



# Basics of Java



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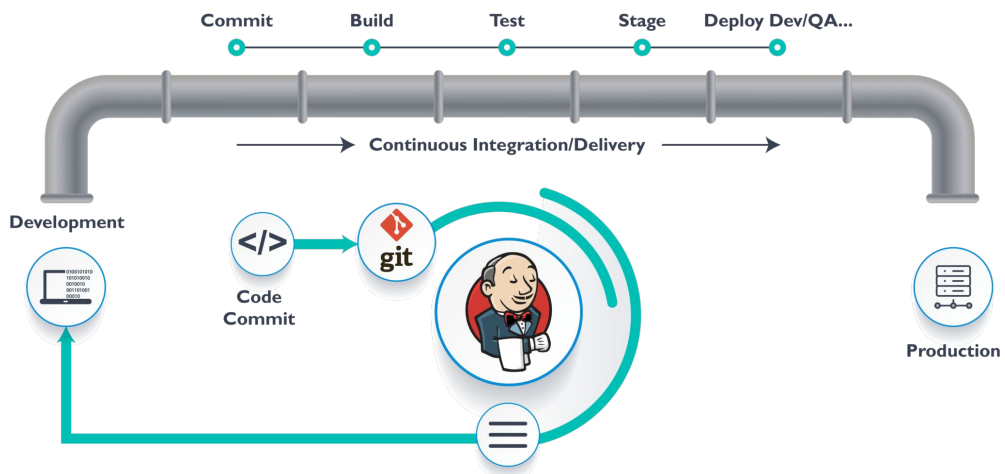


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# Building Tools

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WAY TO REINVENT YOURSELF

## DevOps Phases



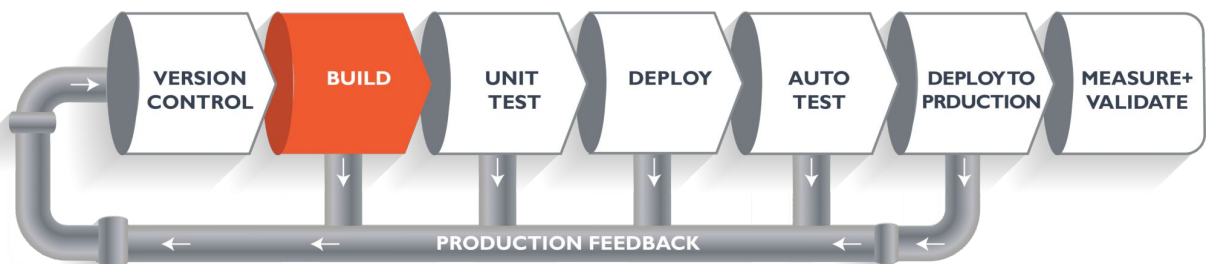


# What is Building?

## Building :

- ▶ **Building** is the process of converting source code files into standalone **software artifact(s)** that can be run on a computer.
- ▶ These artifacts are **executable files**.

## Building Tools



Maven™



Gradle

CMake



# What do you know about Java ?

Type a few things...



Students, write your response!

Pear Deck Interactive Slide  
Do not remove this bar



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## History of Java



# History of Java

- ▶ Java is a **general-purpose programming language**
- ▶ That is **class-based, object-oriented**, and designed to have **as few dependencies as possible**
- ▶ It is intended to **Write Once, Run Anywhere (WORA)**
- ▶ Applications are **compiled** to **bytecode** that can run on any **Java Virtual Machine (JVM)**



# History of Java

- ▶ **Sun Microsystems** released the first public implementation as **Java 1.0 in 1996**
- ▶ **As of 2006**, Sun released much of its Java Virtual Machine (JVM) as **free and open-source software (FOSS)**, under the terms of the **GNU General Public License (GPL)**.



