

LANGUAGE ELEMENTS:

1)What is an application?

A class with the modifier public in front of it and containing a public method named main, is an application.

INTERACTIVE INPUT:

1. import java.util.Scanner means to import Scanner class located in the package java.util
2. System.in is a predefined object, which inputs single bytes. Sc (i.e, name of the Scanner object/instance of class Scanner) takes the bytes and converts them to a String.

OPERATORS AND SYMBOLS:

- Use of reserved words; There are 49 used and 2 unused keywords in Java. Eg: class, public, private, static, void, final, this, char, etc.
- + can be used for concatenation. = for assignment.
- . (dot) Operator used between instance of class and a class method; a message is sent to the method to apply itself to the class instance or object.
- new operator takes the class name (constructor) and returns an object of the class type.
- Instantiate means to get an instance of class, by the use of new operator.
- Final keyword is used for the declaration of a constant.

IDENTIFIER:

1. String : A class that is provided by Java that describes a sequence of characters.
2. print() : A void method that can be applied to object System.out; tells the object to write the expression that is in parenthesis on the screen.
3. println() : Same as print() except it writes in new line.
4. java.io : A package containing classes related to input and outputs.
5. System.in : A primitive/pre-existing object that represents the standard input window and used to input a single byte; is an argument to Scanner constructor.
6. nextLine : A value returning method that can be applied to an object of Scanner class; tells the object to input and return a line of text.