

Chapter 1 : Trail: Learning the Java Language (The Java™ Tutorials)

Java is among the most popular programming languages out there, mainly because of how versatile and compatible it is. Java can be used for a large number of things, including software development, mobile applications, and large systems development.

All in all, the tutorial has 30 chapters with modules about Core Java. Fun Programming could be the best gateway resource to learning to code with the help of graphics and sounds to help Java beginners experiment and build while learning. The app promises to make learning Java more interactive and fun with puzzles and easily digestible tutorials. Users will learn the basics and will let you gradually progress to loops, strings, arrays, etc. Java learners can choose the most convenient way of learning for them with Android, iOS, or Windows Phone app available, or just learn on the web. With a total of 6 modules broken down into 70 easily comprehensible lessons, they offer step-by-step Java tutorial through interactive learning by unlocking levels, collecting points, and competing with other users. Studytonight provides free and easy education to anyone who wants to learn. This free course is intended for absolute beginners, not just in Java but also in programming itself. This course will provide beginners with a solid foundation in computer science and Object Oriented Programming concepts taught by expert Java programmers. The course will cover useful concepts about Java that will enable students to develop working softwares. Note that it is designed for students with some programming experience but highly motivated beginners are also encouraged to apply. This course is self-paced so anyone can learn Java at his or her own time. The course includes the basics of computer programming, algorithms and object-oriented programming using the Java programming language. By the end of this 2-part course, students are expected to know how to build working apps and gain the necessary mindset as a Java programmer. Open edX is a free open-source platform managed by various colleges and universities around the world. The link above is for part 1 of the course, after which the beginner can choose to learn more with part 2. The course offers recommended introductory lessons about Java fit for beginners, which will teach students the fundamental elements of Java programming and data abstraction. Broken down in 3 modules, students will have a working prototype at the end of the course even without prior programming experience before signing up. Upgrade to Pro, and users will get access to the rest of the course about conditional and control flow, data structures, data-oriented Java, and more. It comes complete with working files divided between 14 sections. Daunting as it seems, this is especially made for beginners for no-frills high-quality Java training. An Introduction to Software Specialization.

Chapter 2 : Java Tutorial | SoloLearn: Learn to code for FREE!

Java runs on a variety of platforms, such as Windows, Mac OS, and the various versions of UNIX. This tutorial gives a complete understanding of Java. This reference will take you through simple and practical approaches while learning Java Programming language.

This lesson will introduce you to objects, classes, inheritance, interfaces, and packages. Each discussion focuses on how these concepts relate to the real world, while simultaneously providing an introduction to the syntax of the Java programming language. What Is an Object? An object is a software bundle of related state and behavior. Software objects are often used to model the real-world objects that you find in everyday life. This lesson explains how state and behavior are represented within an object, introduces the concept of data encapsulation, and explains the benefits of designing your software in this manner. What Is a Class? A class is a blueprint or prototype from which objects are created. This section defines a class that models the state and behavior of a real-world object. It intentionally focuses on the basics, showing how even a simple class can cleanly model state and behavior. Inheritance provides a powerful and natural mechanism for organizing and structuring your software. This section explains how classes inherit state and behavior from their superclasses, and explains how to derive one class from another using the simple syntax provided by the Java programming language. What Is an Interface? An interface is a contract between a class and the outside world. When a class implements an interface, it promises to provide the behavior published by that interface. This section defines a simple interface and explains the necessary changes for any class that implements it. What Is a Package? A package is a namespace for organizing classes and interfaces in a logical manner. Placing your code into packages makes large software projects easier to manage. This section explains why this is useful, and introduces you to the Application Programming Interface API provided by the Java platform.

Chapter 3 : Lesson: Object-Oriented Programming Concepts (The Java™ Tutorials > Learning the Java L

Trail: Learning the Java Language This trail covers the fundamentals of programming in the Java programming language. Object-Oriented Programming Concepts teaches you the core concepts behind object-oriented programming: objects, messages, classes, and inheritance.

Chapter 4 : Java Certification | Java Course | Java Training | Edureka

Java Tutorial. SoloLearn's Learn Java is a comprehensive guide to one of the most popular programming languages in the world. And here's a big bonus: Learn Java is FREE! The Learn Java lessons are fast, easy, and effective; the app is set up so that you can complete the work in less than three hours.

Chapter 5 : Sign In | SoloLearn: Learn to code for FREE!

Java is one of the top five programming languages, and is used for websites, embedded controllers, and Android app development. This is an introduction to get you started programming with Java 9-and the newly introduced JShell.

Chapter 6 : Java Tutorial for Beginners: Learn in 7 Days

Learn to program in the Java programming language. This course assumes no prior programming knowledge, just a desire to learn to program. Who is the target audience?