Learn to Program in Java

Modality: On Demand

Duration: 40 Hours

About this course:

Ready to begin your journey on the programming? To be a software engineer is far more than just writing code — it takes a strong conceptual computing knowledge. In this program, which was built through a combination of industrial and academic backgrounds, discover both how to code in Java and how to break down issues and apply their solutions utilizing some of the most common computer science resources.

Have plenty of hands-on practice coding Java using logic, methods, variables, loops, returns, recursion, and parameters. Then use industry-standard practices and tools to write your code to support you create good habits as you expand your software skillset.

If you're planning for advanced computer science exams at the university, an entry-level position in software engineering, or the Advanced Placement Computer-Science A test, get the techniques you need to achieve success in this self-paced, practical Java program.

Course Objective:

- Fundamental Java commands and APIs which use industrial tools
- Structures of code management, such as loops and if / and if statements
- How to use parameters, methods, and returns to structure code
- The management and manipulation of fundamental data

Audience:

- Programmer

Prerequisite:

- No prerequisites for this program are required

Course Outline:

Module 1 | Java Basics

- Introduction
- Writing your first Java program
- Basic Java Commands
- Data Types and Variables
- Interactive Programs

- Project Trip Planner
- Assessment

Module 2 | Control Structures

- Introduction
- Logic
- Loop Basics
- More Loops
- Project Odds or Evens
- Assessment

Module 3 | Data Flow

- Introduction
- Parameters
- Returns
- Data Processing Functions
- Recursion
- Project Crypto
- Assessment

Module 4 | Final Project

- Final Project - Maze Runner?