

\*\* JVM Compiler : (improve the performance of Java program at runtime)  
 JVM (Java Virtual Machine) is a part of the Java execution engine.  
 Internally JVM uses an interpreter, which executes bytecode line by line during execution phase.  
 To overcome this limitation, JVM uses JIT Compiler.  
 Note: JIT compiler is a part of Java Virtual Machine.  
 Since the JVM has same methods or instructions that are executed frequently (called hotspots),  
 instead of running same method again and again, JIT compiler compiles these hotspots  
 Execution of hotspots, JIT Compiler collects precise these native machine code to run for fast  
 execution.



\* A variable is a **name given for the memory location**.  
 Example:  
 int a = 10;  
 int b = 20;  
 a = a + b;  
 \* It can hold **same/increasing value** within the range.

#### Variable

Value

Change

\* A variable can change its value during the execution of the program.

Example: a = 10; b = 20; c = a + b; Variable ?

\* All successive variable can hold **only one value at a time** and it stored in the memory in **random memory locations**.

\* Another drawback is, it is unable to reuse since the execution of the program is completed.

\* So we have to **allocate new memory** from the memory, in order to free up memory we should **free the variable**.

Ques: What is the type of a variable?

It defines the type of data that a variable can store.

Ex: int a; Here int memory occupies in A.

A) Integer B) Boolean C) String D) Double E) None

C) Operations what kind of operations can be performed (e.g., addition for numbers).

Ques: How many data types are there?

1) Primitive Data types

2) Reference Data types

**Primitive Data Type**

```

graph TD
    PD[Primitive Data Type] --> I[Integer]
    PD --> B[Boolean]
    PD --> F[Float]
    PD --> D[Double]
    PD --> L[Long]
    PD --> C[Character]
    PD --> S[String]
    PD --> B1[Byte]
    PD --> B2[Short]
    PD --> B3[Int]
    PD --> B4[Long]
  
```

Note: There are total 8 primitive data types in Java, among them 8 DATA TYPES & DATA

TYPE ONE REPRESENTS NUMBER & TYPE TWO REPRESENTS STRING & DATA

Memory Layout: **Stack & Heap**

Stack: Local variables, temporary variables, parameters, local references, etc.

Heap: Global variables, static variables, static references, etc.

The language where data type is compulsory before initiation of a variable are called **statically typed languages**.

Ex: C, C++, C#, Java, Python, etc.

Dynamic typed language:

The language where data type is not compulsory, it is optional to initialize the variable are called **Dynamic typed language**.

In dynamic typed language we can provide all different kinds of values to the variable during the execution of the program.

Ex: JavaScript, VBScript, VBA, etc.

Memory Layout: **Stack & Heap**

Comments are used to enhance the readability of the code. It is ignored by the Compiler.

Ex: Java, we have 3 types of comments:

1) Single line comment

2) Multi-line comment

3) Document comment

Ques: Name of the project - Online Shopping

Project Name: Online Shopping

Project Date: 10th March 2018

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