

# Java Training: Level 1

## Establishment of the development environment

### Java programming syntax

Primitive type variable and operator

Comment and document code

The conditions in the code: if / else, ...

Comparison and logic operators

The tables

Buckles

Class method

### Object-oriented programming

Goal

OOP comparison and procedural language

Class and object

Methods and attributes

Relationships between classes

Interface concept

Abstract class

Practical Workshop: Class Designs and Linking Classes

### Exceptions in the Java language

Principle of an exception

Manipulate exceptions

### collections

Presentation of the collections

Iterate on collections

## Practical workshop: Manipulation of object collections