



MathEdge JAVA +



Computer Programming for Kids



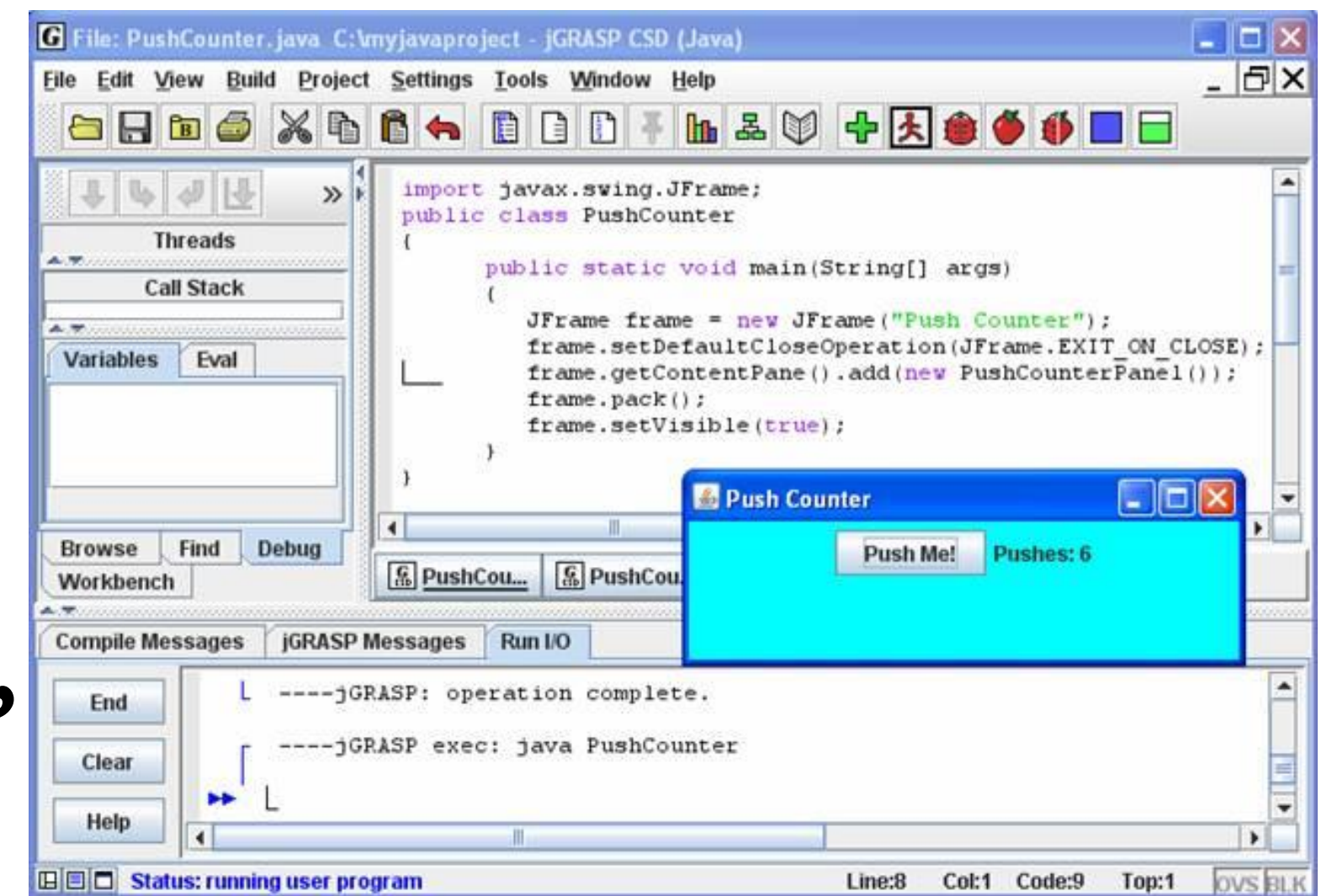
(408) 725-2680

History of Java

