

# Writing Classes and instanciating Objects in Java with BlueJ



Chapter 2 – Section 5



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# What is a Java program ?

- ① A collection of objects
- ① Launching a program means...
  - ① Giving an entry point
    - ① main()
  - ① Instantiate at least one object in that main



# The entry point

## ● A static and public function

```
class Test {  
    public static void main(String args[]) {  
        Personne aPerson;  
        aPerson = new Person();  
        aPerson.name = "JONES";  
        aPerson.company = "SUN";  
        aPerson.whoAmI();  
    }  
}
```



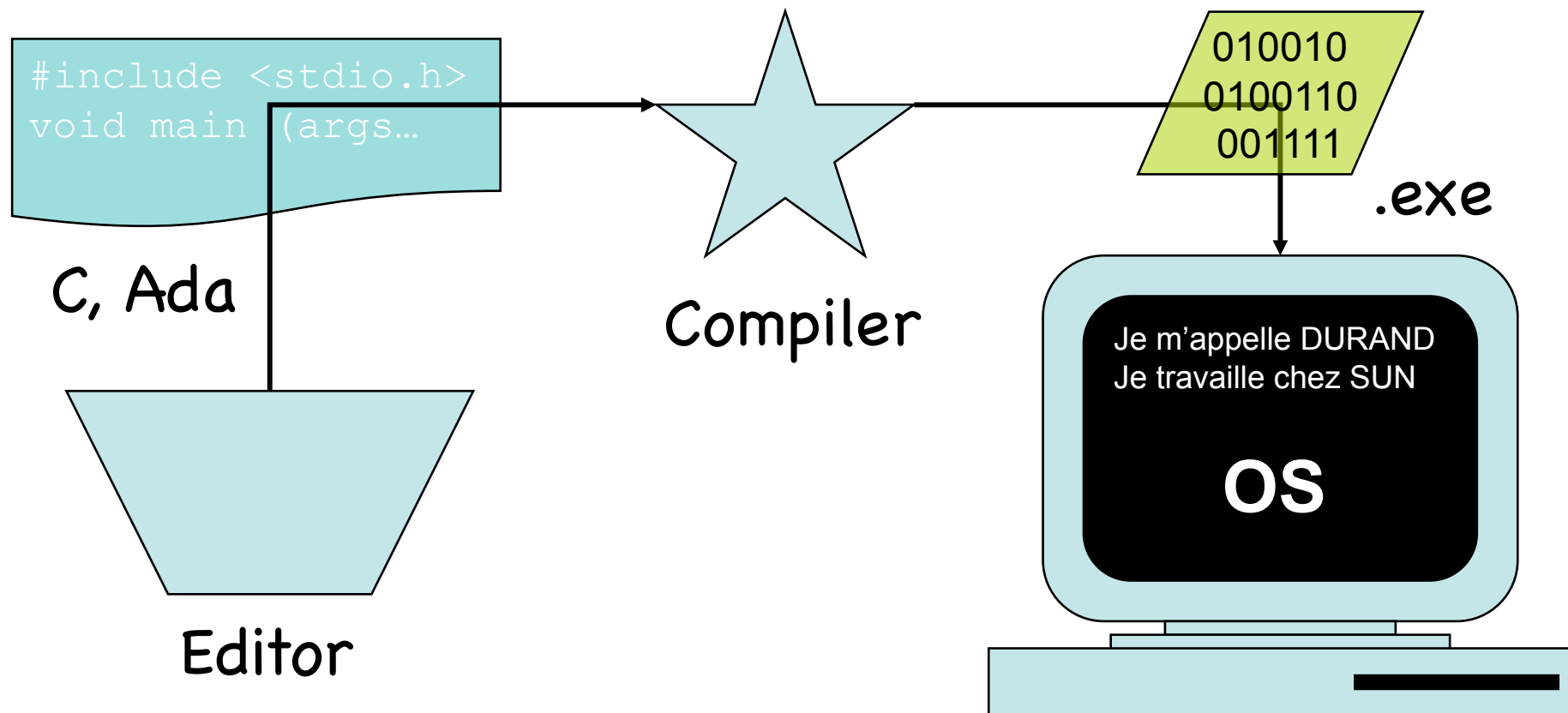
# The entry point

## ☉ The program arguments

```
class Test {  
    public static void main(String args[]){  
        Personne aPerson;  
        if (args.length>1) {  
            aPerson = new Person(args[0], args[1]);  
        } else {  
            aPerson = new Person("JONES", "SUN");  
        }  
        aPerson.whoAmI();  
    }  
}
```

