

Introduction to Java Programming

Learn computer programming using the Java language with this fun interactive course!

Lessons packed with examples and demonstrations will give you many opportunities to review your code as you learn by programming your own projects.

- For Beginners – no programming experience necessary
- Algebra recommended
- Game emphasis
- Online authentic programming projects

Experience a Java Lesson at:

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CROSSWORDS EXIT

Click in an empty square in the puzzle grid, and view the description.
Select the correct letter from the alphabetical list or with the keyboard. StudyMate[™] by Respondus

A	B	C	D	E	F	G
H	I	J	K	L	M	N
O	P	Q	R	S	T	U
V	W	X	Y	Z	>>>	

Correct: 7
Missed: 17

[Reveal Letter](#)
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Puzzle 1 of 1

ACROSS **DOWN**

A data type that defines variables for the state of an object and methods for an object's behavior.

Introduction to Java Programming Topic Outline

- Introduction to Computers
- Object-oriented Concepts and Creating a Java Application
- Variables
- Constants and Errors
- If Statements
- Switch Statements
- Logical Operators and Generating
Random Numbers
- Loop Structures
- Debugging Techniques
- Strings
- Methods, Part 1
- Methods, Part 2
- Classes
- Using Classes with Client Code
- GUIs (Graphical User Interface)



Student Requirements

Algebra I

Course Requirements

Windows Operating System
Internet Access
Printer Recommended

Textbook

A Guide to Programming in
Java, 2nd edition, © 2007
Author – Beth Brown
Publisher – Lawrenceville
Press