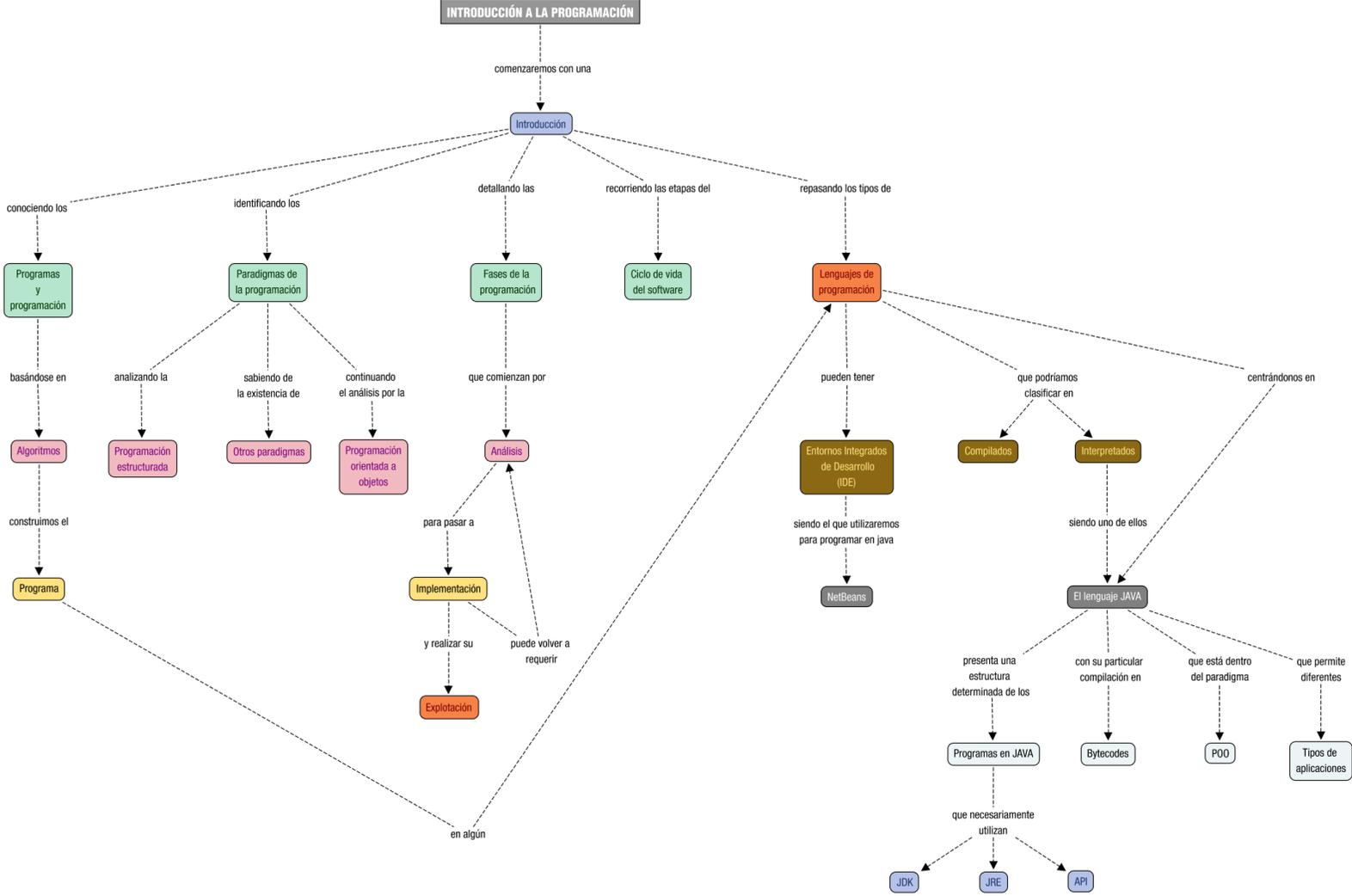
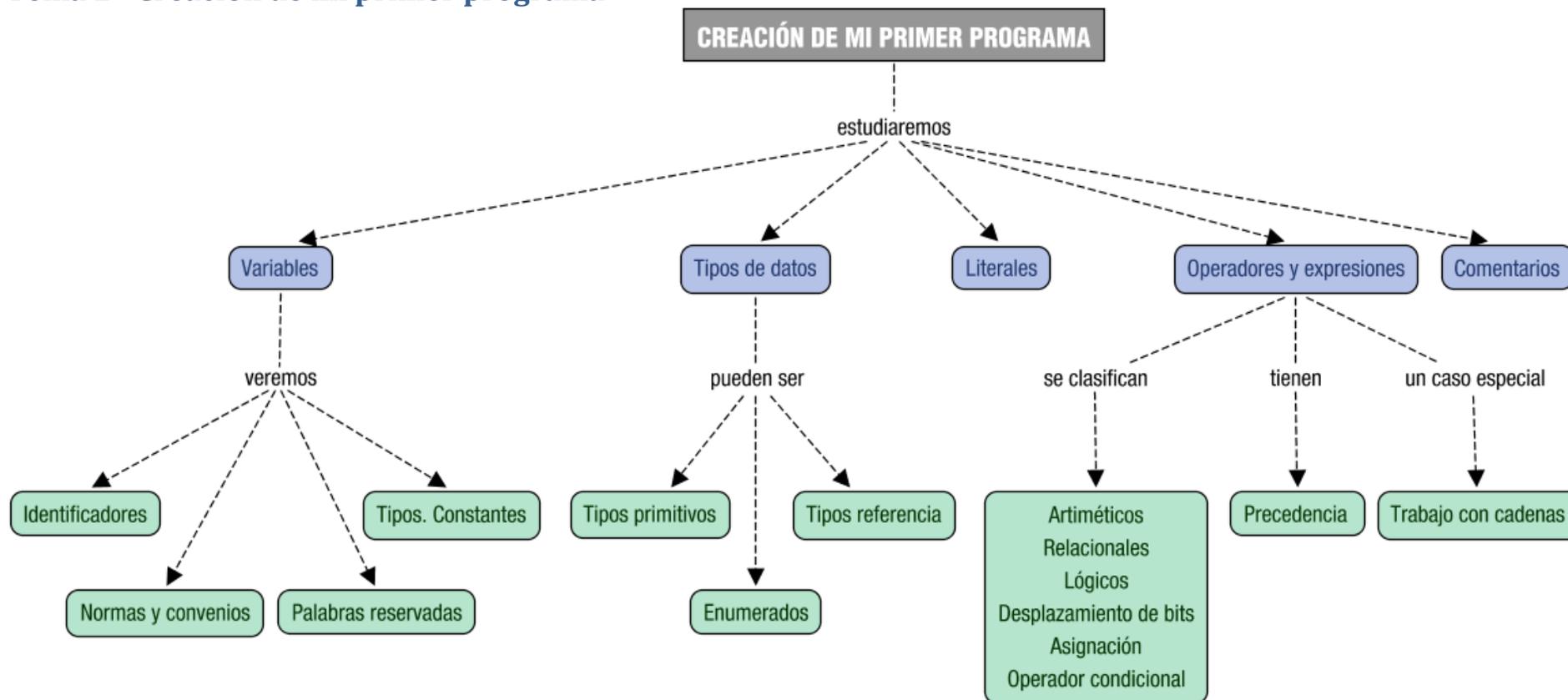


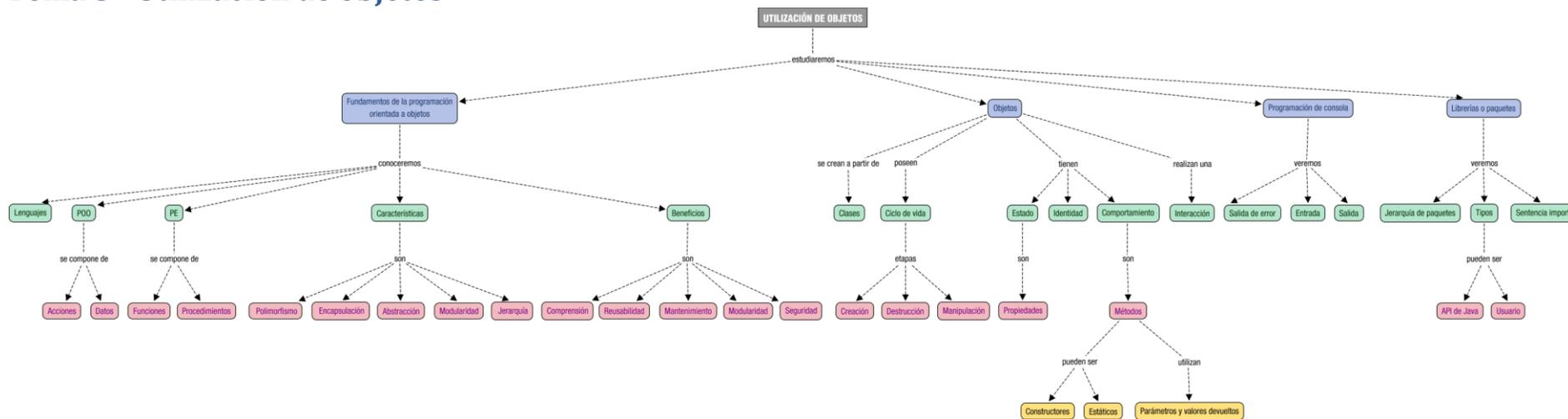
