

Module 0 Overview

Getting Started

Setting up your class environment, your first program.

Learning Objectives

After completing this lesson, you will be able to:

1. Declare the environment variables needed for your Java development environment.
2. Create, compile, and execute a simple Java program

[Slides](#)

Activities

The following Java files contain incomplete classes. Download, complete, and compile them. Note that for the last four, you must change ".txt" to ".java."

The method of download depends on your browser. Try right-clicking the file name and selecting "Save As."

1. [project1.java](#)
2. [project2.txt](#)
3. [project3.txt](#)
4. [project4.txt](#)
5. [project5.txt](#)

Sample Code

1. [HelloWorld.java](#)