**ASSIGNMENT 3**

**Q1. What is programming language?**

**Ans.** A programming language is a system of notation for writing computer programs.  Most programming languages are text-based formal languages, but they may also be graphical. They are a kind of computer language.

The description of a programming language is usually split into the two components of syntax (form) and semantics (meaning), which are usually defined by a formal language.

**Q2. Why do we need a programming language?**

**Ans.** Programming Language is important in our daily life to enhance and increase the power of computers, mobile solutions, and the internet. There are numerous examples you may come to know when you are going to learn a programming language. The actual power of the language is when the right programmer uses it with the right features to solve a problem or for any other specific purpose.

**Q3. What are features of java?**

**Ans.** 1. Simple

2. Object oriented

3. Portable

4. Platform Independent

5. Secured

6. Robust

7. Architecture neutral

8. Interpreted

9. High performance

10. Multithreaded

11. Distributed

12. Dynamic

**Q4. What is an object?**

**Ans.** An entity that has state and behavior is known as an object e.g., chair, bike, marker, pen, table, car, etc. It can be physical or logical (tangible and intangible). The example of an intangible object is the banking system.

**Q5. What is a class?**

**Ans.** A class is a group of objects which have common properties. It is a template or blueprint from which objects are created. It is a logical entity. It can't be physical. A class in Java can contain:

* Fields
* Methods
* Constructors
* Blocks
* Nested class and interface

**Q6. Explain about main() method in java?**

**Ans.** It is a default signature which is predefined in the JVM. It is called by JVM to execute a program line by line and end the execution after completion of this method. We can also overload the main() method. String args[]: The main() method also accepts some data from the user.