



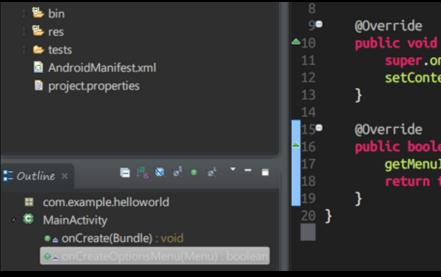
**SoftUni Team Technical Trainers** 

Software University <a href="http://softuni.bg">http://softuni.bg</a>



# **Java Basics**

Course Introduction



```
@0 @0verride
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
}

d0 @0verride
public boolean onCreateOptionsMenu(Menu menu) {
    getMenuInflater().inflate(R.menu.activity_main, menu);
    return true;
}

20 }
```

### **SoftUni Diamond Partners**













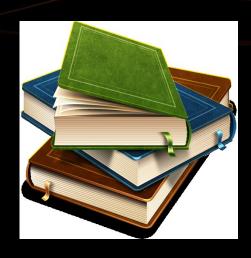




#### **Table of Contents**



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### Warning: Not for Absolute Beginners



- The "Java Basics" course is NOT for absolute beginners
  - Take the "C# Basics" course at SoftUni first: https://softuni.bg/courses/programming-basics
  - The course is for beginners, but with previous coding skills
- Requirements
  - Coding skills entry level
  - Computer English entry level
  - Logical thinking





### Level #1 at the Software University



**Java Basics** 

6 times + TW + labs + exam 4 weeks \* 2 times

Teamwork and Personal Skills

4 times

Web Fundamentals (HTML + CSS)

10 times + TW + labs + exam 4 weeks \* 3 times JavaScript Basics

6 times + TW + labs + exam 4 weeks \* 2 times **PHP Basics** 

6 times + TW + labs + exam 4 weeks \* 2 times

Teamwork and Personal Skills (Part II)

6 times





# **Java Basics Course**

Course Objectives & Program

# **Course Objectives**



- The "Java Basics" course:
  - First steps in Java programming:
    - Compiler, IDE, variables, control-flow logic, console I/O, loops
    - Methods, arrays, lists, sets, maps, strings
  - Develop algorithmic thinking and problems solving skills
  - Prepare for learning other languages and software technologies
    - HTML, CSS, JavaScript, PHP, Python, Ruby, ...
    - Databases & SQL, high-quality code
    - Web development technologies & mobile platforms



### Java Basics - Course Topics



- 1. Course Introduction. Introduction to Java, JDK and Eclipse
- Primitive Data Types and Variables
   Operators, Expressions and Statements
   Console-Based Input and Output
   Conditional Statements (if-else, switch-case)
- 3. Loops (while, do-while, for, foreach)
  Methods. Basic Exception Handling
  Using Built-In Java Classes. Defining Own Classes
- 4. Arrays, Strings, Lists, Dictionaries, Sets
- 5. Team work + Labs + Workshops
- 6. Practical Exam







The Trainers Team

#### **Trainers Team**



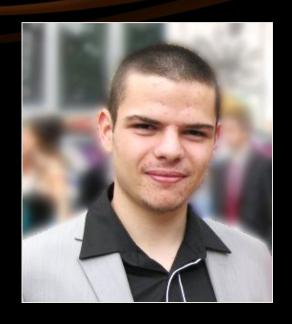
- Svetlin Nakov, PhD
  - Training & Inspiration Manager@ Software University
  - 20+ years software development experience
  - 10+ years experience as trainer
  - Author of 7 programming books
  - Speaker at hundreds of events
  - Web site & blog: www.nakov.com



### Trainers Team (3)



- Bogomil Dimitrov
  - Junior trainer @ SoftUni
  - Top performing student from the Software University (2014)



# Volunteer Teaching Assistants



- 15+ volunteer teaching assistants
  - Scholarship students from SoftUni
  - Top students from SoftUni











# Java Basics Course: More Details

Duration, Languages, Technologies

### **Training Duration – Java Basics**



- Lectures: ~ 30-40 hours (onsite + YouTube videos)
- Practical exercises (in class): ~ 20-30 hours
- Homework: ~ 30-50 hours
- Team project: ~10-20 hours
- Exam preparation: ~ 20 hours
- Exam: 5 hours
- Schedule: 12-28 January 2015
- Exam date: 8 February 2015





### Why Java?



- The Java platform is very popular
  - Free and open-source software (see OpenJDK)
  - Runs everywhere, on millions of devices
  - Supported by big players: Oracle, IBM, Google, SAP
  - Runs many languages: Java, Python, Ruby, Groovy, Closure, ...
- The Java language
  - Modern object-oriented language
  - 7-10 millions Java developers in 2012 (source)



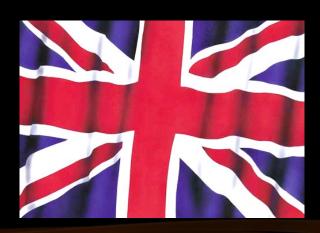
# Why English?



