## What is Java?

Java is a **programming language** and a **platform**.

Java is a high level, robust, object-oriented and secure programming language.

**Platform**: Any hardware or software environment in which a program runs, is known as a platform. Since Java has a runtime environment (JRE) and API, it is called a platform.

## Java Example

**class** Simple{

**Public** **static** **void** main (String args []) {

     System.out.println("Hello Java");

    }

}

# **History of Java**

**The history of Java** is very interesting. Java was originally designed for interactive television, but it was too advanced technology for the digital cable television industry at the time. The history of java starts with Green Team. Java team members (also known as **Green Team**), initiated this project to develop a language for digital devices such as set-top boxes, televisions, etc. However, it was suited for internet programming. Later, Java technology was incorporated by Netscape.

The principles for creating Java programming were "Simple, Robust, Portable, Platform-independent, Secured, High Performance, Multithreaded, Architecture Neutral, Object-Oriented, Interpreted and Dynamic".

Currently, Java is used in internet programming, mobile devices, games, e-business solutions, etc. There are given the significant points that describe the history of Java.

1) [**James Gosling**](https://www.javatpoint.com/james-gosling-father-of-java), **Mike Sheridan**, and **Patrick Naughton** initiated the Java language project in June 1991. The small team of sun engineers called **Green Team**.

2) Originally designed for small, embedded systems in electronic appliances like set-top boxes.

3) Firstly, it was called **"Greentalk"** by James Gosling, and file extension was .gt.

4) After that, it was called **Oak** and was developed as a part of the Green project.

## Why Java named "Oak"?

5) **Why Oak?** Oak is a symbol of strength and chosen as a national tree of many countries like U.S.A., France, Germany, Romania, etc.

6) In 1995, Oak was renamed as **"Java"** because it was already a trademark by Oak Technologies.

## Why Java Programming named "Java"?

7) **Why had they chosen java name for java language?** The team gathered to choose a new name. The suggested words were "dynamic", "revolutionary", "Silk", "jolt", "DNA", etc. They wanted something that reflected the essence of the technology: revolutionary, dynamic, lively, cool, unique, and easy to spell and fun to say.

According to James Gosling, "Java was one of the top choices along with **Silk**". Since Java was so unique, most of the team members preferred Java than other names.

8) Java is an island of Indonesia where first coffee was produced (called java coffee).

9) Notice that Java is just a name, not an acronym.

10) Initially developed by James Gosling at [Sun Microsystems](https://www.javatpoint.com/sun-microsystems) (which is now a subsidiary of Oracle Corporation) and released in 1995.

11) In 1995, Time magazine called **Java one of the Ten Best Products of 1995**.

12) JDK 1.0 released in (January 23, 1996).

### **Java Version History**

Many java versions have been released till now. The current stable release of Java is Java SE 10.

1. JDK Alpha and Beta (1995)
2. JDK 1.0 (23rd Jan 1996)
3. JDK 1.1 (19th Feb 1997)
4. J2SE 1.2 (8th Dec 1998)
5. J2SE 1.3 (8th May 2000)
6. J2SE 1.4 (6th Feb 2002)
7. J2SE 5.0 (30th Sep 2004)
8. Java SE 6 (11th Dec 2006)
9. Java SE 7 (28th July 2011)
10. Java SE 8 (18th March 2014)
11. Java SE 9 (21st Sep 2017)
12. Java SE 10 (20th March 2018)

Application

**There are many devices where Java is currently used. Some of them are as follows:**

1. **Desktop Applications such as acrobat reader, media player, antivirus, etc.**
2. **Web Applications such as irctc.co.in, javatpoint.com, etc.**
3. **Enterprise Applications such as banking applications.**
4. **Mobile**
5. **Embedded System**
6. **Smart Card**
7. **Robotics**
8. **Games, etc.**

Types of Java Applications

There are mainly 4 types of applications that can be created using Java programming:

1) Standalone Application

Standalone applications are also known as desktop applications or window-based applications. These are traditional software that we need to install on every machine. Examples of standalone application are Media player, antivirus, etc. AWT and Swing are used in Java for creating standalone applications.

