# Unit 1: Intro to Java

Content Area: **Business**
Course(s): **Generic Course**
Time Period: **Semester 1 & 2**
Length: **4 weeks**
Status: **Published**

## Standards

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|---|---|
| TECH.8.2.12.E | Computational Thinking: Programming: Computational thinking builds and enhances problem solving, allowing students to move beyond using knowledge to creating knowledge. |
| TECH.8.2.12.E.2 | Analyze the relationships between internal and external computer components. |
| TECH.8.2.12.E.4 | Use appropriate terms in conversation (e.g., troubleshooting, peripherals, diagnostic software, GUI, abstraction, variables, data types and conditional statements). |
| TECH.8.2.12.E.CS1 | Computational thinking and computer programming as tools used in design and engineering. |

## Enduring Understanding

Variables are used to store and access both primitive data and objects in order to perform different tasks in a computer program.

An object represents an instance of a class, while a class is a blueprint which define the variables and methods for an object.

## Essential Questions

What are objects and primitive data?

How do you create and use objects?

## Knowledge and Skills

- Introduce the Java programming language
- Describe the steps involved in program compilation and execution
- Declare and use variables and constants
- Perform mathematical operations
- Use both println and print methods
- Get user input using objects of the Scanner class

## Transfer Goals

Students will be able to explain how various types of data are stored and accessed by computer programs.

Deconstructing a problem into components allows you to tackle complicated tasks.

## Resources

Repl.it Teams for Education

Teacher created Computer Science Google site

CSAwesome

CodingBat