Tema 1 - Introducción a la programación



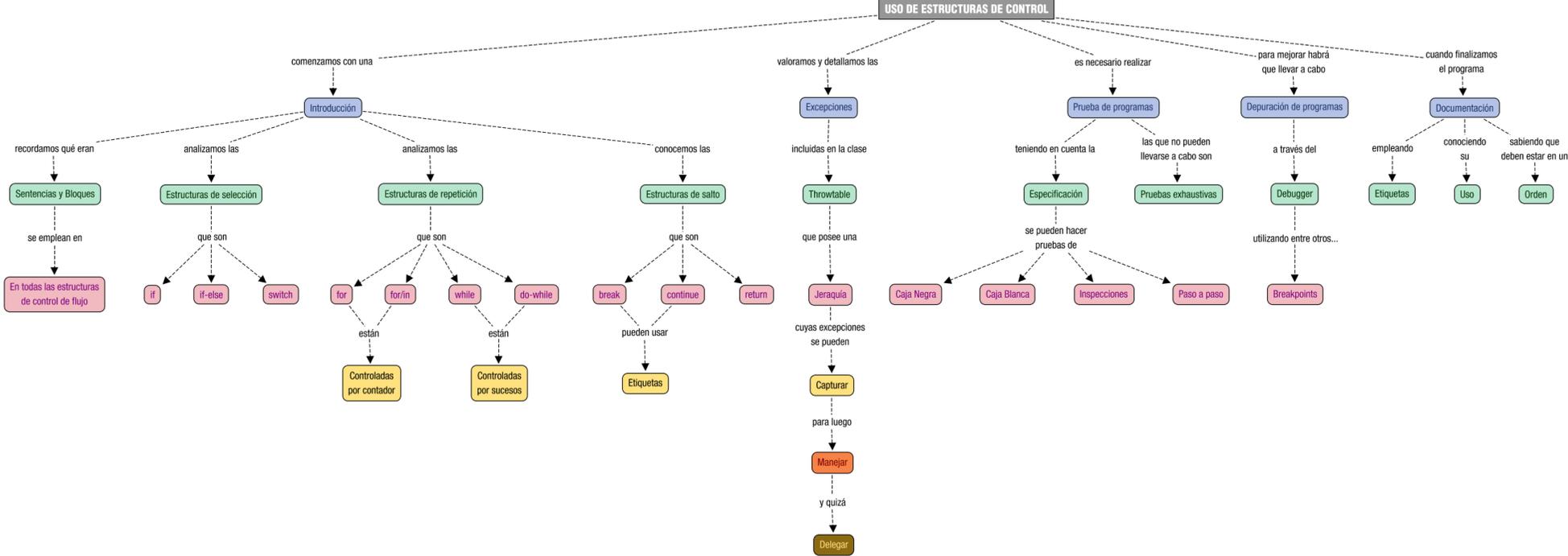
