



# Introduction to Java

## Module-1



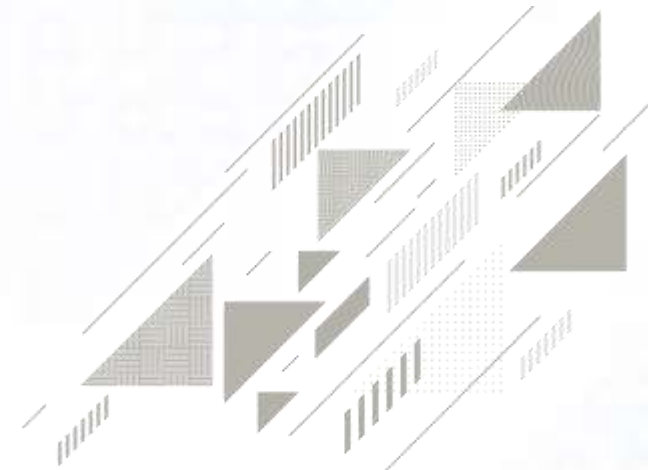
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## Outline

- ✓ Introduction to Java
- ✓ Features of Java
- ✓ Components of Java
  - JDK
  - JRE
  - JVM
- ✓ Data Types
- ✓ Variable



# 3 Billion

devices run Java—in your home, your car, and your office.



# 12 Million

Java developers worldwide.

# JAVA

- ▶ Java is a general-purpose computer-programming language that is open source, platform independent, object-oriented and specifically designed to have as few implementation dependencies as possible.
- ▶ Java was originally developed by **James Gosling** at Sun Microsystems and released in 1995.
- ▶ Java was initially named as Oak language and renamed to JAVA in 1995.

Current Version	Java SE 15 (as of feb-2021)
Version we will use	Java SE 11 (LTS)
Setup size	149 MB (Linux), 152 MB (Windows x64)
Download Link	<a href="https://www.oracle.com/in/java/technologies/javase-jdk11-downloads.html">https://www.oracle.com/in/java/technologies/javase-jdk11-downloads.html</a>
Official Website	<a href="https://java.com">https://java.com</a>
Integrated Development Environment (IDE)	<ol style="list-style-type: none"><li>1. Eclipse (going to use this IDE in later chapters)</li><li>2. NetBeans</li><li>3. IntelliJ IDEA Community Edition</li><li>4. BlueJ</li></ol>

# Features of JAVA



**Simple:** Java inherits C/C++ syntax and many object-oriented features of C++.



**Object Oriented:** “Everything is an object” paradigm, which possess some state, behavior and all the operations are performed using these objects.



**Robust:** Java has a strong memory management system. It helps in eliminating error as it checks the code during compile and runtime.



**Multithreaded:** Java supports multiple threads of execution, including a set of synchronization primitives. This makes programming with threads much easier.

# Features of JAVA (Cont.)



**Architectural Neutral:** Java is platform independent which means that any application written on one platform can be easily ported to another platform.



**Interpreted:** Java is compiled to bytecodes, which are interpreted by a Java run-time environment.



**High Performance:** Java achieves high performance through the use of bytecode which can be easily translated into native machine code. With the use of JIT (Just-In-Time) compilers, Java enables high performance.

