

- Learn the basics of programming and enough of the Java programming language to start writing your own programs
- Learn how a program does what it does, and then it will examine the steps involved in designing and writing a program.
- Focus on the planning stages of designing a program.
- Discuss classes, objects, attributes, and methods, and how they all work together to form programs that are both modular and reusable
- Download and install all the software you need to write and test Java programs.
- Start from scratch and write first program
- Add decision-making to programming repertoire, and see how Java compares values
- Learn how to write applets
- Learn how to use Java's 2-D graphical tools to draw simple shapes like rectangles, ovals, arcs, and polygon
- Learning how to load an image and display it
- animation and interactivity

