

"Java Programming"—Table of Contents

Intro	4
Syllabus—introductory pace	4
Objectives	4
Grading	5
Absence	6
Book recommendations	6
Set up	7
Exercises—"your first Java programs"	8
From source code to executable	13
Adding comments to code	13
Semi-colons and braces	13
Datatypes	14
Primitive datatypes	14
Declaring a variable	14
Assigning values to variables	15
Data structures	15
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Arrays—introduction	16
Classes	16
Exercise—choosing a datatype	17
Printing options	17
String concatenation	18
Escaped characters	18
Activity—strings and printing	19
Object-oriented programming	19
Member declarations you may find within a class declaration	20
Exercises—recognizing members	20
Where to put members of a class	21
Coding style	21
TextPad	24
Exercise—indentation	25
Class versus instance	25
Creating an instance of a class declaration	26
Class—declaration versus usage	27
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Methods	27
Inventing a method	27
Exercise—recognizing parts of methods	28
Declaring a method	28
Exercises—declaring methods	29
About <code>main()</code>	29
TextPad features	30
Exercises—member access	31
Debugging	31
Casting	31
Methods calling methods	32
Exercise—creating a method	32
Declaring a method and using a method	33
Additional discussion of return	37
Using a method—what to do with what it returns	38
Exercises—declaring and using methods, part 1	39

Further design of class members	39
Modifiers: public, protected and private—introduction	39
Exercises—declaring and using methods, part 2	40
Modifier: static	41
Modifier: final	42
Declaring a variable	42
Declaring a method (review)	43
Declaring a constructor	43
Recognizing members in a class declaration	44
Scope	44
Getter and setter methods	45
Exercise—getters and setters	46
Overloading	47
Where to put <code>main()</code>	47
Review	48
Declaring a constructor	49
Member declarations—a review	50

Exercise—class members	51
Exercises—constructors	51
Arrays	52
Exercises—arrays	56
Program logic	57
Operators: assignment, arithmetic and comparison.	57
Branching—introduction	58
Branching: if	58
Branching: if-else	59
Branching: else if	60
Exercise—if and else if	60
Looping: while.	61
Exercise—while.	62
Looping: do-while	62
Looping: for	63
Exercise—branching and looping	64
Online links to Java API and Tutorial	65

String class methods	65
Exercise—String methods	67
Reading args from a command line	68
Converting Strings to numbers	69
Exercises—arrays, reading command line args.	69
Debugging	70

Intro

Syllabus—introductory pace

Week	Topic
1	Datatypes, object-oriented programming
2	Object-oriented programming, coding style, instances
3	Designing methods, using main()
4	Using methods
5	Modifiers, getter/setter methods
6	Constructors, arrays
7	Operators, branching
8	Looping, String class methods
9	Command line arguments
10	Project

Objectives

Become familiar with the basic principles of:

- datatypes and basic data structures
- object-oriented programming
- branching/looping logic
- (if time permits) passing args to a program from a command line