# Features of JAVA (Cont.)



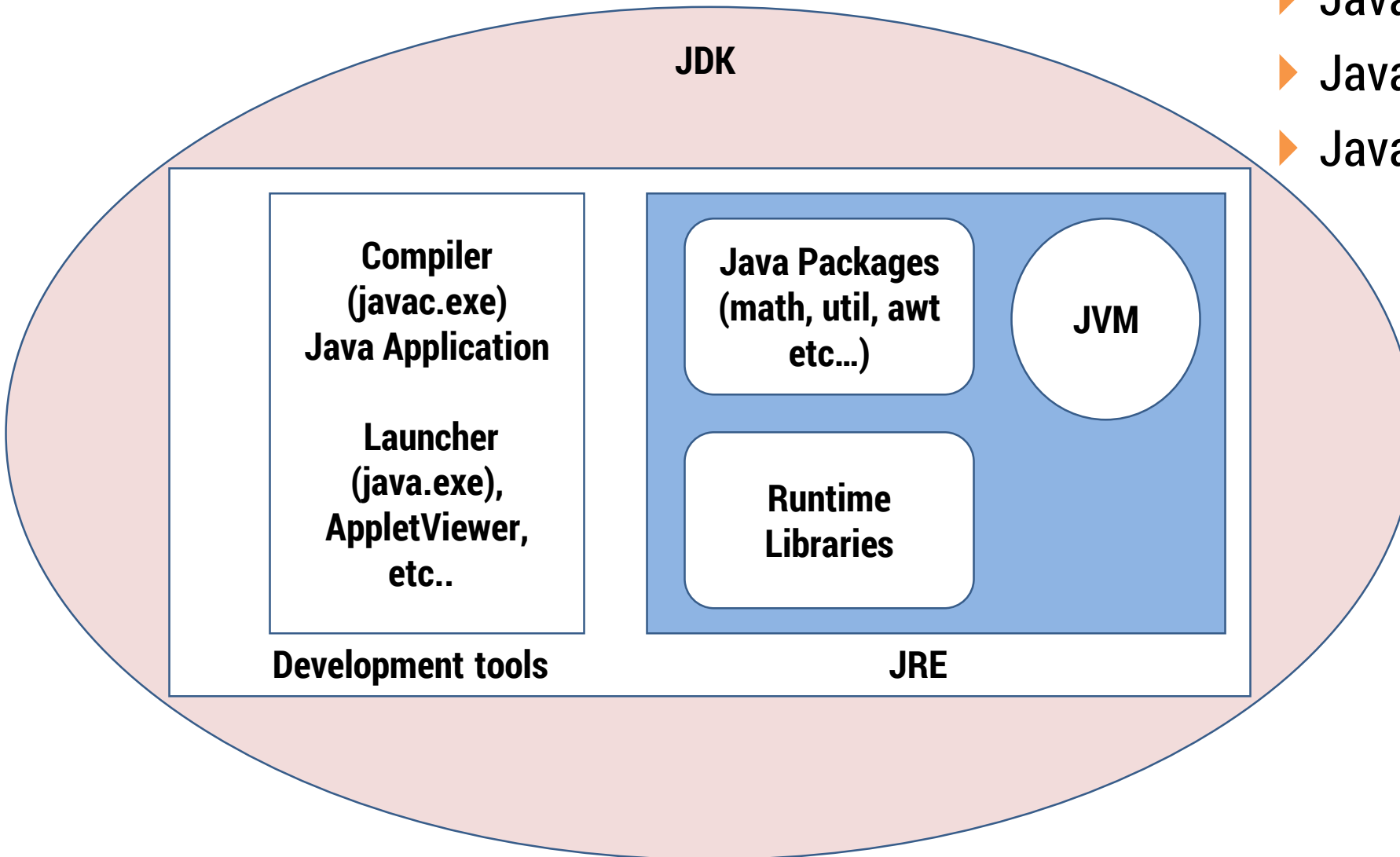
**Distributed:** Java provides a feature which helps to create distributed applications. Using Remote Method Invocation (RMI), a program can invoke a method of another program across a network and get the output. You can access files by calling the methods from any machine on the internet.



**Dynamic:** Java has ability to adapt to an evolving environment which supports dynamic memory allocation due to which memory wastage is reduced and performance of the application is increased.

# Components of Java

- ▶ Java Virtual Machine (JVM)
- ▶ Java Runtime Environment (JRE)
- ▶ Java Development Kit (JDK)





# Java Development Kit (JDK)

- ▶ JDK contains tools needed ,
  - To develop the Java programs and
  - JRE to run the programs.
- ▶ The tools include
  - compiler (javac.exe),
  - Java application launcher (java.exe),
  - Appletviewer, etc...
- ▶ Java application launcher (java.exe) opens a JRE, loads the class, and invokes its main method.

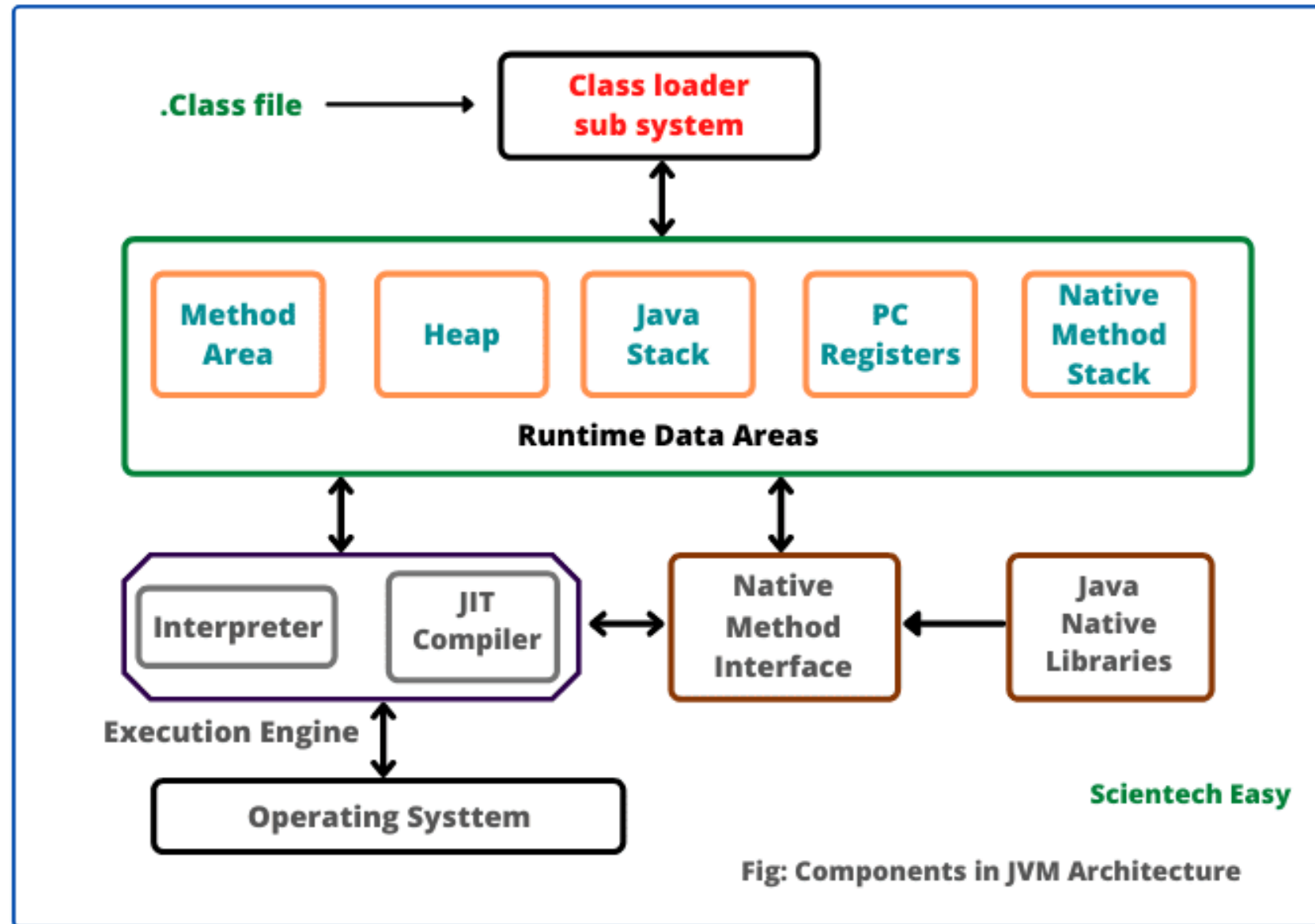
# Java Runtime Environment (JRE)