# History of Java

- ▶ Following **Oracle Corporation's acquisition** of Sun Microsystems in 2009–10, Oracle has described itself as the **steward of Java technology**.
- ▶ Java software runs on everything **from laptops to data centers, game consoles to scientific supercomputers**.



## 3 Java Specification

# ▶ Java Specification



- ▶ Computer languages have **strict rules** of usage
- ▶ Specification is a **technical definition** of the language's syntax and semantics
- ▶ Java language **specification defines standards**
- ▶ Application programming interface (**API**), contains **predefined classes** and **interfaces**

# ▶ Java Specification



- ▶ **What is JVM? :**
  - ▶ JVM is a **virtual machine**
  - ▶ It provides a **runtime environment** for Java **bytecode**
  - ▶ It also **runs** programs in **other languages** compiled to Java bytecode
  - ▶ **JVM, JRE, and JDK** are **platform dependent** because the configuration of each OS is different.

# ▶ Java Specification



## ▶ What is JVM? :

- ▶ However, **Java is platform-independent**
- ▶ The JVM performs the following **main tasks**:
  - ▶ **Loads** code
  - ▶ **Verifies** code
  - ▶ **Executes** code
  - ▶ **Provides** runtime **environment**

# ▶ Java Specification



## ▶ What is JRE? :

- ▶ Java Runtime Environment is a **software package**
- ▶ It **bundles the libraries** (jars), the **Java Virtual Machine** and other components
- ▶ To execute any Java application, **you need JRE** installed
- ▶ JREs can be downloaded as **part of JDKs** or **separately**

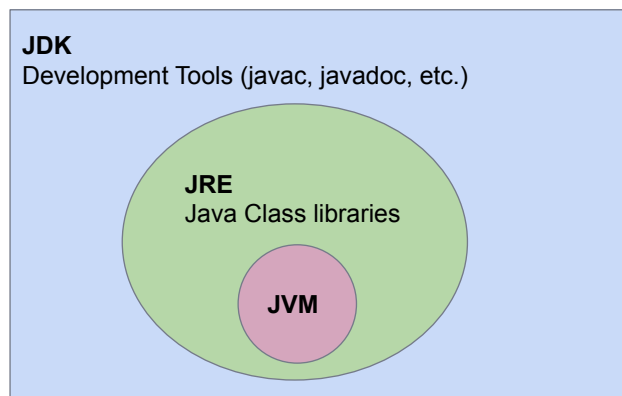


# Java Specification

## ► What is JDK? :

- Java Development Kit is a **superset of JRE**
- It contains everything that **JRE has** along with **development tools for developing, debugging, and monitoring**
- You need JDK **when** you need to **develop** Java applications

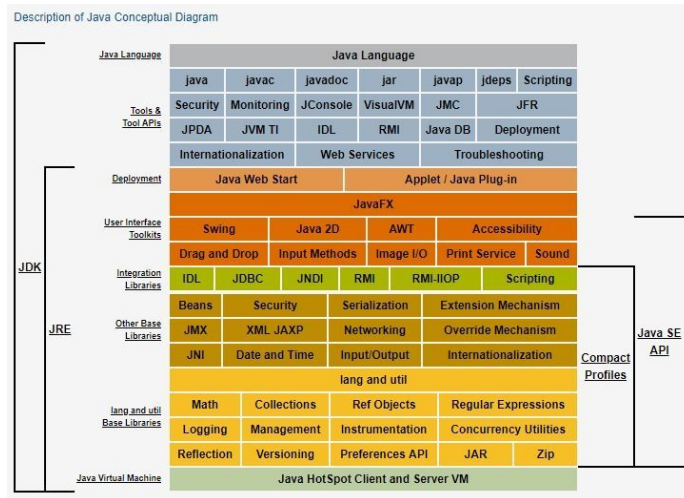
# Java Specification





# Java Specification

## Java Conceptual Diagram :



# A Simple Java Program



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- ▶ **Create, Compile and Run**



