

## Forum:[Hack Forums](#)

Thread: [What are some great ways to practice and learn Java?](#)

**DrakkarLevi** - September 7, 2014, 9:06 pm

I'm in my 3rd semester of Java and the course title is Data Structures. I've been studying my textbooks and I kind of understand some of the terminology, but I don't REALLY understand anything. In all 3 of my semesters in computer science, I've never really had an easy time solving the homework problems or writing a program to get the assigned output.

Before taking this, I thought computer science would be mostly like math, which is to study through the textbook and do some practice problems until you get the hang of it. However, at least for me, it isn't exactly the same with computer science. I study the chapter, but then I don't even know what to practice!

What I'm also worried about is if I belong in my Data Structures class knowing that I'm so behind. I have difficulty understanding and answering problems like "Implement a method replace for the ADT list that returns the replaced object. Do this for each of the three classes described in this chapter." And even though I've read the chapter I still ask myself "what on earth is an ADT list?"

What can I do to get on level with the rest of my class and what is the most effective and reliable way to practice Java aside from studying from the book?

**krozz** - September 7, 2014, 9:09 pm

What I've been doing is copying down definitions to a composition book and watching YouTube videos. It seems to work for me. I also write down some code in my composition book and write down what that bit of code does.

**??????M1kep??????** - September 7, 2014, 10:16 pm

(Sep 7, 2014 09:06 PM)awric Wrote: [\[CITE\]](#) I'm in my 3rd semester of Java and the course title is Data Structures. I've been studying my textbooks and I kind of understand some of the terminology, but I don't REALLY understand anything. In all 3 of my semesters in computer science, I've never really had an easy time solving the homework problems or writing a program to get the assigned output.

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I'm personally self-taught so I don't really know how exactly the classroom setting works but usually if I have a question like that then I use Google. Being a programmer is partially knowing how to use Google correctly.

[http://en.wikipedia.org/wiki/List\\_\(abstract\\_data\\_type\)](http://en.wikipedia.org/wiki/List_(abstract_data_type))

**White Hat** - September 7, 2014, 11:13 pm

Read, watch videos, look up stuff. It's my 3rd day learning and my work is in a thread I made here, I love it. It get easier as I get learn more.

Whenever you're provided with something new. Let's say today you learn about arrays. Try to build something with that and what you've previously learned.

**Rolex?** - September 11, 2014, 8:39 am

Like everyone has said read watch videos all that but remember to practice actually code something. When I first started coding Android I made tons of stupid apps that barely worked just so I can keep the code in my brain and practice.

**-Base-** - September 11, 2014, 5:26 pm

What book us it that you use for your class? Usually the professor will go in order with the book

**Shut d0wn** - September 11, 2014, 6:52 pm

The best way i feel like is youtube. i've used youtube and alot of questions. there are alot of free services like <http://www.codecademy.com/> they have lessons and they tell you to do something and you gotta do it. also if you type in youtube and write "harvard programming" great videos and will make you beyond the average programmer

**charlie94** - September 11, 2014, 7:31 pm

Youtube has a lot of cool videos and my book for my Java class: Java For Everyone is really helpful and has a lot of basic things in it. You could try that text book if you wanted otherwise just start writing programs and use Google a crap ton! Stackoverflow is a really good site that usually answers a lot of questions.

**milkywayz** - September 11, 2014, 9:32 pm

The greatest way in my opinion is to find a game written in java that has support for extensions.

Extend that game how you chose. Start off easy, work your way up.

You decide what you want to add, and figure out how to get it done.

This is how I learned. Writing plugins for Bukkit.

Every other method for me has not worked. You read through everything and don't retain it without implementing it and making mistakes with it. You must have a project that you actually care about and have a use for.

**Aur3xis** - September 11, 2014, 11:58 pm

Experience! Experience is power! practice your self! Download sources, write your own programs. Read code! That's my way i enjoy and learn java ;)

**Aussie** - September 23, 2014, 10:17 pm

I learned the basics of Java, then I fooled around with games and I learned OOP that way. Ever since then, I've been reading books and googling to learn.