Preliminaries

1. Send me an email (eambrosio@elcamino.edu). The email should include your name (in case the address doesn't) and a brief description of your programming experience. I need to receive this within the first week in order to keep you in the class. If I don't have an email address for you by the end of the first week, you may be dropped from the course.

2. Learning to program in Java (or any language) requires you to learn how to read and talk about programming in general. You have to know what someone means when they say "class" or "method" or "data type." You can't understand the handouts or notes without knowing the jargon. Go to the Java online tutorial and familiarize yourself with the resources and start learning the meaning of new words.

3. Install Java (JDK1.7.x is currently in the GCC Lab) and a Java development environment, such as NetBeans or Eclipse, on your home or work computer and learn how to edit, compile, and run a simple Java program such as "Hello World" (code appears below). You do not have to send me this program. Do tell me if you have problems making this work, as you won't be able to progress in the course without a working compiler.

    // HelloWorld.java
    public class HelloWorld {
        public static void main( String args [] ) {
            System.out.println( "Hello world" );
        }
    }