

Lesson 1 – Introduction to the course

- Introduction
- Java Key Concepts
- Java Platform
- Java Language
- Configuration of the Environment
- Maven
- Git
- Examples
- Home task

Introduction

- the lecturer
- the course
- the lessons

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a programmer

Graduated from MIPT in 2004

M.S. in Engineering (Computational Mathematics)

Worked on projects for

- Volvo,
- Motorola,
- Align Tech,
- Nival,
- Mail.Ru,
- JetBrains

Participated in development and operation of MMORP games “Allods Online” and “SkyForge”.

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Links

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Your story

- Where did you study?
- What is your work experience?
- Why are you here?
- What is your capstone project?

Java Programming

This course introduces computer programming using the Java programming language with object-oriented programming principles. Emphasis is placed on development of web server application.

During the course, listeners will:

- learn about the language and the Java platform features,
- get acquainted with the Java library,
- learn how to test, debug and optimize the application,
- master the approaches to the design,
- learn how to work with databases, file system, web front-end and other applications and frameworks.

Syllabus

The first week

- Introduction and preparations
- Types, Arrays, Strings and memory usage
- Collections and Maps
- Tests and Performance
- Annotations and Utilities

The second week

- Design and OOP principles
- Patterns
- Serialization and IO
- Work with DB: JDBC
- Work with DB: JPA

The third week

- Caching and NoSql
- Web Frameworks
- Multithreading and JMM
- Concurrent Programming
- Multi-process programming

The lessons

Each lesson contains three parts:

- theoretical part,
- examples,
- coding task and home work

+ quizzes

Evaluation and Grading

- 12 home tasks
- Binary evaluation of each task: solved/not solved
- 10 points per solved task