Java SE 9, Part 6 of 14: Swing and Flash Card Application

Meet the expert: Paulo Dichone graduated from Whitworth University with a B.S in Computer Science in 2009 and has worked building Android and iOS mobiles apps as well as web applications. Since 2014 he's been an online instructor teaching over 40,000 students from 170 countries in how to program Java and build Android Applications.

Prerequisites: This course is for beginners and programmers with experience alike.

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Course description: Welcome to the Java 9 Master course. whether you've programmed before or never had programming experience, by the end of this series you'll be able to write sophisticated real world java applications. This course covers how to start using the graphical user interface in java. it covers Swing and proceeds to use Swing to make a flashcard Application to show all the features.

Course outline:

Flashcard App Step 1 and 2
• Introduction
• Flash Card App Part 1
• Flash Card App Part 2
• Summary

Flash Card App Step 3 and 4
• Introduction
• Flash Card App Part 3
• Flash Card App Part 4
• Summary

Flash Card Wrap up
• Introduction
• Flash Card App Part 5
• Flash Card App Final
• Summary