

Instructions for Students – Learn Java Step by Step

Before You Start

1. Make sure **Java (JDK)** and **BlueJ** are installed.
2. Open BlueJ → create a **new project**.
3. Inside the project → create a **new class**.
4. Delete everything and write your code.
5. Click **Compile** → Right-click class → choose **void main(String[] args)** → Click **OK** → See output.

☞ Remember: If any error comes, **don't worry**. Errors are normal. Read the red message, fix it, and try again.

Weekly Learning Path

Week 1 – Your First Programs

- Day 1: Write `Hello, Java!` and run it.
 - Day 2: Program 1 (Print your name).
 - Day 3: Program 2 (Print Bio-Data).
 - Day 4: Change the details to your own name, father's name, etc.
 - Day 5: Write **Hello Java + Bio-Data** without looking at the notebook.
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Week 2 – Learn Arithmetic

- Day 1: Program 3 (Add two numbers).
 - Day 2: Program 4 (Subtract two numbers).
 - Day 3: Program 5 (Multiply two numbers).
 - Day 4: Program 6 and 7 (Divide and Remainder).
 - Day 5: Try all operators together in one program.
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Week 3 – Working with Numbers

- Day 1: Program 8 (Double a number).
- Day 2: Program 9 (Square of a number).
- Day 3: Program 10 (Cube of a number).
- Day 4: Program 11 (Swap two numbers).
- Day 5: Try to find double, square, and cube of **your roll number**.

Week 4 – Area and Perimeter

- Day 1: Program 12 (Area of rectangle).
 - Day 2: Program 13 (Area of square).
 - Day 3: Program 14 (Area of circle).
 - Day 4: Program 15 and 16 (Perimeter).
 - Day 5: Try 2–3 questions with your own values.
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Week 5 – Small Applications

- Day 1: Program 17 (Simple Interest).
 - Day 2: Program 18 (Average of three numbers).
 - Day 3: Change values and practice.
 - Day 4: Try word problems (Example: SI of ₹5000, rate 6%, time 2 years).
 - Day 5: Create your own “Math Helper Program”.
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Week 6 – Decision Making with If

- Day 1: Program 19 (Largest of two numbers).
 - Day 2: Program 20 (Even or Odd).
 - Day 3: Change values and check again.
 - Day 4: Extra task → check if number is positive or negative.
 - Day 5: Write a small program using both arithmetic and `if` condition.
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✓ Important Rules for You

1. **Type the program by yourself** (do not just copy–paste).
 2. **Change the numbers** and see how the output changes.
 3. **Write the program in notebook first**, then type it in BlueJ.
 4. Don't get scared by errors → even teachers get errors!
 5. Every Friday, **revise all programs** of that week without looking.
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☞ If you follow these steps for 6 weeks, you will be able to write **basic Java programs on your own**.