Chap. 1:
- The basic components of a computer and what's the basic function of each part;
- How to write a simple Java program that prints out "hello world" and run it;
- The general process of developing a Java program (.java -> .class, executed in JVM)

Chap2:
- The basic parts of a Java program;
- Primitive data types and how to use them define variables (also how to declare a constant variable) and the rule for naming variables;
- Arithmetic Operators (combined operators, +=, -=, and so on) ;
- Statements;
- Comments;
- Misc.:
    1. print, println
    2. String class
    3. Escape sequences (start with '\',   know what '\n' means)
    4. Scanner class (read the input from the keyboard)

Chap. 3 Conditional Structures
- What is if statement for?
- What if the if-body contains multiple statements? ({.. })
- Can you draw the flow chart of an if-else statement?
- Nested if-statements;
- What are the relational operators? How to use them to represent a boolean expression?
- What are the logical operators? What do they mean?
- Switch statement;
- Misc.:
    1. String format method;
    2. String compare method;

Chap. 4 Loops
- Three kinds of loops: do-while, while-do, for
- Can you draw the flow chart for three kinds of loops?
- What do '++' and '- -'mean?
- Avoid infinite loops
- Misc.:
    1. PrinterWriter for writing data to a file
    2. Scanner for reading data from a file

Chap 5 Methods
- How to define a method?
- Be able to describe the process of function call
- Types of the parameters and return data;
- What are local variables? and their lifetime?