Tema 2 - Creación de mi primer programa



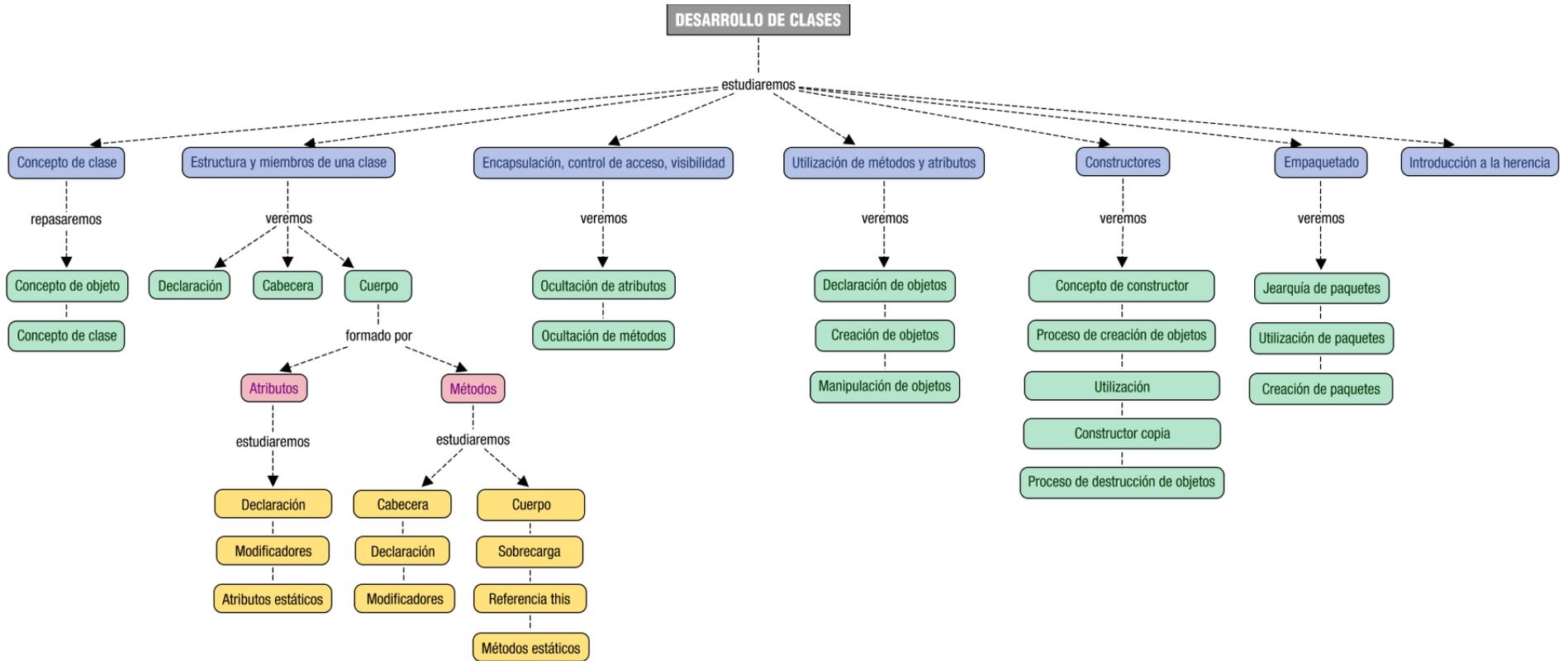
Tema 3 - Utilización de objetos