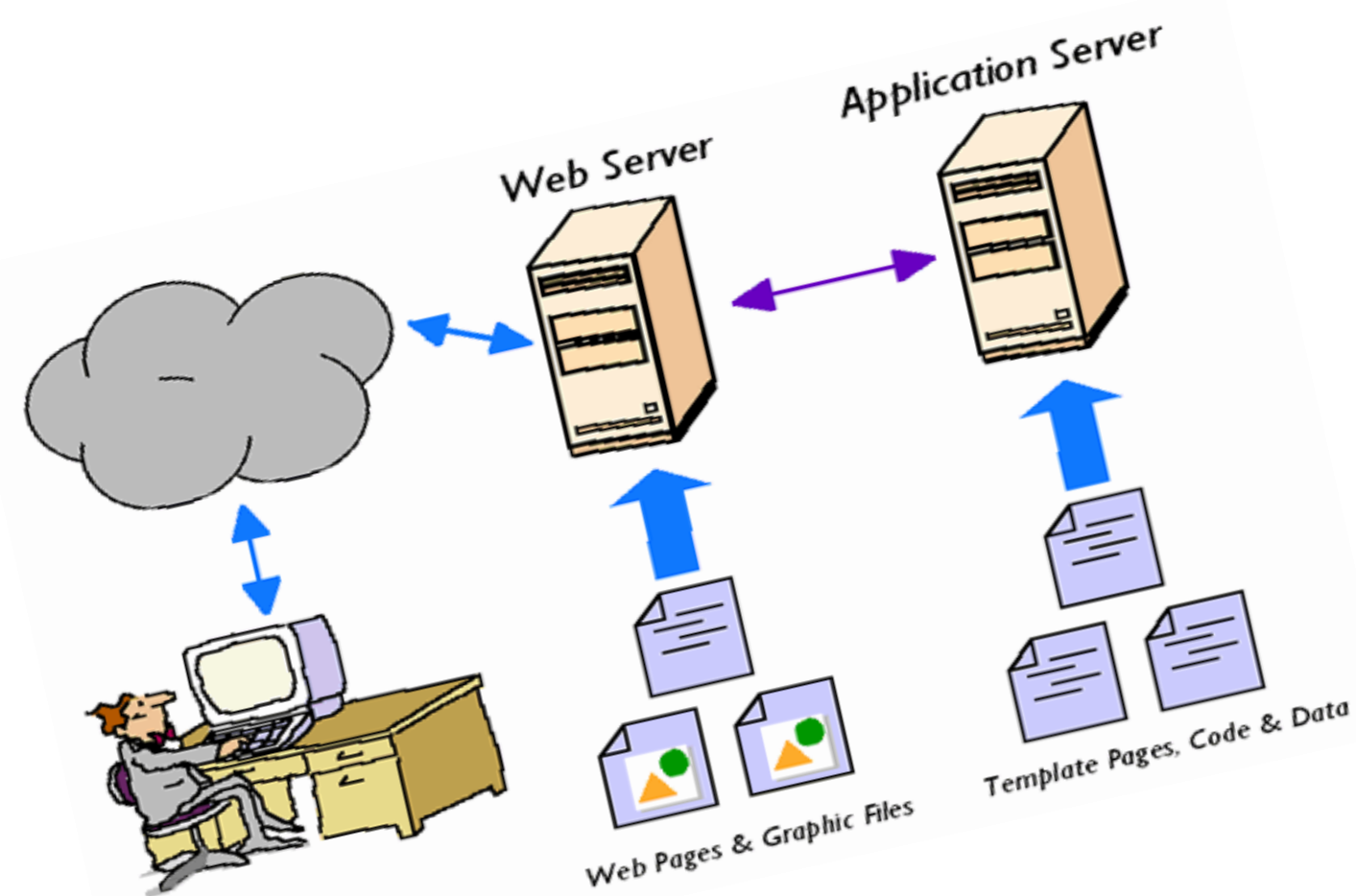
The year 1991 marked the beginning of the technology that revolutionized the world - the language called **Java**.