2) Web Application

An application that runs on the server side and creates a dynamic page is called a web application. Currently, [Servlet](https://www.javatpoint.com/servlet-tutorial), [JSP](https://www.javatpoint.com/jsp-tutorial), [Struts](https://www.javatpoint.com/struts-2-tutorial), [spring](https://www.javatpoint.com/spring-tutorial), [Hibernate](https://www.javatpoint.com/hibernate-tutorial), [JSF](https://www.javatpoint.com/jsf-tutorial), etc. technologies are used for creating web applications in Java.

3) Enterprise Application

An application that is distributed in nature, such as banking applications, etc. is called enterprise application. It has advantages of the high-level security, load balancing, and clustering. In Java, [EJB](https://www.javatpoint.com/ejb-tutorial) is used for creating enterprise applications.

4) Mobile Application

An application which is created for mobile devices is called a mobile application. Currently, Android and Java ME are used for creating mobile applications.

# **Features of Java**

The primary objective of [Java programming](https://www.javatpoint.com/java-tutorial) language creation was to make it portable, simple and secure programming language. Apart from this, there are also some excellent features which play an important role in the popularity of this language. The features of Java are also known as java buzzwords.

A list of most important features of Java language is given below.

1. Simple
2. Object-Oriented
3. Portable
4. Platform independent
5. Secured
6. Robust
7. Architecture neutral
8. Interpreted
9. High Performance
10. Multithreaded
11. Distributed
12. Dynamic

### **Simple**

Java is very easy to learn, and its syntax is simple, clean and easy to understand. According to Sun, Java language is a simple programming language because:

* Java syntax is based on C++ (so easier for programmers to learn it after C++).
* Java has removed many complicated and rarely-used features, for example, explicit pointers, operator overloading, etc.
* There is no need to remove unreferenced objects because there is an Automatic Garbage Collection in Java.

### **Object-oriented**

Java is an [object-oriented](https://www.javatpoint.com/java-oops-concepts) programming language. Everything in Java is an object. Object-oriented means we organize our software as a combination of different types of objects that incorporates both data and behavior.

Object-oriented programming (OOPs) is a methodology that simplifies software development and maintenance by providing some rules.

Basic concepts of OOPs are:

1. [Object](https://www.javatpoint.com/object-and-class-in-java)
2. Class
3. [Inheritance](https://www.javatpoint.com/inheritance-in-java)
4. [Polymorphism](https://www.javatpoint.com/runtime-polymorphism-in-java)
5. [Abstraction](https://www.javatpoint.com/abstract-class-in-java)
6. [Encapsulation](https://www.javatpoint.com/encapsulation)

### **Platform Independent**

Java is platform independent because it is different from other languages like [C](https://www.javatpoint.com/c-programming-language-tutorial), [C++](https://www.javatpoint.com/cpp-tutorial), etc. which are compiled into platform specific machines while Java is a write once, run anywhere language. A platform is the hardware or software environment in which a program runs.

There are two types of platforms software-based and hardware-based. Java provides a software-based platform.

The Java platform differs from most other platforms in the sense that it is a software-based platform that runs on the top of other hardware-based platforms. It has two components:

1. Runtime Environment
2. API(Application Programming Interface)

Java code can be run on multiple platforms, for example, Windows, Linux, Sun Solaris, Mac/OS, etc. Java code is compiled by the compiler and converted into bytecode. This bytecode is a platform-independent code because it can be run on multiple platforms, i.e., Write Once and Run Anywhere (WORA).

### **Secured**

Java is best known for its security. With Java, we can develop virus-free systems. Java is secured because:

* **No explicit pointer**
* **Java Programs run inside a virtual machine sandbox**
* **Classloader:** Classloader in Java is a part of the Java Runtime Environment(JRE) which is used to load Java classes into the Java Virtual Machine dynamically. It adds security by separating the package for the classes of the local file system from those that are imported from network sources.
* **Bytecode Verifier:** It checks the code fragments for illegal code that can violate access right to objects.
* **Security Manager:** It determines what resources a class can access such as reading and writing to the local disk.