- Why the slides are in English?
  - English is the native language of the software engineers
  - Specific terminology should be in English
    - Translations are inaccurate and funny
- Just learn English!
  - No excuses













Excellent
Very good
Good
Average
Poor

Java Basics

Evaluation Criteria

# Scoring System for the "Java Basics" Course



- Exam 80%
- Labs 10% (added to the exam results)
- Homework + evaluation 5% + 5%
- Team work 10%
- Bonuses up to 10%
- Presence in class 5% (onsite students only)





#### The Java Basics Exam



- Practical programming exam
  - 4 practical problems for 5 hours
    - 1 easy, 2 with loops, 1 with arrays / sets / strings
    - You should code in Java
  - Automated judge system with real-time feedback
    - http://judge.softuni.bg
  - Solutions are evaluated for correctness only
    - Code quality is still not measured



# **Homework Assignments**



- Doing your homework is very important!
  - Programming can only be learned through a lot of practice!
  - You should write code every day!
- Each lecture is followed by a few exercises
  - Try to solve them in class
  - The rest are your homework



- Homework assignments are due in 1 week after each lecture
- Submission will be accepted through our web site: softuni.bg

### **Homework Peer Reviews**



- Give feedback to a few random homework submissions
  - Students submit homework anonymously
    - Please exclude your name from the submissions!
  - For each homework submitted
    - Students evaluate 3 random homeworks
    - From the same topic, after the deadline
    - Give written feedback, at least 200 characters
    - Low-quality feedback -> report for punishment
  - Everyone will get feedback for their homework









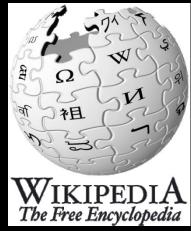




# Resources

# What We Need Additionally?









#### **Course Web Site & Forums**



The Java Basics official web site:

https://softuni.bg/trainings/1080/Java-Basics-Jan-2015

- Register for the "Software University Forum":
  - Discuss the course exercises with your colleagues
  - Find solutions for all course exercises
  - Share source code / discuss ideas / help each other

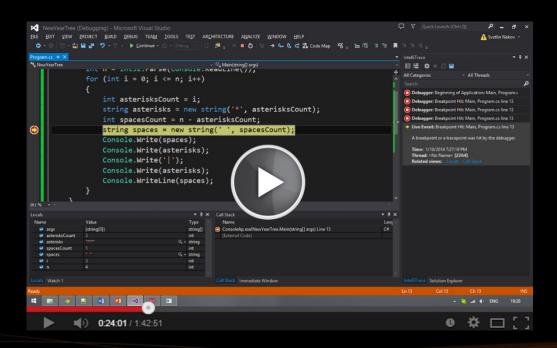


### The Java Programming Slides and Videos



- All lecture slides, videos, homework assignments, projects and other resources are open content, available for free
  - Visit the course web site to access the course resources



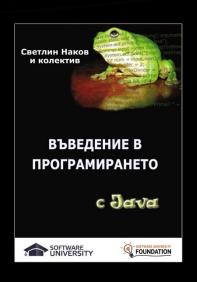




#### Free Java Fundamentals Textbook



The official textbook for the Java Basics course



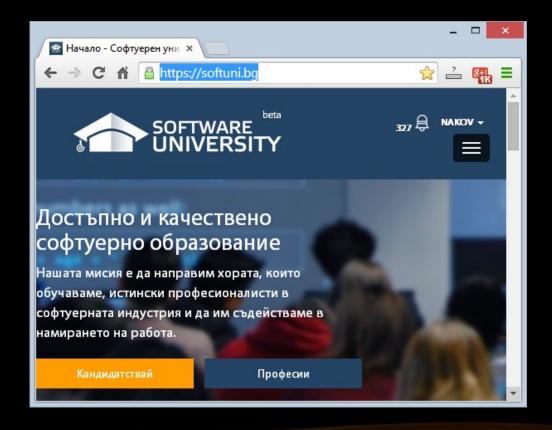
- "Fundamentals of Computer Programming with Java", by Svetlin Nakov & Co., 2009, ISBN 9789544000554
- Bulgarian version only available (as PDF, ePub, ...)
- Freely downloadable from: www.introprogramming.info
- Read chapters 1...13 (up to Strings), optionally all others
- The official Java Tutorial from Oracle:
  - http://docs.oracle.com/javase/tutorial/java/



# Software University Learning System (SULS)



- Software University Learning System (SULS)
  - www.softuni.bg
  - Important resource for students
  - Homework submissions
  - Homework check-up
  - Exams and results
  - Reports about your progress



### **Required Software**



- Recommended software for the Java Basics course:
  - Linux (your favorite distribution), e.g. Xubuntu 14.04
  - Optionally you can use Windows or other OS
  - JDK 8 (Java SE Development Kit 8)
    - Install JDK (nor JRE!) <a href="https://jdk8.java.net/download.html">https://jdk8.java.net/download.html</a>
    - Optionally you can use older Java version (e.g. JDK 6 or 7)
  - Eclipse for Java 8 www.eclipse.org/downloads/
    - Any other Java IDE may also be used: IntelliJ IDEA, Netbeans, ...

### Summary



- The "Java Basics" course provides
  - The first steps in Java programming
- Training program
  - Java platform, using Eclipse, variables, control-flow logic, loops, advanced topics
- Practical exams
  - Automated judge system + score system
- Learning resources
  - Lectures, videos, software, books, forum





#### Java Basics – Course Introduction





















#### License



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