

ITLEO

Java Starter Course

**Online
Beginner**

24 lessons, 2 lessons per week

We study the following technologies:



Jenkins



Selenium



Rest



Git



Continuous Integration



Java



IntelliJ IDEA

More details about the course:

This course is designed for those who are taking their first steps into the world of programming. Java Starter will help you understand the logic of programming, master the basic syntax of Java, and create your first applications. Simple explanations of complex topics, gradual immersion, and practice at each stage will help you confidently move to the next level of Java development.

Course program

Block 1: Introduction to Programming and Environment Setup

- What is Java? History and Features of the Language
- Installing JDK and IntelliJ IDEA
- Structure of a Java Program

- The First “Hello, World!” Program
- Variables, data types, operators
- Logical expressions and mathematical operations
- Homework: write the first console application

Block 2: Managing program logic

- Conditional operators: if, else if, switch
- Loops: for, while, do-while
- Break and continue operators
- Nested loops
- Test work on the topic: write a mini-program with conditions and loops

Block 3: Methods, arrays and working with data

- Methods: declaration, parameters, return values
- Arrays: creation, indexing, iteration
- Working with strings (String): concatenation, String class methods
- Input/output via the console (Scanner class)
- Introduction to collections (basic)
- Practical task: creating a "Menu with a selection of actions" program

Block 4: Fundamentals of object-oriented programming (OOP)

- The concept of a class and an object
- Constructors, fields, methods
- Encapsulation, modifiers access
- Keywords this, static
- Introduction to inheritance and polymorphism
- Test: create a program with multiple classes and object interaction

Block 5: Project structure and debugging

- Packages and code organization
- Stack and heap: how Java works with memory
- Using IntelliJ IDEA for debugging
- Error handling (try-catch)
- Practice: creating a console application with multiple classes

Block 6: Final project

- Task statement
- Working on your own console application with OOP
- Preparation for defense
- Project defense and feedback from the teacher

Who is this course suitable for?

- For beginners with no programming experience
- For students aged 15 and over who are interested in IT
- For those who want to understand programming logic and start a career as a Java developer
- For those who plan to continue their studies at the Java Basic level

What will be the outcome?

- Understanding the basics of Java programming
- Own console application in the portfolio
- Skills in IntelliJ IDEA
- Basic understanding of OOP and code structuring
- Readiness for further education or internship

Career prospects

After the course you will be able to:

- Continue your studies at the Java Basic level
- Participate in hackathons, educational or volunteer projects
- Get your first experience of teamwork with code
- Start your journey in the following areas: Back-end, Automation QA, Android

Course bonuses

- Mentor support and homework help
- Test interview after course completion
- Consultation on preparing a resume
- Access to the ITLEO student community