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## A Simple Java Program



# ► A Simple Java Program

## ► Welcome Message from Java :

```
1- public class Welcome {  
2-     public static void main(String[] args) {  
3-         // Display message 'Welcome to Java!' on the console  
4-         System.out.println("Welcome to Java!");  
5-     }  
6- }  
7
```

```
1 Welcome to Java!  
2
```



# ► A Simple Java Program

## ► Welcome Message from Java :

- Line 1 defines **a class**
- Every Java program must have **at least one** class
- Each class has a name

```
1- public class Welcome {  
2-     public static void main(String[] args) {  
3-         // Display message 'Welcome to Java!' on  
4-         System.out.println("Welcome to Java!");  
5-     }  
6- }  
7
```

```
1 Welcome to Java!  
2
```



# ▶ A Simple Java Program

## ▶ Welcome Message from Java :

- ▶ Line 2 defines the **main method**
- ▶ Program **starts from the main** method

```
1 public class Welcome {  
2     public static void main(String[] args) {  
3         // Display message 'Welcome to Java!' on  
4         System.out.println("Welcome to Java!");  
5     }  
6 }  
7
```

```
1 Welcome to Java!  
2
```



# ▶ A Simple Java Program

## ▶ Welcome Message from Java :

- ▶ Line 3 is a **comment**
- ▶ Java comments are preceded by two slashes (//) on a line,
- ▶ Or enclosed between /\* and \*/ for several lines

```
1 public class Welcome {  
2     public static void main(String[] args) {  
3         // Display message 'Welcome to Java!' on  
4         System.out.println("Welcome to Java!");  
5     }  
6 }  
7
```

```
1 Welcome to Java!  
2
```



# ▶ A Simple Java Program

## ▶ Welcome Message from Java :

- ▶ Line 4 is a **statement** "System.out.println"
- ▶ It displays the string **Welcome to Java!**
- ▶ Every Java statement **ends with a semicolon (;)**

```
1 public class Welcome {  
2     public static void main(String[] args) {  
3         // Display message 'Welcome to Java!' on  
4         System.out.println("Welcome to Java!");  
5     }  
6 }  
7
```

```
1 Welcome to Java!  
2
```



# ▶ A Simple Java Program

## ▶ Welcome Message from Java :

- ▶ Line 5 and 6 **terminates** two **code blocks** that group the program's components
- ▶ In Java, **each block begins with** an opening brace '{' and **ends with** a closing brace '}'

```
1 public class Welcome {  
2     public static void main(String[] args) {  
3         // Display message 'Welcome to Java!' on  
4         System.out.println("Welcome to Java!");  
5     }  
6 }  
7
```

```
1 Welcome to Java!  
2
```



