- o Make students proficient in the Java type system
- o Introduce threads and thread safety
- Software Engineering:
  - o Introduce a GUI toolkit, including basic widgets and the event handling mechanism
  - o Introduce basic software engineering concepts and tools

## 0 & 8.'\*!N\*#.\$,\$2!=8)4&6\*'!00N=P!

bL)#!\$'((.\$\$5'=!()<L=.\2)#!)5!\[2\$!()'&\$.U!\$\\'A.#\\$!\$[)'=A!J.!0J=.!\\),!

- 44!7.\$2Z#!
  - o "#%.&L&.%!0#A!L&)A'(.!bB6!(=0\$\$!A20Z&0<\$!0#A!bB6!\$.R'.#(.!A20Z&0<\$!
  - o 7.Y.=)L!\$2<L=.!'\$.!(0\$.\$U!L.&5)&<!#)'#]Y.&J!0#0=K\$2\$U!2#%.&L&.%!0#A!L&)A'(.!M`M!(0&A\$!
  - o SLL&)L&20%.=K!\$.=.(\%!0\#A!0LL=K!?.K!A.\\$2Z\#!L0\\%.\&\#\\$!2\#!\\\[.!()\\#\\&\'(\\2)\\#!)5!0!\\$)5\%10\&.!0LL=2(0\\2)\\#!
  - o W.!0J=.!%)!5=1!0!\$K\$%.<0%2(!44!A.\$2Z#!<.%[)A)=)ZK!
- X0Y0!=0#Z'0Z.!
  - o M&.0%.!0!(=0\$\$![2.&0&([K!2#Y)=Y2#Z!.\_2\$%2#Z!0#A!#.1!2#%.&50(.\$!0#A!(=0\$\$.\$U!2#(='A2#Z!2##.&!(=0\$\$.\$)!
  - o 7.\$2Z#U!2<L=.<.#\\U!\\.\$\\U!\\A!A.J'Z!L\&)Z\&0<\$!2\#!0\#!)J/.(\\])\&2.\#\\.A!=0\#Z'0Z.\\!2\#Y)=Y2\#Z!\\[.!\\(\&.0\\)2)\#!)5!0\\!=.0\\$\\!PF!(=0\\$\.\\$!0\#\.\&50(.\\$!
  - o b\$.!Z.#.&2(!\KL.\\$\!\&.5=.(\\2)\#\!\0\#A!=0<\JA0!.\_L\&.\\$\2)\#\\$!

^&OA.!!	I)2#%\$!	I.&(.#%0Z.!
S!L='\$!	HOF!%)!PFFF!	HO!%)!PFF f!
S!	HEF!%)!HQH!	HE!%)!HQ f!
S!<2#'\$!	HFF!%)!H9H!	HF!\()!H9 f