# Basic Java

#1 HelloWorld

### Recap: our goals

Solve simple coding interview problems

Try Software Development

Learn smth interesting

Remote work

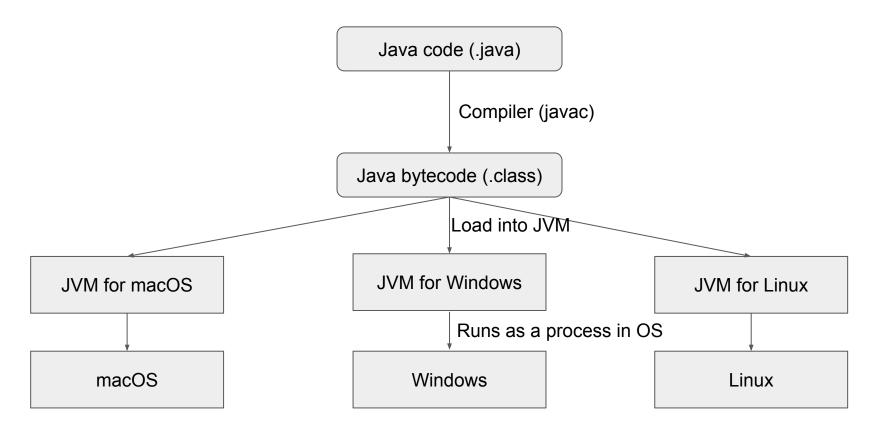
To be or not to be (in IT)

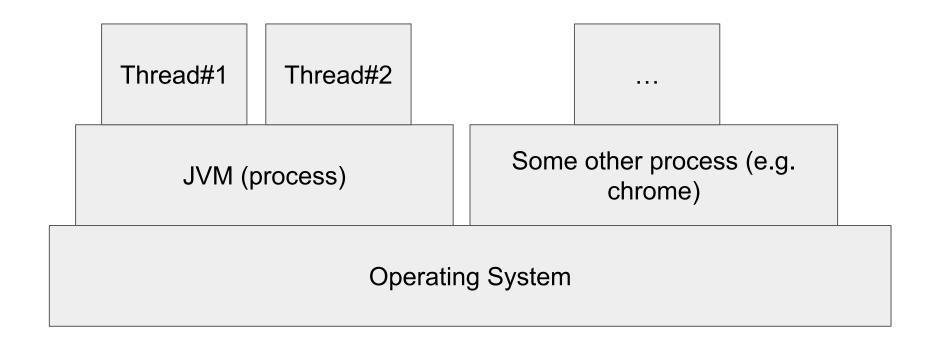
Learn in the group

Software
Development as
a profession

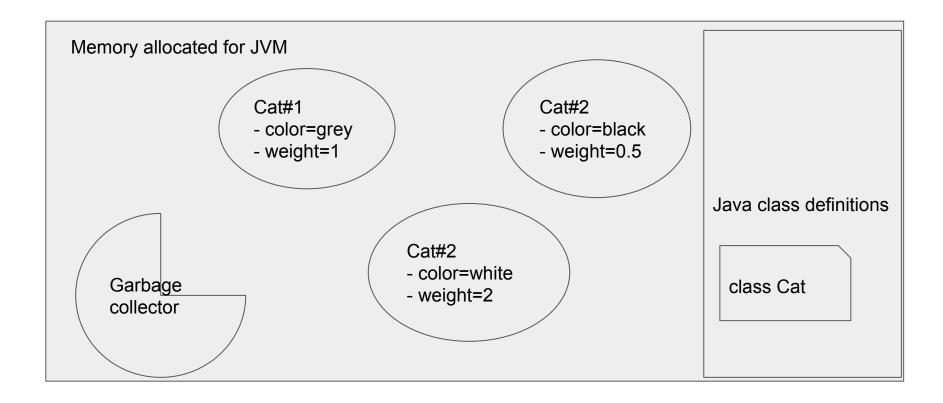
## Agenda

- Course programm
- JVM
- <Break>
- HelloWorld
- Classes, Objects, primitives
- Java Syntax & Codestyle
- <Break>
- Exercises





- Object Objects have states and behaviors. Example: A dog has states color, name, breed as well as behavior such as wagging their tail, barking,
  eating. An object is an instance of a class.
- Class a class can be defined as a template/blueprint that describes the behavior/state that the object of its type supports.
- Methods a method is basically a behavior. A class can contain many methods. It is in methods where the logics are written, data is manipulated and all the actions are executed.
- Instance Variables each object has its unique set of instance variables. An object's state is created by the values assigned to these instance variables.



Let's try Hello World

## Java syntax

Let's check what's in wiki...

#### Comments in Java

- Ignored by compiler, i.e. not executed
- Comments are needed to:
  - o Document: explain what does the programm, how to use etc
  - Explain your decision
  - Temporary remove not needed code

#### Comments in Java: one line

```
int velocity = 5;
int time = 10

// based on formula of displacement
int s = velocity * time;
...
```

## Comments in Java: multiple line

```
. . .
int velocity = 5;
int time = 10
/*
based on formula of displacement
we've learned yesterday
*/
int s = velocity * time;
. . .
```

## Comments in Java: javadoc

```
/**
  * Calculates displacement based on a given parameters
  */
public int displacement(int velocity, int time) {
  return velocity * time;
```

# Codestyle

## Code style

Let's check what google proposes - google java code style

## Homework