- ▶ The JRE is required to run java applications.
- ▶ It combines the Java Virtual Machine (JVM), platform core classes and supporting libraries.
- ▶ JRE is part of the Java Development Kit (JDK), but can be downloaded separately.
- ▶ It does not contain any development tools such as compiler, debugger, etc.

# Java Virtual Machine (JVM)

- ▶ JVM is a virtual machine that enables a computer to run Java programs as well as programs written in other languages and compiled to Java Bytecode.
- ▶ Bytecode is a highly optimized set of instructions designed to be executed by the Java Virtual Machine(JVM).
- ▶ Byte code is intermediate representation of java source code.
- ▶ Java compiler provides byte code by compiling Java Source Code.
- ▶ Extension for java class file or byte code is '.class', which is platform independent.
- ▶ JVM is virtual because , It provides a machine interface that does not depend on the operating system and machine hardware architecture.
- ▶ JVM interprets the byte code into the machine code.
- ▶ **JVM** itself is **platform dependent**, but **Java** is **Not**.

# Java Virtual Machine (JVM)



# Java Virtual Machine (JVM)

JVM contains the following main components that are as follows:

- Class loader sub system
- Runtime data areas
- Execution engine
- Native method interface
- Java native libraries
- Operating system

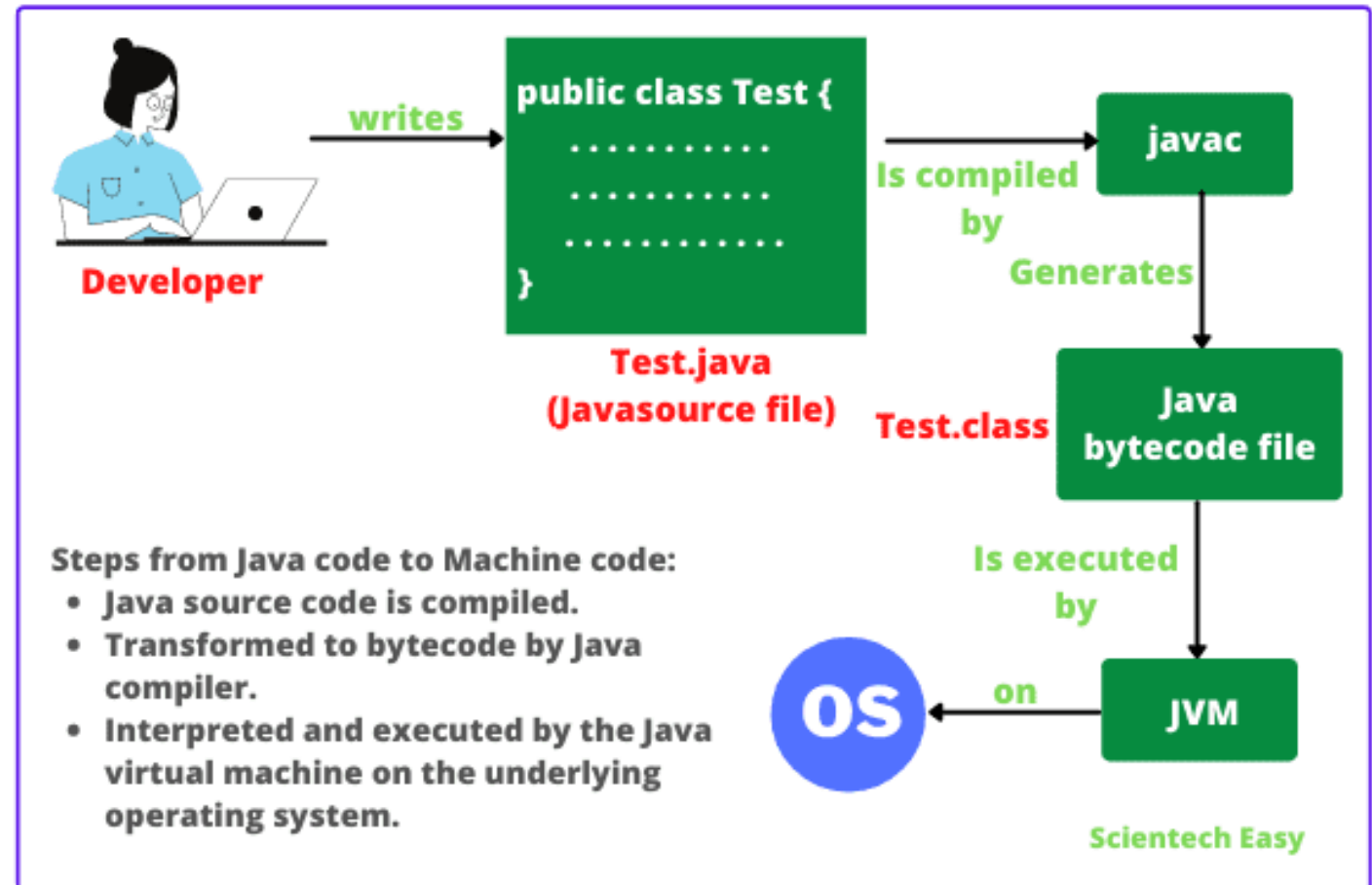
# Java Virtual Machine (JVM)