It was started by a team of Sun engineers called the “Green Team.”

Today, **Java** not only permeates the internet, but is also the invisible force behind many of the applications and devices powering our every day lives.

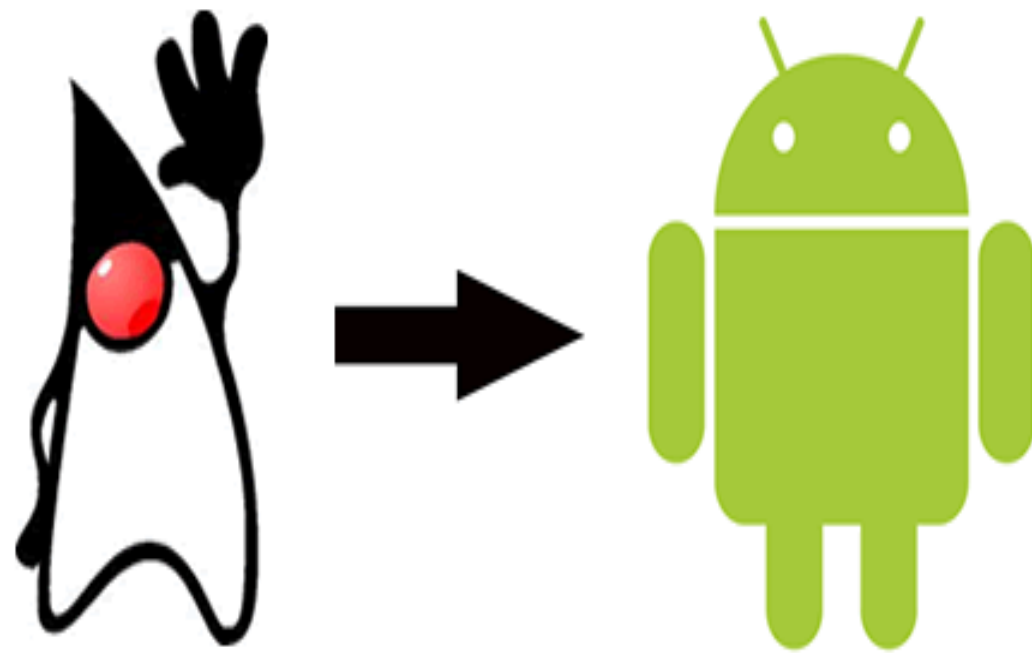


Where is **Java** being used?



Why Should You Use **Java** as a Student?

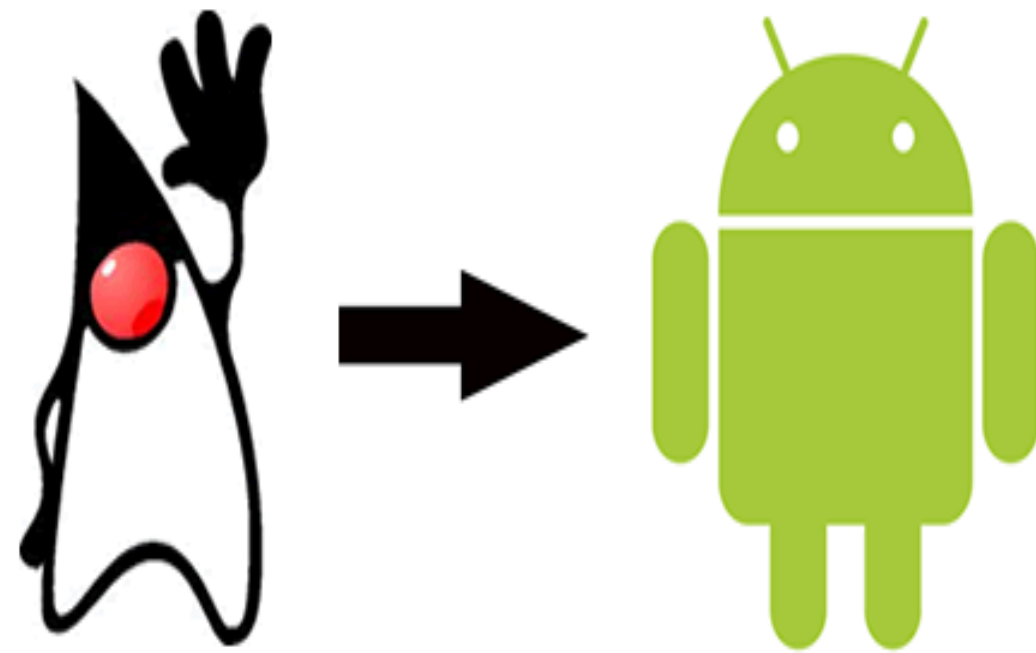
If planning to take high school Computer Science AP test, knowing **Java** will help you earn high AP scores such a Four or Five.



