Java

1. Java Fundamentals

1.1 Describe the use of main in a Java application

- Signature of main, how to consume an instance of your own class, command-line arguments

1.2 Perform basic input and output using standard packages

- Print statements, import and use the Scanner class

1.3 Evaluate the scope of a variable

- Declare a variable within a block, class, or method

1.4 Comment and document programs

- Evaluate the syntax of Javadocs, write syntactically correct code comments

2. Data Types, Variables, and Expressions

2.1 Declare and use primitive data type variables

- Data types, including byte, char, int, double, short, long, float, Boolean; identify when precision is lost; initialization; how primitives differ from wrapper object types such as Integer and Boolean

2.2 Construct and evaluate code that manipulates strings

- String class and string literals, comparisons, concatenation, case, and length; String.format methods; string operators; the immutable nature of strings; initialization; null

2.3 Construct and evaluate code that creates, iterates, and manipulates arrays and array lists

- One- and two-dimensional arrays, including initialization, null, size, iterating elements, accessing elements; array lists, including adding and removing elements, traversing the list

2.4 Construct and evaluate code that performs parsing, casting, and conversion

- cast between primitive data types, convert primitive types to equivalent object types, parse strings to numbers, convert primitive data types to strings

2.5 Construct and evaluate arithmetic expressions

- Arithmetic operators, assignment, compound assignment operators, operator precedence

3. Flow Control Implementation

3.1 Construct and evaluate code that uses branching statements

- if, else, else if, switch; single-line vs. block; nesting; logical and relational operators

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3.2 Construct and evaluate code that uses loops

- while, for, for each, do while; break and continue; nesting; logical, relational, and unary operators

4. Object-Oriented Programming

4.1 Construct and evaluate class definitions

- Constructors, constructor overloading, one class per .java file, this keyword, basic inheritance and overriding

4.2 Declare, implement, and access data members in classes

- private, public, protected; instance data members; static data members; use static final to create constants; describe encapsulation

4.3 Declare, implement, and access methods

- private, public, protected; method parameters; return type; void; return value; instance methods; static methods; overloading

4.4 Instantiate and use class objects in programs

- Instantiation, initialization, null, access and modify data members, access methods, access and modify static members, import packages and classes

5. Code Compilation and Debugging

5.1 Troubleshoot syntax errors, logic errors, and runtime errors

- Print statements, javac command output, logic errors, console exceptions, stack trace evaluation

5.2 Implement exception handling

- try, catch, finally; Exception class; exception class types; display exception information

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