## How JVM works Internally?

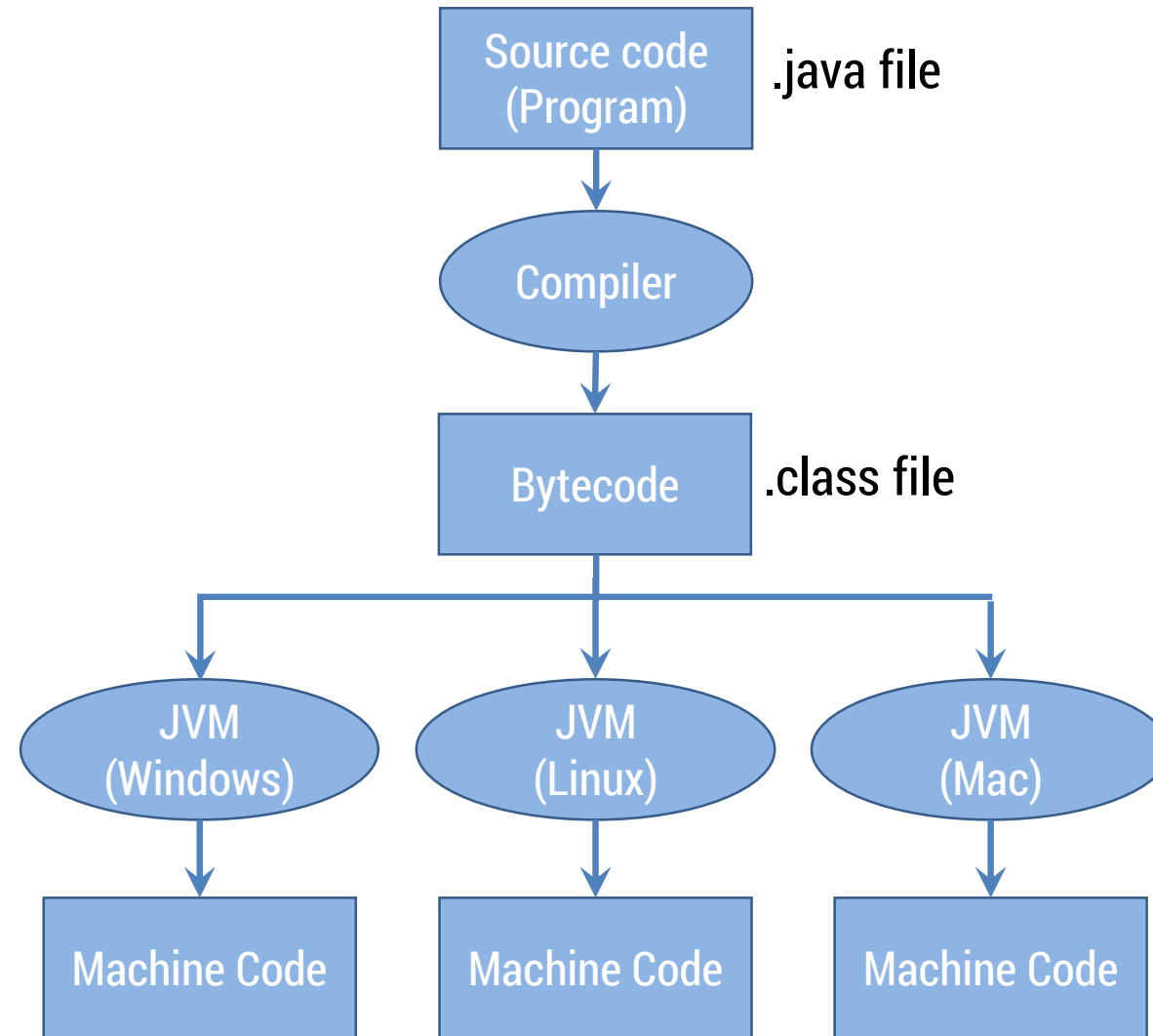
Java Virtual Machine performs the following operations for execution of the program.