Most Robotics are programmed in **Java**. Knowing **Java** will help you get selected for the school's Robotics team. It also help in winning Robotics competitions.

Why should you learn **Java** as an Adult?

Variety of jobs available: “**Java** is the darling of the software industry...”



an incredible toolset to develop next generation games
and applications

provides you with the gigantic push to be a leader in
the Internet of Things

Java is a verbose language. The ease of use it offers to
program is beyond comparison

Why Learn **Java** First?

Portable

**Object-
Oriented**

**High
Performance**

**Robust and
Secure**

**Simple and
Small**

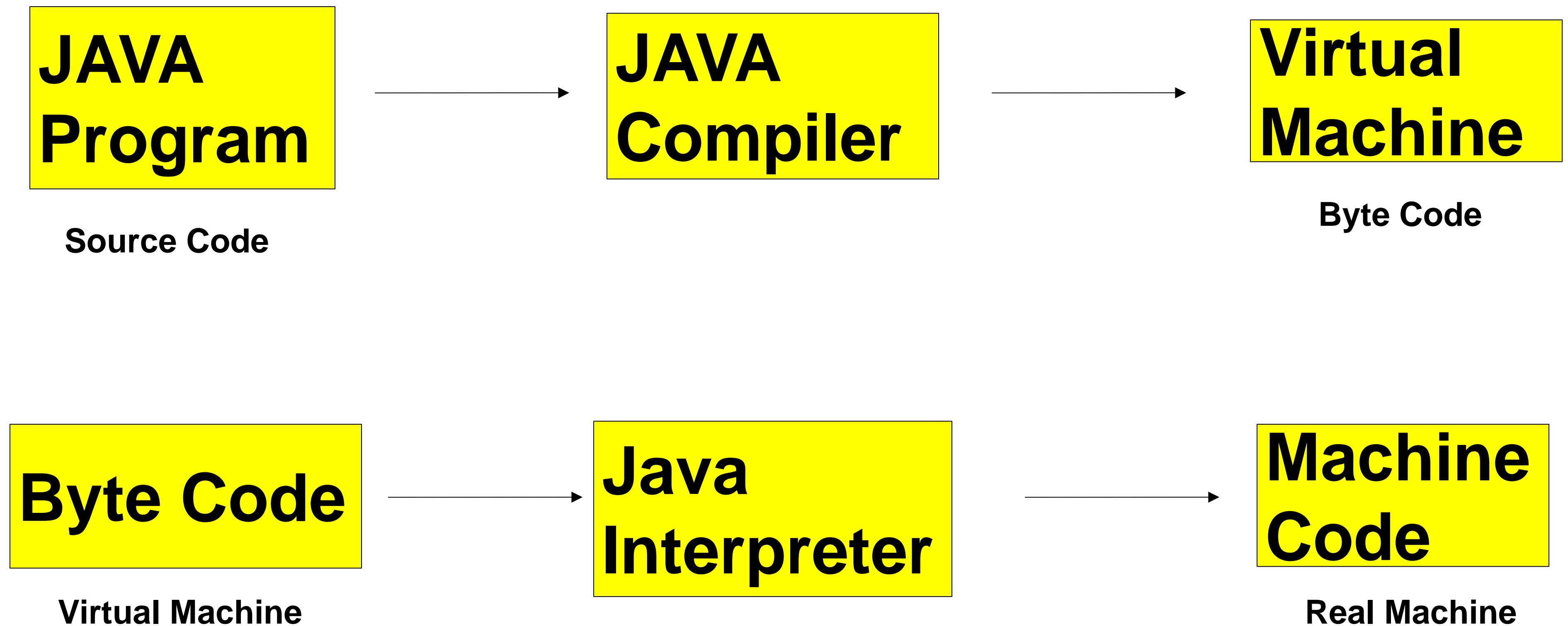
**Dynamic and
Extensible**

Distributed

**Multi-threaded
and Interactive**

**Compiled and
Interpreted**

How to Run Programs in **Java**



Layers of Interaction in Java

USER

```
graph TD; USER((USER)) --> A[USER APPLICATION PROGRAMS]; A --> B[COMPILER AND INTERPRETER]; B --> C[JAVA OBJECT FRAMEWORK]; C --> D[JAVA VIRTUAL MACHINE]; D --> E[OPERATING SYSTEM];
```

USER APPLICATION PROGRAMS

COMPILER AND INTERPRETER

JAVA OBJECT FRAMEWORK

JAVA VIRTUAL MACHINE

OPERATING SYSTEM

Why Does **Java** Stand Out?

Java is platform independent, able to run on Windows, Mac, and Linux alike

Java offers better scalability, performance and security

Java is the most suitable language for high traffic sites

Java has a much better library support for developing apps and games

Java+ Beginner: Course Highlights

Explore the code
editor

Basic
programming
concepts

Java fundamentals

Create scenarios
in java

Work with
Greenfoot

Explore
methods

Automate Game
Creation

Create your own
functionalities

JAVA+ INTERMEDIATE

- Develop the basic concepts of object oriented programming
- Learn about compilers, interpreters and Run time Environment in Java
- Learn to program in a high level language like Java
- Create your own game scenarios

Java+ Intermediate (skills taught)