Java language provides these securities by default. Some security can also be provided by an application developer explicitly through SSL, JAAS, Cryptography, etc.

### **Robust**

Robust simply means strong. Java is robust because:

* It uses strong memory management.
* There is a lack of pointers that avoids security problems.
* There is automatic garbage collection in java which runs on the Java Virtual Machine to get rid of objects which are not being used by a Java application anymore.
* There are exception handling and the type checking mechanism in Java. All these points make Java robust.

### **Architecture-neutral**

Java is architecture neutral because there are no implementation dependent features, for example, the size of primitive types is fixed.

In C programming, int data type occupies 2 bytes of memory for 32-bit architecture and 4 bytes of memory for 64-bit architecture. However, it occupies 4 bytes of memory for both 32 and 64-bit architectures in Java.

### **Portable**

Java is portable because it facilitates you to carry the Java bytecode to any platform. It doesn't require any implementation.

### **High-performance**

Java is faster than other traditional interpreted programming languages because Java bytecode is "close" to native code. It is still a little bit slower than a compiled language (e.g., C++). Java is an interpreted language that is why it is slower than compiled languages, e.g., C, C++, etc.

### **Distributed**

Java is distributed because it facilitates users to create distributed applications in Java. RMI and EJB are used for creating distributed applications. This feature of Java makes us able to access files by calling the methods from any machine on the internet.

### **Multi-threaded**

A thread is like a separate program, executing concurrently. We can write Java programs that deal with many tasks at once by defining multiple threads. The main advantage of multi-threading is that it doesn't occupy memory for each thread. It shares a common memory area. Threads are important for multi-media, Web applications, etc.

### **Dynamic**

Java is a dynamic language. It supports dynamic loading of classes. It means classes are loaded on demand. It also supports functions from its native languages, i.e., C and C++.

Java supports dynamic compilation and automatic memory management (garbage collection).

### **JAVA**

Java is an object-oriented programming language that helps to develop real-life, portable application

Type of Data type in java

1. Primitive data types
2. Non-primitive data types

### **Primitive data types**

1. The built-in data types in java are known as the primitive or the simple data types. There are eight primitive data types in java, which are further grouped in the following categories.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Group | Data type | Size | Range | Default value |
| Integer | byte  short  int  long | One byte  Two byte  Four byte  Eight byte | -27 to 27 -1(signed)  -215 to 215-1  -231 to 231 -1  -263 to 263 -1 | 0  0  0  0 |
| Floating  Point | floating  double | Four byte  Eight byte | 3.4e-034 to 3.4e-034  1.7e-308 to 1.7e-308 | 0.0  0.0 |
| Boolean | boolean | One bit | true or false | false |
| Character | char | Two byte | A single character | null |

### **Non-Primitive data type**

Non-primitive data type are not defined by the programming language, but are Instead created by the programmer. They are sometimes called “reference variables” or “object reference” since they reference a memory location, which stores the data. In the java programming language non-primitive data types are simply called “object”. While an object may contain any type of data, the information referenced by the object may still as a primitive

Data type.

1. Array
2. String
3. enum
4. classes

### **Rules of declare a method**

1. A method should be created inside a class (scope) only, but outside another method.
2. A method should have a return type.
3. A method name may or may not be same as class name.
4. If we are declaring a non-static method then you need an object to call that method.

### **Syntax to declare a method**

<return type > <method name()>

{}

### **Syntax of create an object**

<class name> <object name> = <new > <constructor();>

## Keywords

Keywords are the reserved words for a language which express the language features. Keywords cannot be used to name variables, constructor,

**Variables**

In java three type of variables are there:

1. **Local variable.**
2. **Static variable.**
3. **Instance variable**.

**Declaration of Variable**

<data type> <variable Name>;

**Declaration and initiation of variable**

<Data type> <variableName>=value;