They are as follows:

- Load the code into memory.
- Verifies the code.
- Executes the code
- Provides runtime environment.



# How Java become Platform Independent?



# Installing JDK


- ▶ Download JDK for Windows platform (.exe) from
  - ➔ <https://www.oracle.com/technetwork/java/javase/downloads/index.html>
- ▶ Install the executable of JDK
- ▶ Set the path variable of System variables by performing following steps
  - ➔ Go to "System Properties" (Right click This PC → Properties → Advanced System Settings)
  - ➔ Click on the "Environment variables" button under the "Advanced" tab
  - ➔ Then, select the "Path" variable in System variables and click on the "Edit" button
  - ➔ Click on the "New" button and add the path where Java is installed, followed by \bin. By default, Java is installed in C:\Program Files\Java\jdk-11.0.1 (If nothing else was specified when you installed it). In that case, You will have to add a new path with: C:\Program Files\Java\jdk-11.0.1\bin
  - ➔ Then, click "OK", and save the settings
  - ➔ At last, open Command Prompt (cmd.exe) and type java -version to see if Java is running on your machine




# Setting Path Variable

The image illustrates the steps to set a path variable in Windows:

1. In the Windows System window, click on **Advanced system settings** in the left sidebar.
2. In the **System Properties** dialog box, select the **Advanced** tab and click on **Environment Variables...**
3. In the **Edit environment variable** dialog box, click on **Edit...**
4. In the **Edit environment variable** dialog box, click on **New** to add a new path variable.



4



# Hello World Java Program

```
public class HelloWorld
```

```
{
```

```
    public static void main(String[] args)
```

```
    {
```

```
        System.out.println("Hello World");
```

```
    }
```

```
}
```

