

Getting Started with Java - Beginner's Guide

This course covers the fundamental aspects of core Java programming and provides a structured path for beginners to learn and practice Java programming.

BEGINNER

29 LESSONS

2H 10MIN TOTAL

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WHAT YOU'LL LEARN

- Understand Java syntax, variables, data types, and core programming constructs
- Write conditional logic and loops to control program flow
- Build classes and objects using object-oriented programming principles like inheritance, polymorphism, and encapsulation
- Work with interfaces, abstract classes, and access modifiers
- Handle errors using exceptions and manage data with the Java Collections Framework

PREREQUISITES

- A computer running Windows, macOS, or Linux
- Java Development Kit (JDK) installed on your machine
- An IDE such as IntelliJ IDEA, Eclipse, or VS Code (recommended but optional)
- No prior programming experience required

OVERVIEW

Java is a high-level, versatile, object-oriented, and platform-independent programming language. Known for its "Write Once, Run Anywhere" philosophy, Java allows developers to create applications that can run on any device with a Java Virtual Machine (JVM).

Java is used in various domains, from web development to mobile applications and enterprise-level systems, making it one of the most popular programming languages in the industry.

This course covers the fundamental aspects of Core Java programming and provides a structured path for beginners to learn and practice Java programming.

By the end of this course, you'll be able to write your own Java programs, solve simple coding challenges, and begin your journey towards more advanced topics in programming.

COURSE CURRICULUM

01	Introduction to Java	2 min	OPEN
02	Overview of Java Syntax and Comments	2 min	OPEN
03	Introduction to Java Variables and Types	5 min	OPEN
04	Operators in Java		UPCOMING

05	Type Casting and Conversion in Java	UPCOMING
06	Working with Methods in Java	3 min OPEN
07	Working with Java Arrays	3 min OPEN
08	Decision Making in Java using Ifs, Else Ifs, Switch	9 min OPEN
09	Loops in Java for, while and do-while	7 min OPEN
10	Reading User Input in Java Using Scanner	UPCOMING
11	Strings in Java	UPCOMING
12	Classes and Objects in Java	5 min OPEN
13	Static Variables, Methods, and Class	5 min OPEN
14	Working with Packages in Java	2 min OPEN
15	Encapsulation in Java	4 min OPEN
16	Access Modifiers in Java	6 min OPEN
17	Enums in Java	4 min OPEN
18	Interfaces in Java	3 min OPEN
19	Abstract Classes in Java	2 min OPEN
20	Inheritance in Java	6 min OPEN
21	this and super Keywords in Java	UPCOMING
22	Java Polymorphism - Method Overloading, Method Overriding	7 min OPEN
23	Wrapper Classes and Autoboxing in Java	UPCOMING
24	Exceptions Handling in Java	7 min OPEN
25	Working with Java Collections	23 min OPEN
26	Working With File System and IO in Java	8 min OPEN
27	Working with Date, Time in Java	4 min OPEN
28	Perform Math Operations in Java	6 min OPEN
29	Regular Expressions in Java	6 min OPEN

INSTRUCTOR



Nilanchala Panigrahy

Software Architect based in London with 19+ years of experience designing and scaling mission-critical backend systems. Nilanchala has worked on large-scale enterprise platforms, led digital transformation initiatives, and guided teams through complex system design decisions where reliability, security, and maintainability actually matter. Beyond architecture, he's passionate about mentorship — helping developers bridge the gap between writing clean code and designing robust systems.

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