**UML (Domain & Design Class Diagrams)**

<http://en.wikipedia.org/wiki/Domain_model> - wiki’s explenation af the domain model

<http://en.wikipedia.org/wiki/Domain_model> - wiki’s explenation of DCD (Design class diagram)

<http://www.comptechdoc.org/independent/uml/begin/umldcd.html> - short explanation of DCD

<http://www.youtube.com/watch?v=RRXe1omEGWQ&feature=&p=4E08798322773406&index=0&playnext=1> - UML introduction and toturial videos. Look at the extra links in the buttom, for more videos concerning special topic like the class diagrams etc.

**Control structures (if/else-statements, while, do-while, for, switch)**

<http://www.learn-java-tutorial.com/Comparisons-And-Control.cfm> - contains Operator-descriptions, description of various control structures and some exercises

<http://www.fluffycat.com/Java/Control-Structures/> - control structure tutorials (short explenation)

<http://www.fluffycat.com/Java/Control-Structures/> - control structure examples

**Arrays**

<http://download.oracle.com/javase/tutorial/java/nutsandbolts/arrays.html> - Array tutorial

<http://www.youtube.com/watch?v=0MIyqDtDs_M> - Java video tutorial explaining arrays.

**Collections**

<http://www.javamex.com/tutorials/collections/> - what is a collection? Contains explenation of collection types; list, set and maps

<http://tutorials.jenkov.com/java-collections/index.html> - collection tutorials. What is it? What can it do? Description of various collection and a short introduction the the subject.

**Graphical User Interface (GUI)**

<http://www.javabeginner.com/java-swing/java-swing-tutorial> - Description of Swing. What is it? Contains links to various Gui-components like JFrame, JPanel & JLabel.

<http://www.youtube.com/watch?v=jUdIAgJ7JKo> - video: how to create a GUI. This shows how to hardcode a JFrame with some components.

**Exceptions**

<http://www.javabeginner.com/java-swing/java-swing-tutorial> - short description of exceptions and some exercises.

**Files**

### <http://download.oracle.com/javase/tutorial/essential/io/> - I/O tutorial. Can be a bit confusing. Best way to understand this, is to read it from the top. Concentrate on [I/O Streams](http://download.oracle.com/javase/tutorial/essential/io/streams.html) section. Ignore the [File I/O (Featuring NIO.2)](http://download.oracle.com/javase/tutorial/essential/io/fileio.html) part.

### <http://download.oracle.com/javase/tutorial/essential/io/file.html> - Reading. Writing and creating files. Part of a larger toturial, but titel is very ’catchy’ for the subject.

**Design patterns – GRASP**

<http://en.wikipedia.org/wiki/GRASP_%28object-oriented_design%29> - Wiki’s description of the GRASP design patterns

**Inheritance**

<http://download.oracle.com/javase/tutorial/java/IandI/subclasses.html> - what is enharitance and examples.

**Polymorphi**

<http://download.oracle.com/javase/tutorial/java/IandI/polymorphism.html> - continues from the inheritance tutorial. What is Polimorphi. Includes examples.

**Interfaces**

<http://download.oracle.com/javase/tutorial/java/concepts/interface.html> - interface description. Short example.

**Test**

<http://en.wikipedia.org/wiki/White-box_testing> - white box testing. What is it? Wiki’s description.

<http://en.wikipedia.org/wiki/Black-box_testing> - black box testing. What is it? Wiki’s description.

<http://code.google.com/p/t2framework/wiki/JUnitQuickTutorial> - Junit. The tool for testing in java. Description and how it works.

### Thank you to Mikkel who has compiled this list.

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