File must be saved as HelloWorld.java

Main method from where execution will start

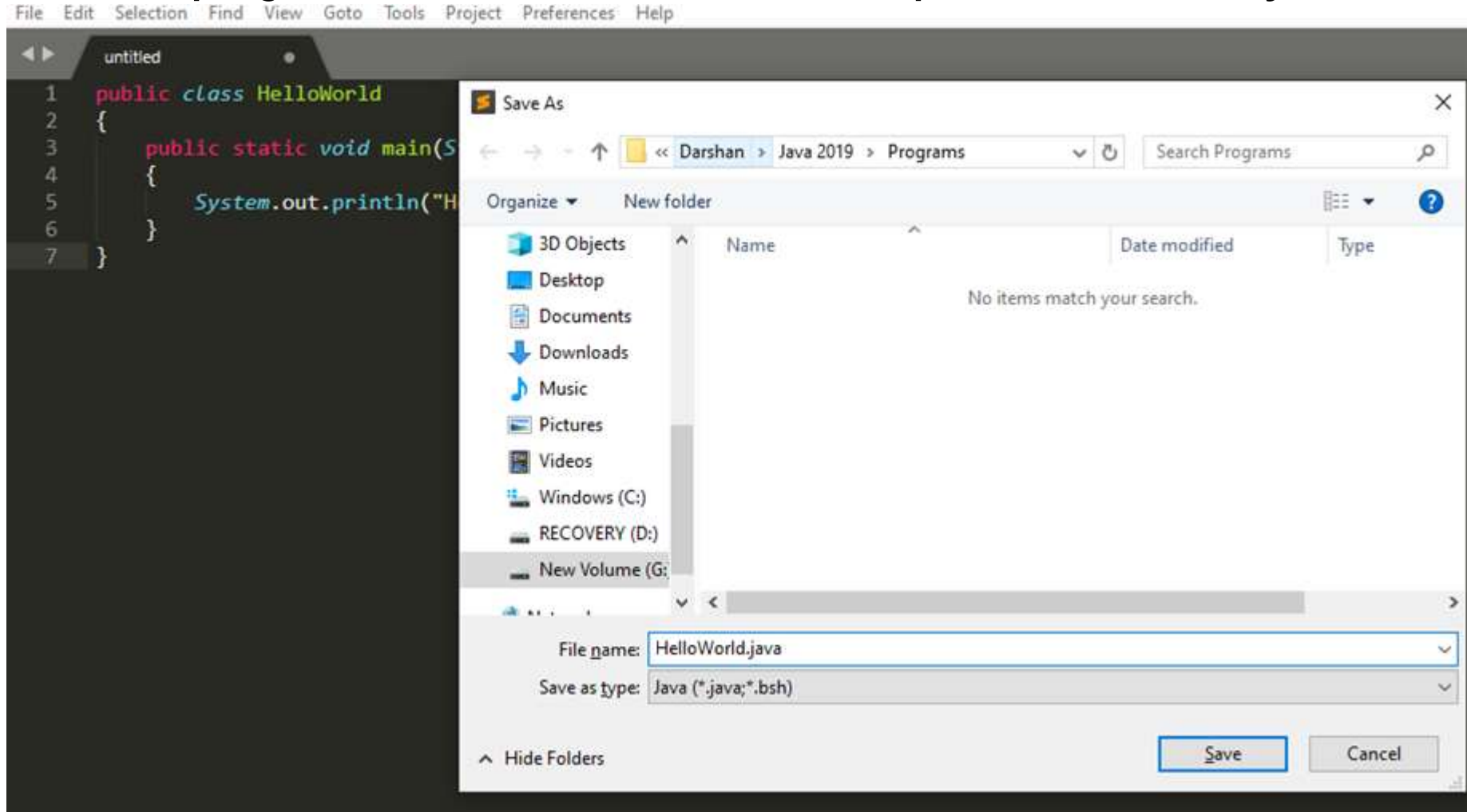
String must start with capital letter

System must start with capital letter

- ▶ We have to save this in HelloWorld.java file as it has public class named HelloWorld.
- ▶ String and System are inbuilt Java Classes.
- ▶ Classes in java are always written in Camel case.

# How to execute Java Program?

1. Save the program with the same name as the public class with **.java** extension .



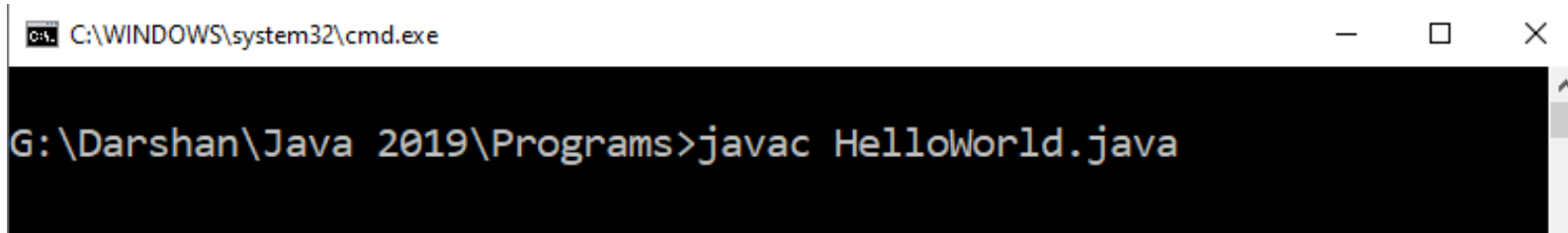
# How to execute Java Program?

2. Open command prompt (cmd) / terminal & navigate to desired directory / folder.



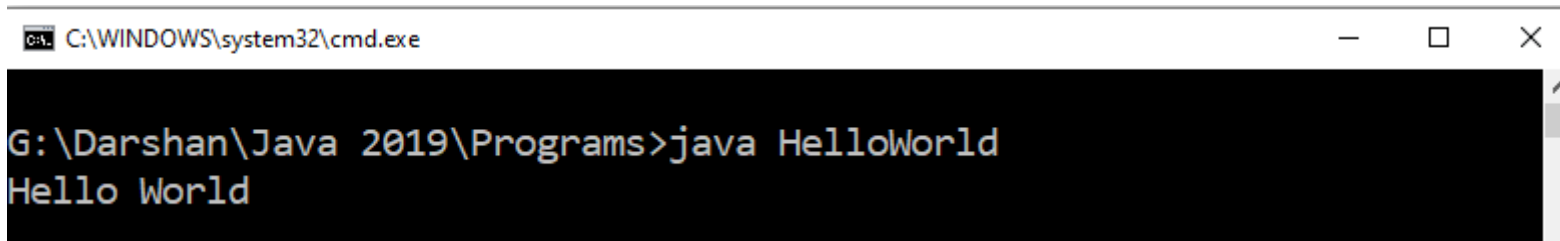
```
C:\WINDOWS\system32\cmd.exe
G:\Darshan\Java 2019\Programs>
```

3. Compile the ".java" file with **javac** command.



```
C:\WINDOWS\system32\cmd.exe
G:\Darshan\Java 2019\Programs>javac HelloWorld.java
```

