

# Tags

Browse guides by tag. Click any tag to see all related guides.

## # A1b

- [Day 1 - Introduction to Unit Testing](#)
- [Day 3 - Object Equality](#)

## # a1a

- [Checkstyle Rules Reference](#)
- [Environment Setup](#)
- [Git Version Control](#)
- [Guides](#)
- [IDE Basics](#)
- [Instructions](#)
- [IntelliJ Inspections Reference](#)
- [Interface Contracts](#)
- [Java Packages](#)
- [Linters and Code Quality](#)
- [Logging](#)

## # a1b

- [Git Version Control](#)
- [Guides](#)
- [Instructions](#)
- [Interface Contracts](#)
- [Introduction to Unit Testing](#)
- [Test-Driven Development](#)
- [The equals and hashCode Contract](#)

- [Writing JUnit 5 Tests](#)

## # a1c

- [BigDecimal and BigInteger](#)
- [Defensive Programming](#)
- [Git Branching and Pull Requests](#)
- [Guides](#)
- [Implementing equals, hashCode, and toString](#)
- [Inheritance Hierarchies](#)
- [Instructions](#)
- [Sealed Types and Records](#)

## # a2

- [Comparable and Comparator](#)
- [Creating Custom Maps](#)
- [Exploring the Road Rage Codebase](#)
- [Guides](#)
- [Instructions](#)
- [Java Enums](#)
- [Polymorphism](#)
- [Testing Complex Logic](#)

## # a3

- [Adding Event Handlers](#)
- [Building Menus with JMenuBar](#)
- [Custom Painting with Java 2D](#)
- [Event-Driven Programming](#)
- [Guides](#)
- [Handling Mouse Events](#)
- [Instructions](#)
- [Introduction to Lambda Expressions](#)

- [Swing API Basics](#)
- [Swing Layout Managers](#)

#### # advanced

- [Exploring the Road Rage Codebase](#)

#### # assignment

- [Instructions](#)
- [Instructions](#)
- [Instructions](#)
- [Instructions](#)
- [Instructions](#)
- [Overview](#)
- [Requirements](#)
- [Requirements](#)
- [Requirements](#)
- [Requirements](#)

#### # defensive-coding

- [Defensive Programming](#)
- [Interface Contracts](#)

#### # design-patterns

- [Exploring the Road Rage Codebase](#)
- [Introduction to Design Patterns](#)
- [Model-View-Controller \(MVC\)](#)
- [The Observer Pattern](#)
- [The Strategy Pattern](#)

#### # events

- [Adding Event Handlers](#)
- [Animation with javax.swing.Timer](#)
- [Event-Driven Programming](#)
- [Handling Key Events](#)
- [Handling Mouse Events](#)
- [Introduction to Lambda Expressions](#)
- [The Observer Pattern](#)

### # **group-project**

- [Animation with javax.swing.Timer](#)
- [Building Menus with JMenuBar](#)
- [Custom Painting with Java 2D](#)
- [Guides](#)
- [Guides](#)
- [Guides](#)
- [Guides](#)
- [Handling Key Events](#)
- [Introduction to Design Patterns](#)
- [Model-View-Controller \(MVC\)](#)
- [Overview](#)
- [Requirements](#)
- [Requirements](#)
- [Requirements](#)
- [Requirements](#)
- [The Observer Pattern](#)
- [The Strategy Pattern](#)

### # **gui**

- [Adding Event Handlers](#)
- [Animation with javax.swing.Timer](#)
- [Building Menus with JMenuBar](#)
- [Custom Painting with Java 2D](#)

- Event-Driven Programming
- Handling Key Events
- Handling Mouse Events
- Model-View-Controller (MVC)
- Swing API Basics
- Swing Layout Managers
- The Observer Pattern

### # java-fundamentals

- BigDecimal and BigInteger
- Comparable and Comparator
- Defensive Programming
- Implementing equals, hashCode, and toString
- Inheritance Hierarchies
- Interface Contracts
- Introduction to Lambda Expressions
- Java Enums
- Java Packages
- Logging
- Sealed Types and Records
- Swing API Basics
- Swing Layout Managers
- The equals and hashCode Contract

### # lectures

- Day 1 - A2 Introduction & Abstract Classes
- Day 1 - Course Introduction
- Day 1 - Event-Driven Programming & ActionListeners
- Day 1 - Introduction to Unit Testing
- Day 1 - Memory Model Continued
- Day 2 - A1c Introduction & Object Methods
- Day 2 - Inheritance & Static vs Dynamic Binding

- Day 2 - JUnit Testing Syntax
- Day 2 - Lambda Expressions & Mouse Listeners
- Day 2 - Linting Tools
- Day 2 - Memory Model Deep Dive
- Day 2 - Observer Design Pattern
- Day 2 - Sprint 1 & Introduction to 2D Graphics
- Day 2 - Sprint Zero & Layout Managers
- Day 3 - Animation & Swing Timer
- Day 3 - BigDecimal & Testing Equals
- Day 3 - Comparable, Comparator & Event-Driven Programming
- Day 3 - Memory Model
- Day 3 - Object Equality
- Day 3 - Observer Pattern Implementation & MVC
- Day 3 - Test 1 Review, Test 2 Preview & Group Project

#### # oop

- Comparable and Comparator
- Implementing equals, hashCode, and toString
- Inheritance Hierarchies
- Interface Contracts
- Polymorphism

#### # optional

- Exploring the Road Rage Codebase

#### # testing

- Day 1 - Introduction to Unit Testing
- Day 3 - Object Equality
- Introduction to Unit Testing
- Test-Driven Development
- Testing Complex Logic

- [The equals and hashCode Contract](#)
- [Writing JUnit 5 Tests](#)

#### # tooling

- [Checkstyle Rules Reference](#)
- [Environment Setup](#)
- [Git Branching and Pull Requests](#)
- [Git Version Control](#)
- [IDE Basics](#)
- [IntelliJ Inspections Reference](#)
- [Linters and Code Quality](#)

#### # week-1

- [Day 1 - Course Introduction](#)
- [Day 2 - Linting Tools](#)
- [Day 3 - Memory Model](#)

#### # week-2

- [Day 1 - Introduction to Unit Testing](#)
- [Day 2 - JUnit Testing Syntax](#)
- [Day 3 - Object Equality](#)

#### # week-3

- [Day 2 - A1c Introduction & Object Methods](#)
- [Day 3 - BigDecimal & Testing Equals](#)

#### # week-4

- [Day 1 - A2 Introduction & Abstract Classes](#)
- [Day 2 - Memory Model Deep Dive](#)

#### # week-5

- Day 1 - Memory Model Continued
- Day 2 - Inheritance & Static vs Dynamic Binding
- Day 3 - Comparable, Comparator & Event-Driven Programming

#### # week-6

- Day 1 - Event-Driven Programming & ActionListeners
- Day 2 - Lambda Expressions & Mouse Listeners
- Day 3 - Test 1 Review, Test 2 Preview & Group Project

#### # week-7

- Day 2 - Sprint Zero & Layout Managers

#### # week-8

- Day 2 - Sprint 1 & Introduction to 2D Graphics
- Day 3 - Animation & Swing Timer

#### # week-9

- Day 2 - Observer Design Pattern
- Day 3 - Observer Pattern Implementation & MVC