Develop the fundamental concepts of object oriented programming

Enhance and develop logical reasoning

Foster ideas from initial concepts to final projects

Design front-end applications for web and windows forms

Design user interfaces in Java

Java+ Intermediate Course Features

OOPS
FUNDAMENTALS

FRONT END WEB
APPLICATION
DEVELOPMENT

PACKAGE
AND
INTERFACES

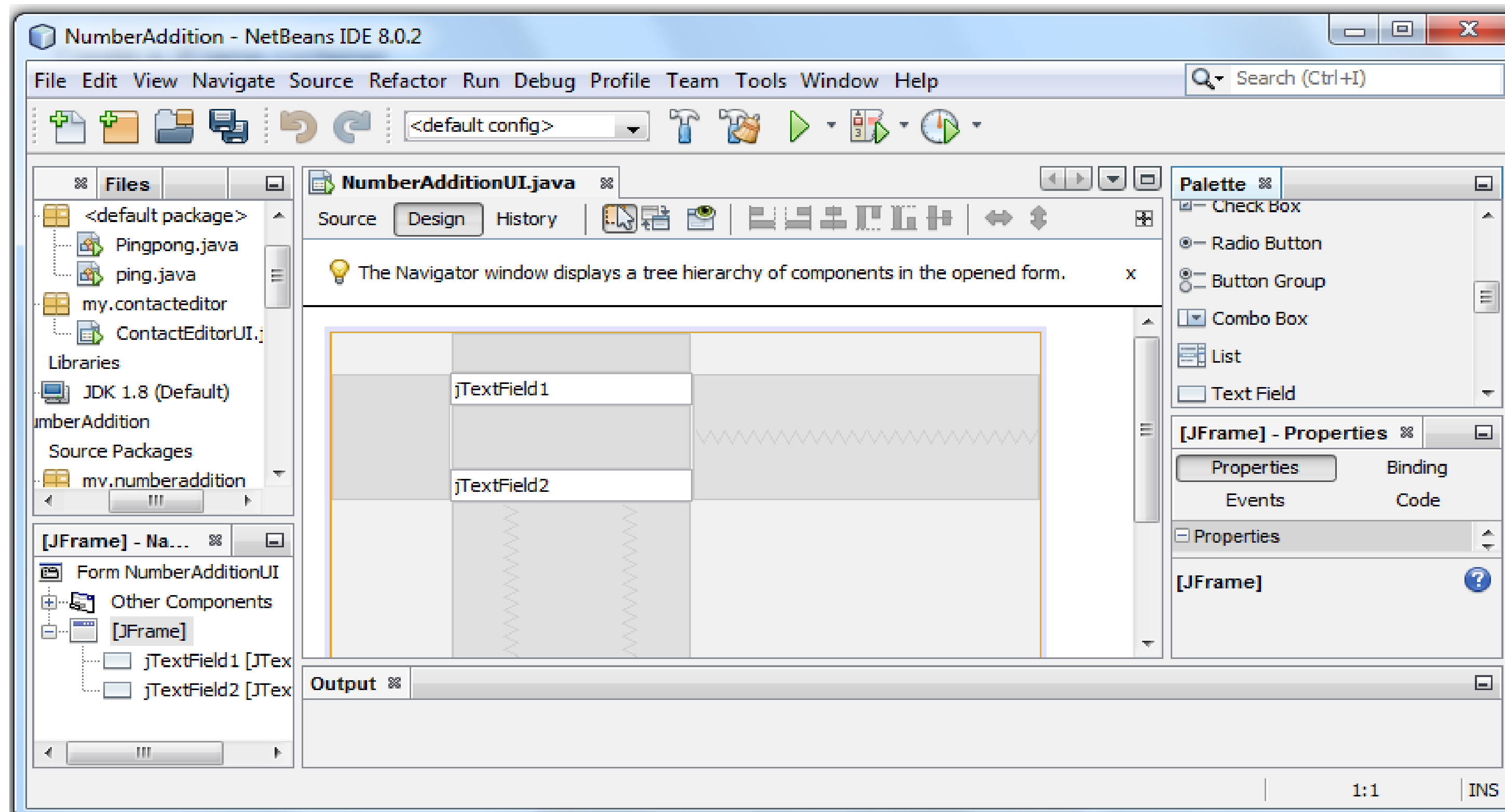
NetBeans
IDE

GRAPHICAL
USER
INTERFACES

INHERITANCE

GUI IMAGE
HANDLING

Get a Hands-On Graphical User Interface Design Experience Using NetBean IDE



For Example, Create a Web-Based “Log-In” Form



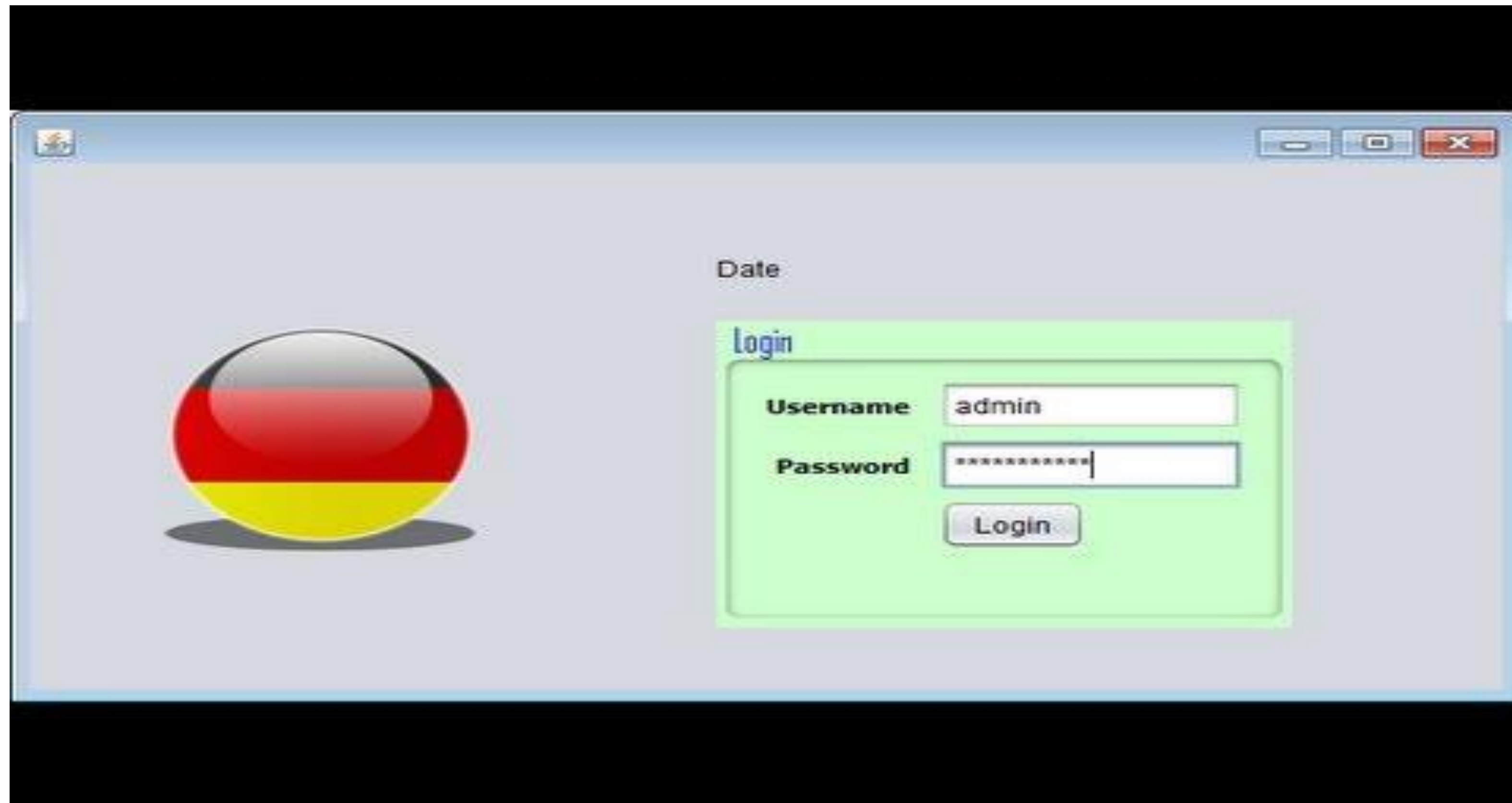
Log In

