

Adventure Program	New concepts	Lecture	Exercise
Adventure 0	print, println		
Adventure 1	Date, Integer, String instance private variables Keyboard class keyboard.in.readString() keyboard.in.pause() keyboard.in.readInteger()	8	3
Adventure 2	constructor instance private methods use <i>this</i>	10	4
Adventure 3	subclasses public methods	12	4,5
Adventure 4	private static final RandomInt	13	7
Adventure 5	if else condition Math.min Math object	14	6
Adventure 6	switch case statement	15	
Adventure 7	while loop	16	8
Adventure 8	Vector for loop if -else if -else	17	8,9