4. Execute the ".class" file with **java** command without extension.

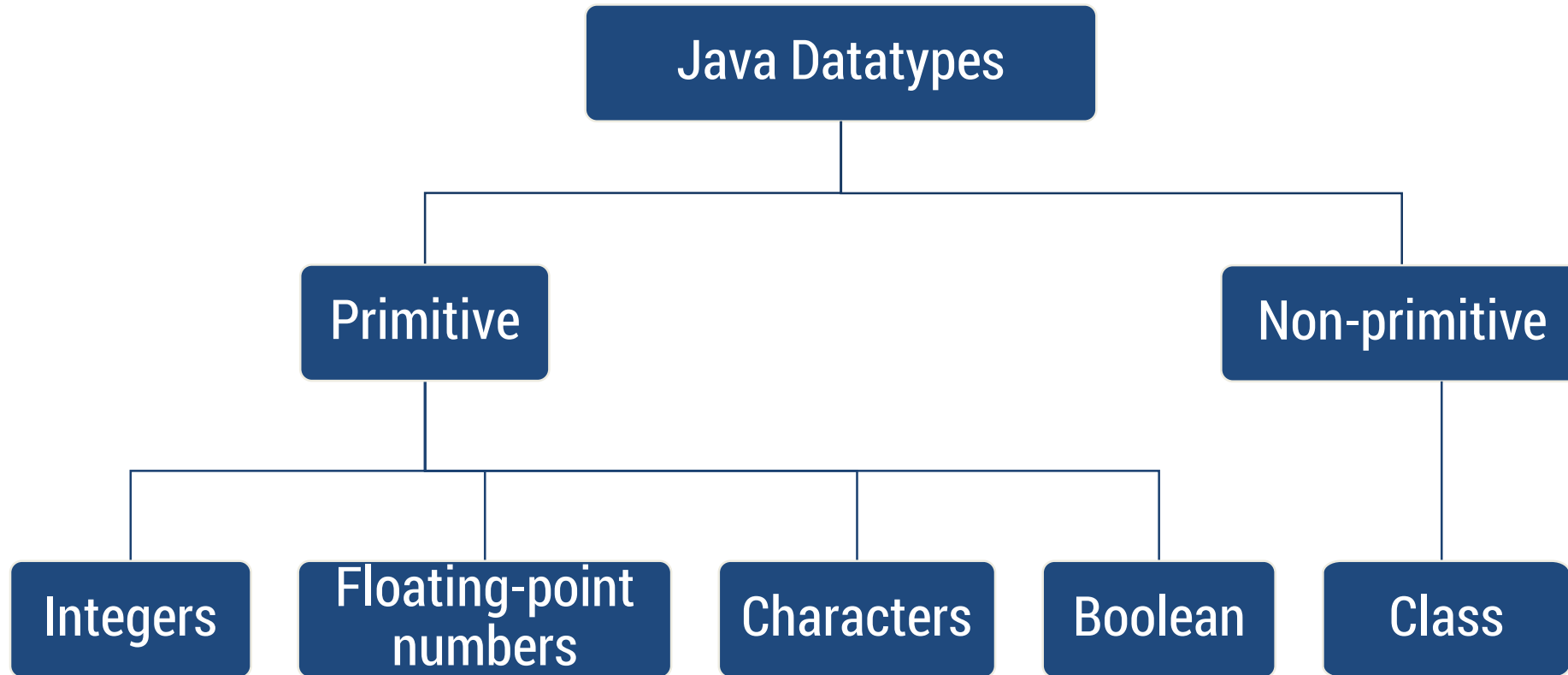


```
C:\WINDOWS\system32\cmd.exe
G:\Darshan\Java 2019\Programs>java HelloWorld
Hello World
```

# Identifiers

- ▶ They are used for class names, method names and variable names.
- ▶ An identifier may be any descriptive sequence of
  - uppercase(A...Z) and lowercase(a..z) letters
  - Numbers(0..9)
  - Underscore(\_) and dollar-sign(\$) characters
- ▶ Examples for **valid** Identifiers,
  - AvgTemp
  - count
  - a4
  - \$test
  - this\_is\_ok
- ▶ Examples for **invalid** Identifiers,
  - 2count (Identifiers can not start with digit)
  - High-temp (Identifiers can not contain dash)
  - Ok/NotOK (Identifiers can not contains slash)

# Data Types



# Primitive Data Types

Data Type	Size	Range	Example
byte	1 Byte	-128 to 127	byte a = 10;
short	2 Bytes	-32,768 to 32,767	short a = 200;
int	4 Bytes	-2,147,483,648 to 2,147,483,647	int a = 50000;
long	8 Bytes	-9,223,372,036,854,775,808 to 9,223,372,036,854,775,807	long a = 20;
float	4 Bytes	1.4e-045 to 3.4e+038	float a = 10.2f;
double	8 Bytes	4.9e-324 to 1.8e+308	double a = 10.2;
char	2 Bytes	0 to 65536 (Stores ASCII of character)	char a = 'a';
boolean	Not defined	true or false	boolean a = true;

# Escape Sequences

- ▶ Escape sequences in general are used to signal an alternative interpretation of a series of characters.
- ▶ For example, if you want to put quotes within quotes you must use the escape sequence, `\`, on the interior quotes.

```
System.out.println("Good Morning \"World\"");
```

Escape Sequence	Description
<code>\'</code>	Single quote
<code>\"</code>	Double quote
<code>\\</code>	Backslash
<code>\r</code>	Carriage return
<code>\n</code>	New Line
<code>\t</code>	Tab



# Type Casting

- ▶ Assigning a value of one type to a variable of another type is known as Type Casting.
- ▶ In Java, type casting is classified into two types,
  - Widening/Automatic Type Casting (Implicit)



- Narrowing Type Casting(Explicitly done)



# Automatic Type Casting

- ▶ When one type of data is assigned to other type of variable , an *automatic type conversion* will take place if the following two conditions are satisfied:
  - The two types are compatible
  - The destination type is larger than the source type
- ▶ Such type of casting is called “*widening conversion*”.
- ▶ Example:  
int can always hold values of byte and short

```
public static void main(String[] args) {  
    byte b = 5;  
    // ✓ this is correct  
    int a = b;  
}
```

# Variables

When programming it is often necessary to store a value for use later on in the program.

A variable is a label given to a location in memory containing a value that can be accessed or changed.

Think of a variable as a box with a label that you can store information in.