Username

Password

Log In

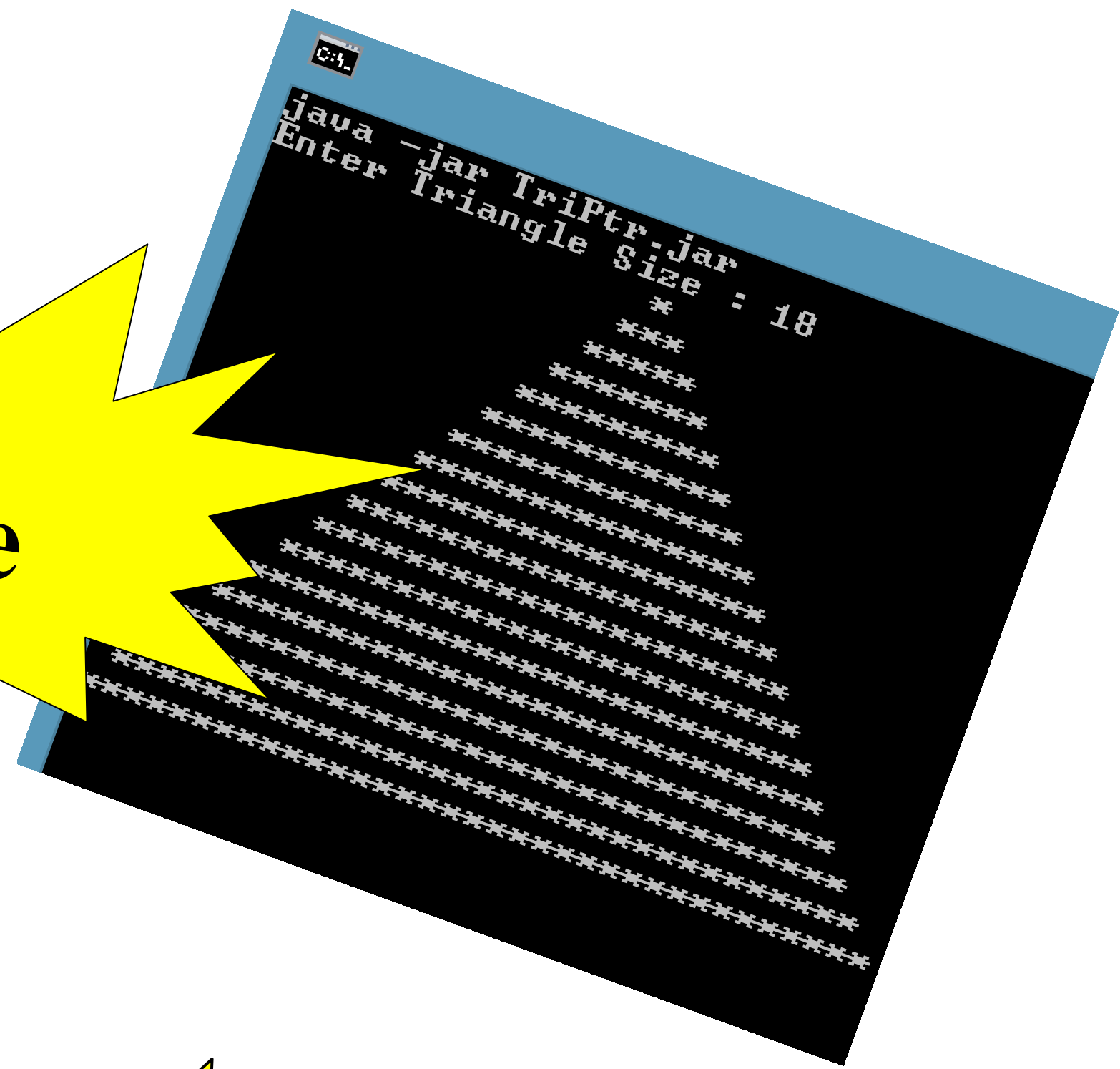
Learn the Ease of Drag-And-Drop Images with **Java** Swing



Learn



Create



& have fun with programming!

Course Info

Schedule	Java+ intermediate Course Content
WEEK 1	JAVA FUNDAMENTALS
WEEK 2	LANGUAGE BASICS
WEEK 3	CLASS AND OBJECTS
WEEK 4	INHERITANCE
WEEK 5	PACKAGE AND INTERFACES
WEEK 6	INTRODUCTION TO GUI
WEEK 7	IMPLEMENTING JAVA GUI
WEEK 8	GUI IMAGE HANDLING
WEEK 9	GUI DESIGN USING SWING
WEEK 10	JAVA TEST

For detailed program info,
please visit
www.mathedge.org/java+.html

Or call at (408) 725 2680

Program offered at
Cupertino Site: 7250 Bark Ln,
San Jose



www.mathedge.org