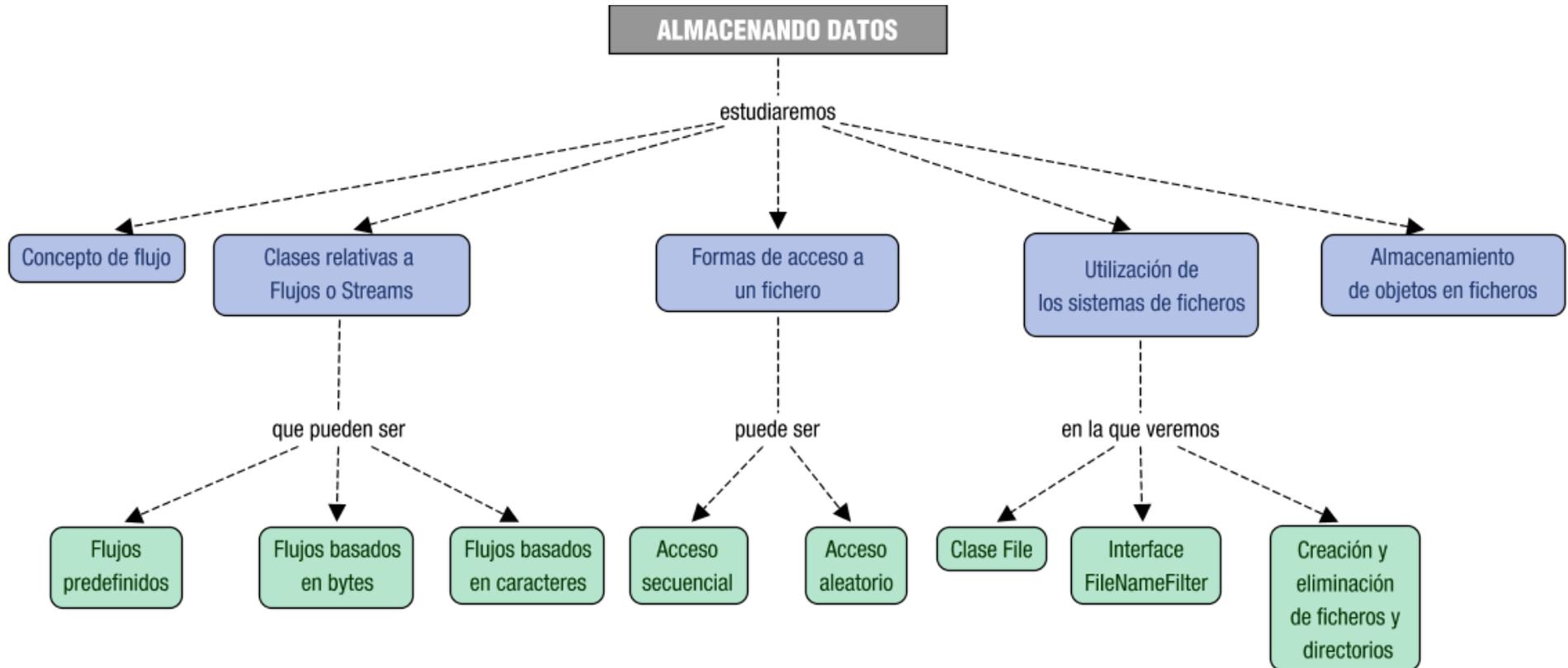
Tema 4 - Uso de estructuras de control