# Variables

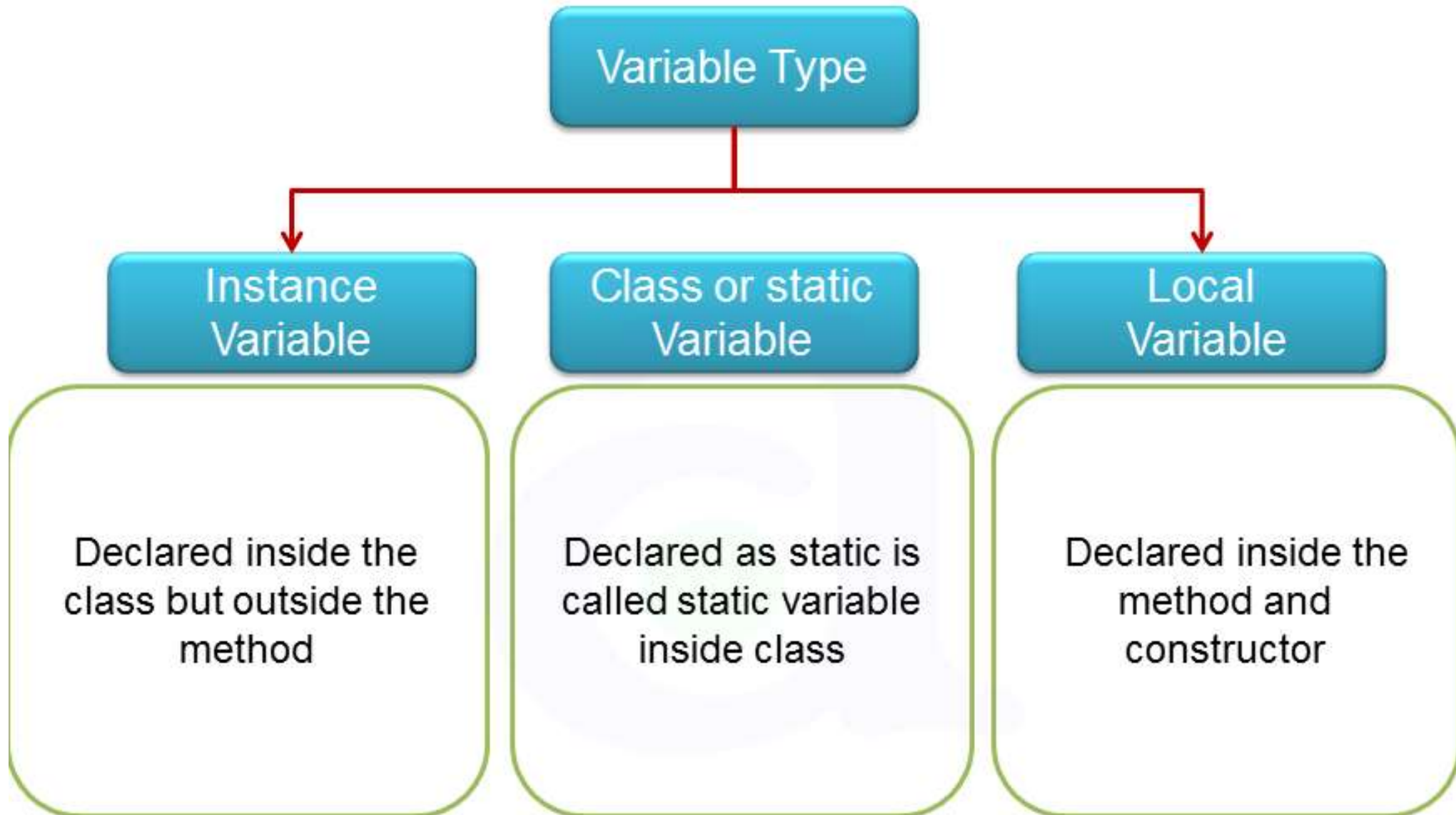
- ▶ **Variable** is an **identifier** which holds data or another one variable.
- ▶ It is an identifier whose **value** can be **changed** at the **execution time** of program.
- ▶ It is used to identify input data in a program.
- ▶ Declaration and Initialization

```
int age ; // declaration
```

```
int rollno=50; // Initialization
```

```
age = 20; // Assignment
```

# Variables



# Variables

## Local Variable

- ▶ A variable that is declared and used inside the body of methods, constructors, or blocks
- ▶ It must be assigned a value at the time of creating.
- ▶ No access modifiers/static can be used with local variables

```
public static void main(String[] args) {  
    int a = 5; // local variable  
    int b; // local variable must be initialized  
}
```

# Variables

## Instance Variable

- ▶ A variable that is declared inside the class but outside the body of methods, constructors, or blocks
- ▶ These variables are created and destroyed based on object.
- ▶ Access modifiers can be used with local variables

```
class AA {  
    int aa; // instance variable  
    public static void main(String[] args) {  
        int a = 5; // local variable  
    }  
}
```

# Variables

## Static/Class Variable

- ▶ **Static variables** are always declared inside the class but outside of any methods, constructors, or blocks.
- ▶ It will have common memory, where all the objects shares the same.

```
class AA {  
    int aa; // instance variable  
    static int bb; // static variable  
    public static void main(String[] args) {  
        int a = 5; // local variable  
    }  
}
```