| no of | | | scope |
|-------|--------|-------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| hours | form | block | |
| 3 | remote | Java Developer - introduction | - Introduction to Java: Brief history, language assumptions, basic concepts - Working environment: keyboard shortcuts f.e. sout, psvm - Data types - Operators - Conditional statements - Loops - OOP basics |
| | Temote | | - Data types, variables, constants, operators, casting |
| 35 | remote | Java - Fundamentals | String class - Conditional statements, visibility - Loops - Arrays - OOP (class, object, state, behaviour) - Fields, methods, constructors, packages, imports - varargs - Date, Time - Regular expressions - Static fields, methods and classes |
| | | | - Basic CLI commands - GIT Commands: init, add, commit, branch, merge |
| 0 | video | Git | - Remote repositories: clone, push, pull - Tools to choose from: CLI and/or IntelliJ IDEA |
| 21 | remote | Java - Fundamentals: Coding | - Exercises based on theory from Java - Fundamentals - Exercises for GIT |
| 35 | remote | Java - Advanced Features | - OOP: inheritance, composition, polymorphism, encapsulation, abstraction - Abstract classes and methods, Interfaces, Inner Classes, Anonymous Classes - Enumerations - Exceptions - Generic Types - Collections - Annotations, Reflection - IO, NIO - Concurrent and Parallel programming: Thread, Runnable, Callable, Executors, Atomic, synchronized, immutability, volatile - Functional programming: Optional, Lambda Expressions |
| 33 | remote | Java - Advanced Features: | - Exercises for Java - Advanced Features - Extending block: Java - Fundamentals: Coding |
| 21 | remote | Coding | - Exercises in groups with using git, f.e. Gitflow |
| | video | Design Patterns & Good Practices | - Software Craftsmanship Manifesto - best practices, e.g. S.O.L.I.D., KISS, DRY, YAGNI, Demeter's Law, Clean Code - explanation of what patterns are; division and types of patterns, - discussion of GoF patterns - examples of selected patterns (e.g. Singleton, Factory Method, Builder, Decorator, Command, Strategy, Template Method) |
| 14 | remote | Software Testing | introduction to software testing features of good tests (e.g. FIRST principle) JUnit: test structure, lifecycle methods, assertions, custom assertions (business assertions) library of matchers (AssertJ) introduction to TDD parameterized tests exception testing |
| | | | - Working in pairs - Creating simple CRUD app using Hibernate - CLI interface - (Optional) Interface in Java FX - Unit testing have to be in place - Use GIT |
| 21 | remote | Practical Project | - Trainer should have some examples |
| | video | Introduction to HTTP | - Basics of HTTP - video, TCP/IP, DNS, URL, URI - Commands, Status Codes, Headers, Forwarding - Tools: curl, wget, ping, telnet, ssh, wireshark, postman, http live headers - Request, Response - REST, HATEOAS |

| 14 | remote | HTML, CSS, JavaScript | - Basics of HTML and CSS - Basics of JavaScript - (Optional) JQuery - (Optional) Bootstrap |
|-----|--------|-----------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 21 | remote | Frontend Technologies: Angular | - Basics of Angular - Architecture - Lifecycle - Basics of Node.js and Angular CLI - Modules: @angular/core, @angular/forms, @angular/router - TypeScript - Application parts: modules, components, templates, directives, services, pipes - Routing |
| 14 | remote | Databases - SQL | - relationships - databases and tables; creation and design - data types, indexes, constraints - SQL language (CRUD operations) - transactions and ACID (basics) - subqueries, queries with joins (INNER, OUTER, LEFT, RIGHT) - ORDER BY, LIMIT - GROUP BY, HAVING |
| 49 | remote | Spring | - presenting the features of frameworks based on Spring; framework vs library - Spring basics - Spring Core - Spring MVC (with JSP or Thymeleaf) - Spring Boot - Spring Data (with discussion of JPA basics: Hibernate) - Spring Security - introduction to Webservices - Integration with Angular or React - Unit and integration testing of applications (including mocking) |
| 0 | video | Agile & Scrum | - Agile Manifesto - Scrum vs Kanban - Agile vs Waterfall - Extreme Programming |
| 42 | remote | Final Project | - Creating a web project, e.g. Todo List, Twitter, Chat, Forum, Rental service, clinic - recommended to work in groups of 4 people - working in Scrum, code review - practical use of the knowledge and skills acquired during the course - technology: Spring / Spring Boot - (optional) integration with Angular, React or vue.js - (optional) deploy the project on a server or the cloud - at the end of the class each group demonstrates the project |
| 290 | | | |