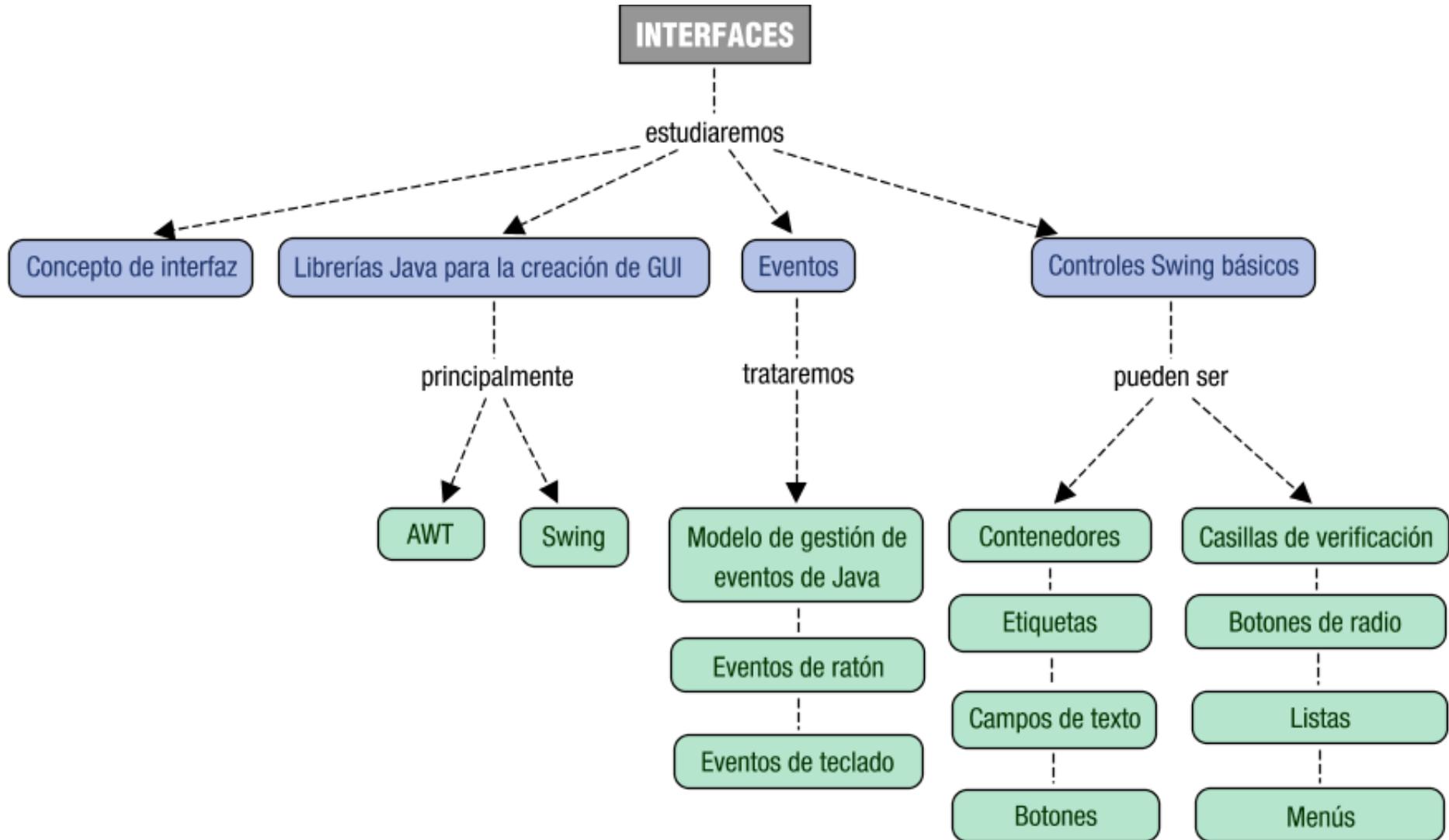
Tema 5 - Desarrollo de clases



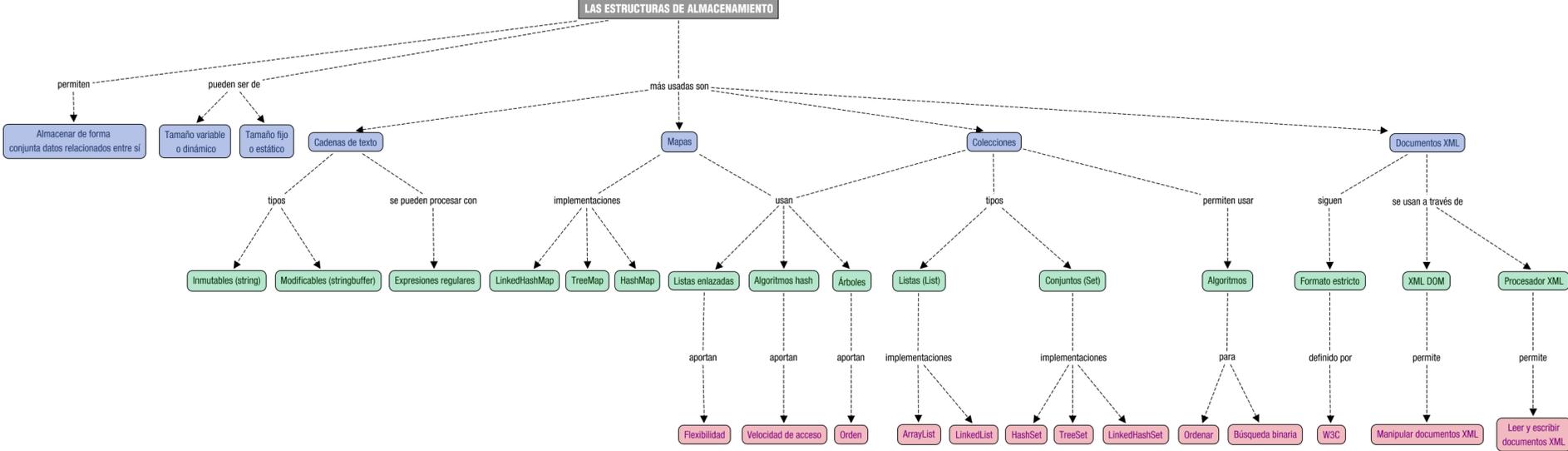
