

Soft-Train



*At Soft-Train
Technology Works*

COURSE GOAL: Learn programming skills with Java

PREREQUISITES: Basic programming skills and knowledge of Java.

LEARNING OBJECTIVES:

Upon completion of this course, the student will be able to:

- Write Java Programs
- Understand How Java Works
- Store and Change Program Information
- Create Repeating Actions
- Create and Manipulate Objects
- Build and Layout a User Interface
- Respond to User Input
- Create Interactive Web Programs
- Handle Program Errors

Java (4 Days) ST80001

KEY TOPICS:

I. Getting Started

- A. Becoming a Programmer
- B. Writing Your First Program
- C. Vacationing in Java
- D. Understanding How Java Programs Work

II. Learning The Basics Of Programming

- A. Storing and Changing Information in a Program
- B. Using Strings to Communicate
- C. Using Conditional Tests to Make Decisions
- D. Repeating an Action with Loops

III. Working With Information in New Ways

- A. Storing Information with Arrays
- B. Creating Your First Object
- C. Describing What Your Object is Like
- D. Making the Most of Existing Objects

IV. Programming A Graphical User Interface

- A. Building a Simple User Interface
- B. Laying Out a user interface
- C. Responding to User Input
- D. Building a Complex User Interface

V. Creating Multimedia Programs

- A. Creating Interactive Web Programs

- B.** Handling Errors in a Program
- C.** Creating a Threaded Program
- D.** Reading and Writing Files

VI. Creating Multimedia Programs

- A.** Reading and Writing XML Data
- B.** Using Fonts and Color
- C.** Working with Graphics
- D.** Creating Animation

VII. Bonus...

- A.** Creating Web Services with XML Data