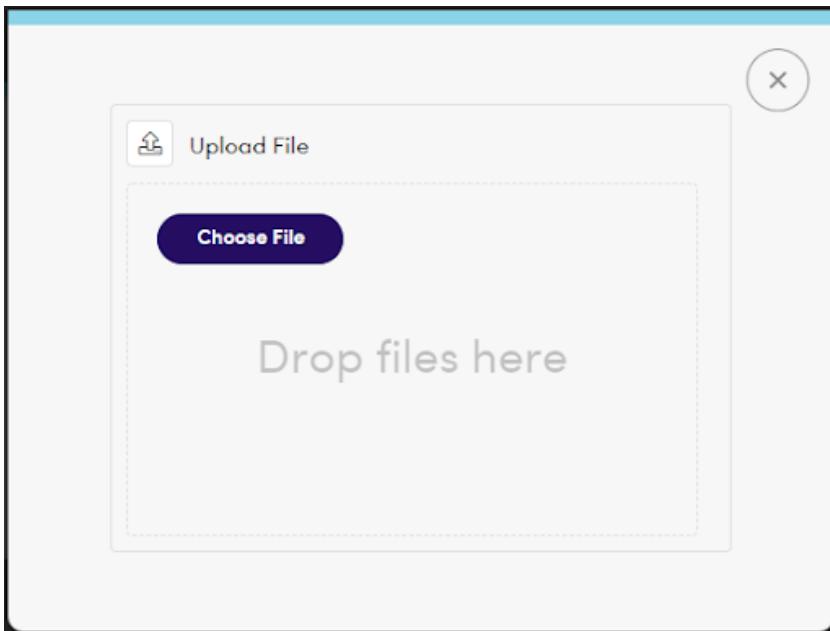
2. In the top right-hand corner of the page, select the 'SUBMIT TOUCHSTONE' button.



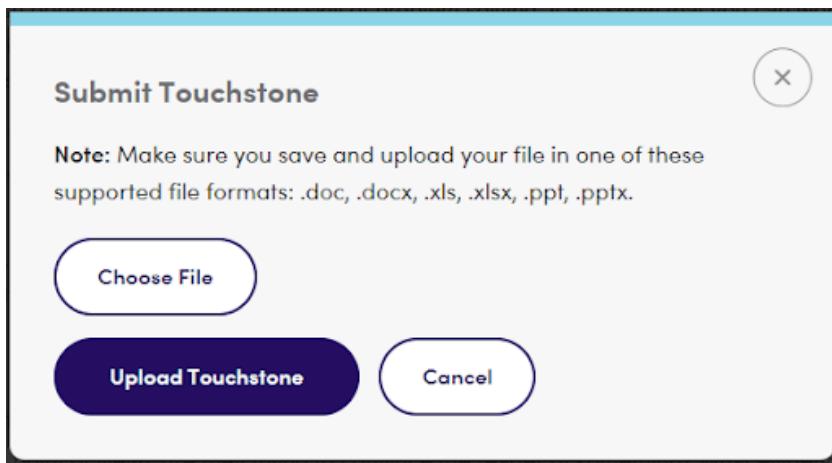
3. Once the Submit Touchstone pop-up window appears, select the 'Choose File' button.



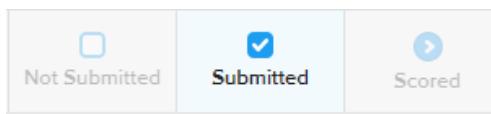
4. Here you have two choices to add the journal: you can select the 'Choose File' button again to search your system for the file to add, or you can drag and drop the file to this upload feature.



5. Finally, to submit the Touchstone, select the 'Upload Touchstone' button.



Note: On the top left side of the Touchstone page, you will notice three icons that indicate the status of the Touchstone. Once submitted, the 'Submitted' icon is now highlighted.



[View Submitted Touchstone](#)



**Directions:** When you have reviewed your Java Journal and feel it is complete, follow the steps above and submit your Touchstone.

### 3. What's Next



Congratulations on submitting your Touchstone! This also marks the completion of this course. Even though this was an introductory course to the Java programming language, this was not an easy course. You should be commended on your perseverance.

So what's next, now that you have some basic skills in Java programming?

Writing programs can be a very creative and rewarding activity. You can write programs for many reasons, ranging from making your living or solving a difficult data analysis problem to having fun or helping someone else solve a problem. And since you've completed this class, you can begin to be both the programmer and the end user of your programs. As you gain skill as a programmer, and programming feels more creative to you, your thoughts may turn toward developing programs for others.



### THINK ABOUT IT

Next time that you do something manually, think about how you could potentially automate it to make it more efficient. There are always ways to help you avoid making constant mistakes and errors if you have to do things manually. Perhaps it could be creating a user registration list, or making a fantasy football league, or getting a list of guests for a party, or building a grocery list or another game. The possibilities are endless, and if you can think about it, you can build it!

Computer programming is an art form. In fact, one of the best books on programming is called "The Art of Computer Programming," written by one of the seminal leaders of computing, Donald Knuth. He started this book, which turned into a series of them, way back in 1968, and although this is an old work now, the principles introduced in it are still applicable today. Write your programs as if you are painting a work of art. Keep them simple, but make them elegant like a work of art. The world will appreciate your contribution.



### THINK ABOUT IT

Remember as well that typically, you will have many other developers to work with, so don't worry if a program seems daunting to you. A team environment can make it much easier when you're building smaller parts at a time. Go out and build some programs!



### SUMMARY

In this lesson, you followed some steps to obtain the Replit share/join link and **added that as the sixth and final journal entry**. Since each part (all entries) were now complete, you were ready to submit the journal. After ensuring everything was filled out on the journal, you were able to **submit your Java Journal** using the steps provided and the video, if needed. Finally, you started to explore and ask yourself **what's next**, now that you have completed a course in basic Java programming.

Congratulations and best of luck in your programming journey!

Source: This content and supplemental material has been adapted from Java, Java, Java: Object-Oriented Problem Solving. Source [cs.trincoll.edu/~ram/jjj/jjj-os-20170625.pdf](http://cs.trincoll.edu/~ram/jjj/jjj-os-20170625.pdf)

It has also been adapted from “Python for Everybody” By Dr. Charles R. Severance. Source [py4e.com/html3/](http://py4e.com/html3/)