



## Java Level 1 Syllabus

Session/Link	Topic	Programs	Page
<b>Session 1</b>	Introduction to Java Environment	Rules for the Class Ice Breaker TA Introductions repl.it Setup Hello World Hello Poetry	2
<b>Session 2</b>	Printing Strings Escape Characters	Ice Breaker Printing Shapes Formatted ASCII Printing	8
<b>Session 3</b>	Primitive Variable Types Arithmetic Operations	Ice Breaker Converting between Miles and Kilometers Find Area of Circle and Rectangle Print Squares and Cubes	12
<b>Session 4</b>	Reading from Command Line Converting between Types	Ice Breaker Perimeter of Rectangle Displaying Time Football Score Calculator Computer the Average	16
<b>Session 5</b>	if Statements	Ice Breaker Determining Letter Grades Chinese Zodiac	21
<b>Session 6</b>	Boolean Logic switch Statements	Ice Breaker Boolean Exercises Two Operand Calculator Monetary Denominations	24
<b>Session 7</b>	while Loops	Ice Breaker Guess a Number Finding Average of Set of Numbers	28
<b>Session 8</b>	More while Loops do..while Loops	Ice Breaker Addition Test Finding Minimum and Maximum	32
<b>Session 9</b>	for Loops	Ice Breaker Prime Numbers Multiplication Table	36
<b>Session 10</b>	More for Loops	Ice Breaker Printing Patterns Greatest Common Divisor	39