Tema 6 - Almacenando datos



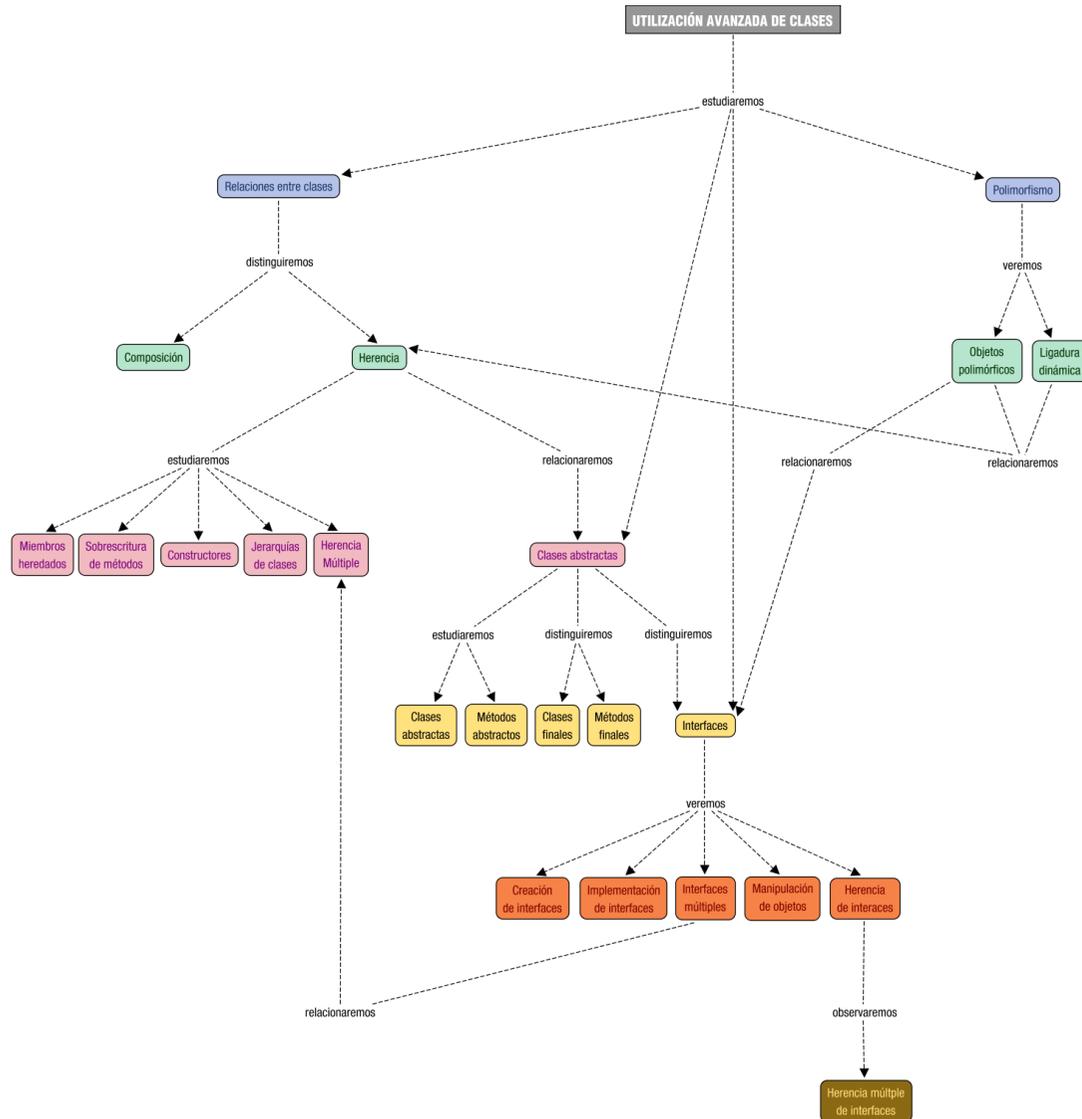
Tema 7 - Interfaces



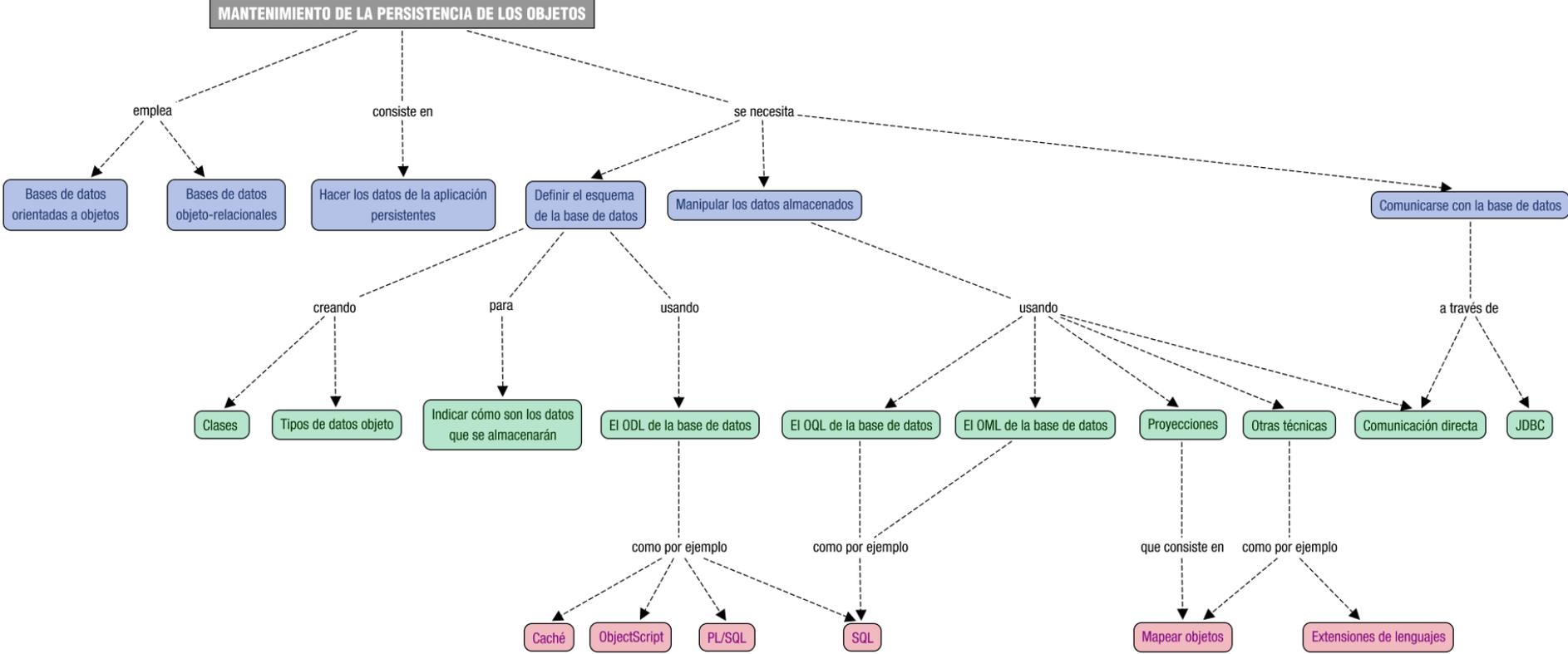
Tema 8 - Las estructuras de almacenamiento



Tema 9 - Utilización avanzada de clases



Tema 10 - Mantenimiento de la persistencia de los objetos



Tema 11 - Gestión de bases de datos relacionales