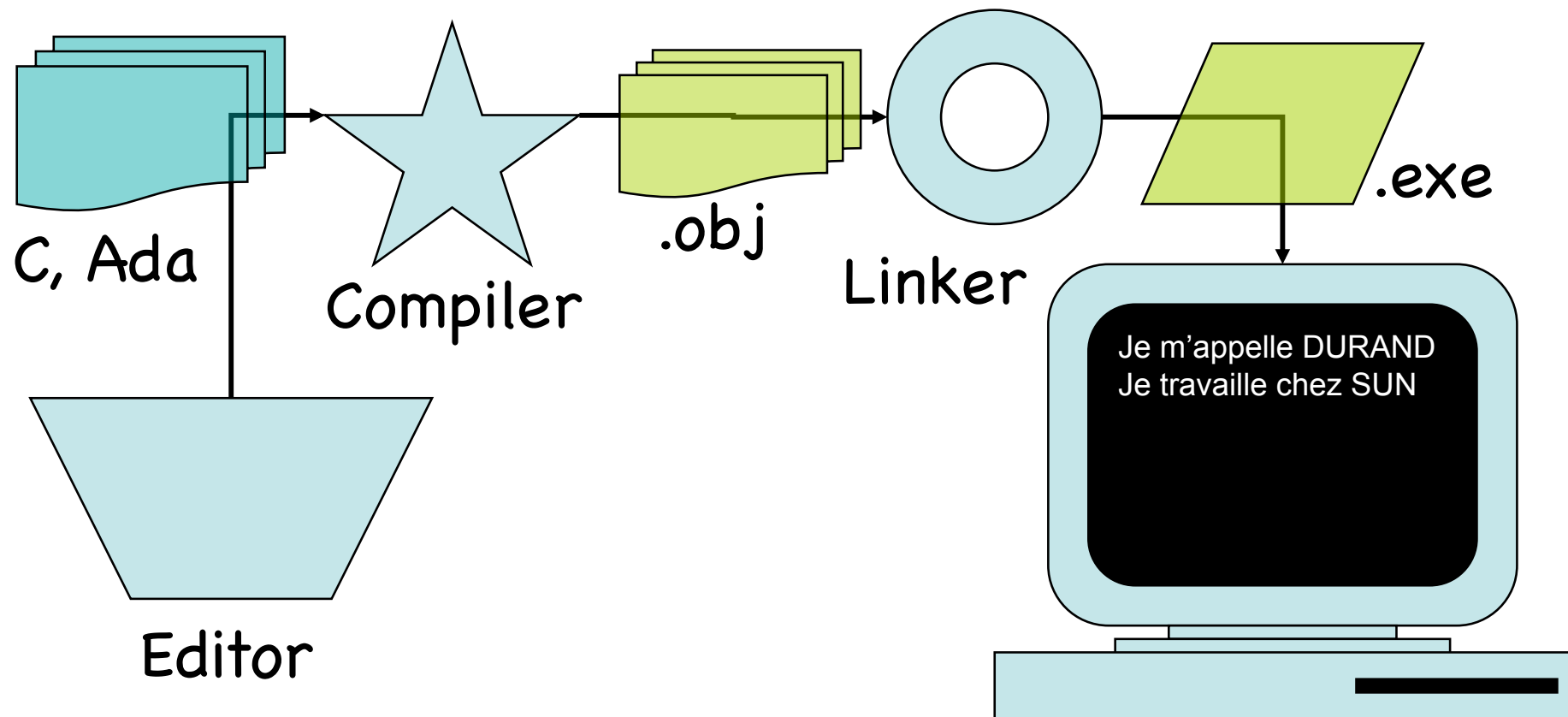


# More tips: The classical cycle



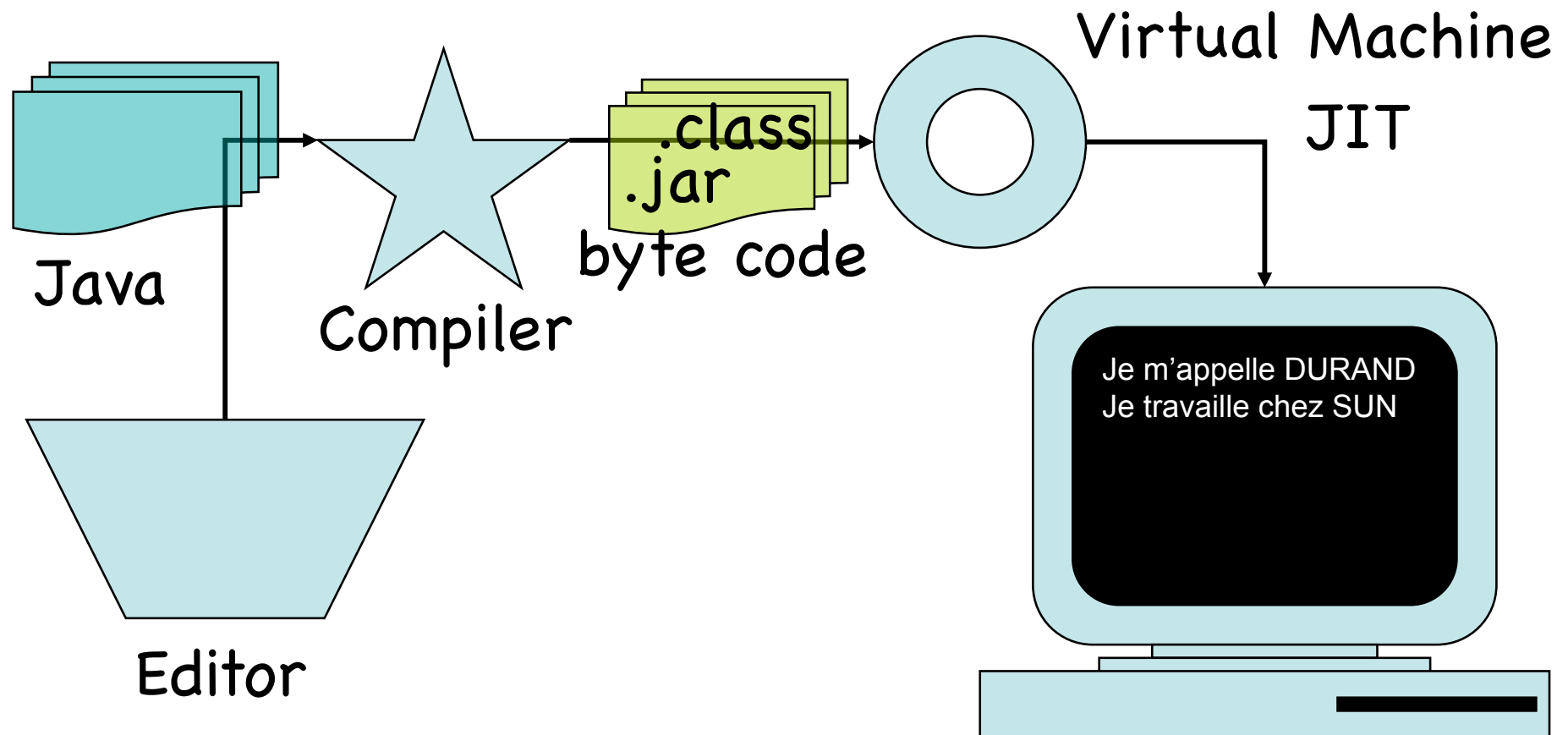


# The actual compilation cycle





# The Java compilation cycle







# Compiling in Java

## ☉ Command line tools

### ☉ The compiler "javac"

- ☉ `javac Person.java`

- ☉ It produces a file "Person.class"

- ☉ `javac Test.java`

## ☉ The virtual machine "java"

- ☉ `java Test`

- ☉ `java Test.class`



# Java, a portable language

- ☉ Portability is available through virtual machines
  - ☉ Virtual machines are computer specific
  - ☉ Classes (.class files) can be used by any virtual machine
- ☉ No problem with internal representation
- ☉ Be careful with graphical interfaces

# Writing Classes and instanciating Objects in Java with BlueJ



end of Chapter 2