2

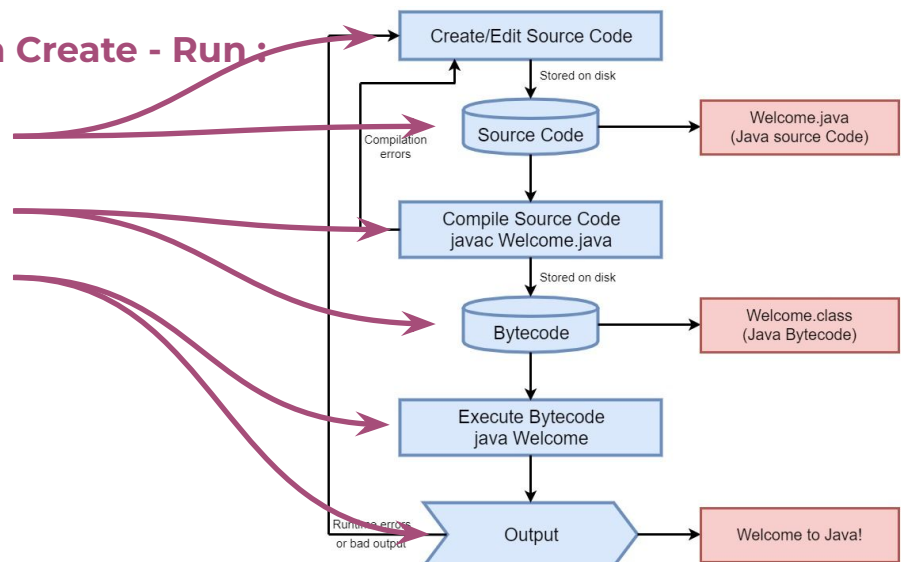
## Create, Compile and Run



## Create, Compile and Run

### Steps through Create - Run :

- ▶ **Create**
- ▶ **Compile**
- ▶ **Run**





# Running and Building Locally



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- ▶ **What is Building and Compiling?**
- ▶ **Building JAR Files**





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# What is Building and Compiling?

## ▶ What is Building and Compiling? ▶

### ▶ **Compiling :**

- ▶ **Compile** refers to the act of converting programs written in **high level programming language**, which is understandable and written by humans, into a **low level binary language** understood only by the computer.



# ▶ What is Building and Compiling?

## ▶ **Building :**

- ▶ Building is a **broader concept**
- ▶ It consists of :
  - ▶ **Generating** sources (sometimes)
  - ▶ **Compiling** sources
  - ▶ **Compiling test sources**
  - ▶ **Executing tests** (unit tests, integration tests, etc)
  - ▶ **Packaging** (into jar, war, ejb-jar, ear)
  - ▶ **Generating reports**



## 2 Building JAR Files



# Building JAR Files

- ▶ JAR stands for **Java Archive**
- ▶ It is a kind of **zip file**
- ▶ It is a **platform-independent** file (As long as the platform has at least JVM)
- ▶ It holds :
  - ▶ All application content like :
    - ▶ **Class files**
    - ▶ **Resources** (images, sound files, Manifest file (optional))



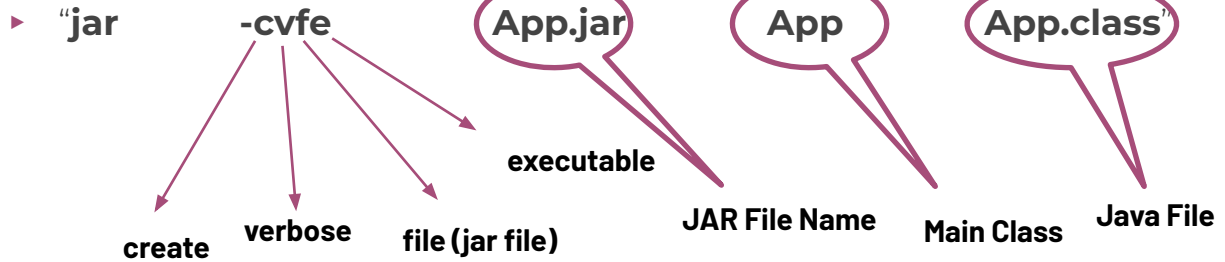
# Building JAR Files

- ▶ Compilation with **"javac App.java"**
- ▶ It gives **".class"** file
- ▶ **"java App"** runs
- ▶ **"jar -cvfe App.jar App App.class"** gives JAR
- ▶ **"java -jar App.jar"** runs the JAR file

```
MyMac:Desktop home$ cd JavaApp/  
MyMac:JavaApp home$ ls  
App.java  
MyMac:JavaApp home$ javac App.java  
MyMac:JavaApp home$ ls  
App.class App.java  
MyMac:JavaApp home$ java App  
hello world!  
MyMac:JavaApp home$ jar -cvfe App.jar App App.class  
added manifest  
adding: App.class(in = 412) (out= 286)(deflated 30%)  
MyMac:JavaApp home$ ls  
App.class App.jar App.java  
MyMac:JavaApp home$ java -jar App.jar  
hello world!  
MyMac:JavaApp home$
```



# Building JAR Files



# THANKS!

## Any questions?

