

Java - Introduction

Presented by



Algorithm

Step by step process to perform a task

Ex:

- Step 1: Start
- Step 2: Read 2 nos. Call them num1,num2
- •Step 3: Add num1, num2. Call the result as sum
- Step 4: Display sum
- •Step 5: Stop



Process Instruction

An instruction to the computer system in any language

Ex:

- Declaring a variable
- Arithmetic operation
- Assigning a value to a variable
- Displaying the result etc.



Program



Introduction to Java

- Technology to develop various applications :
 - Stand alone Apps
 - Web Apps
 - Enterprise Apps
 - Micro Apps [Java for Android]
- Java was originally designed for interactive micro devices
- But it was too advanced for the digital devices at the time
- Initiated by James Arthur Gosling and team



Simple:

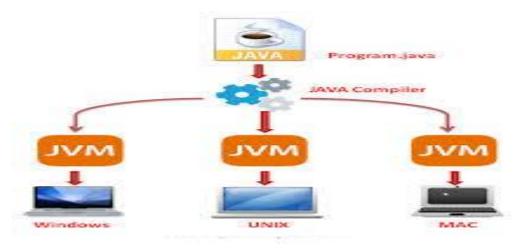
- Automatic memory management
- Flexible to create arrays of unlimited size
- No Pointers
- Object Oriented: No coding outside the class
 - Organizing software as a combination of different types of objects that incorporates both data and behaviour.

Robust:

- Strong in type checking, memory management,
- Lack of pointers provides security
- Strong type checking and abnormal situation at run time



- Platform independent
 - Platform is OS platform
 - •Java code can be run on multiple platforms e.g.Windows,Linux,Su n Solaris,Mac/OS etc.





Secure



- Protects you from malevolent programs
- A Java program runs only inside JVM sandbox.
- The sandbox prohibits untrusted programs over networking
- The advantage is you don't need to figure out what code you can and can't trust, and you don't need to scan for viruses.



Good Performance: Up to 50% - 100% the speed of C++

Distributed: HTTP, FTP were developed in Java

Remote system's resources can be accessed through internet rather than writing code on the local systems.

Automatic Memory Management: Garbage collection - Removing unwanted resources automatically so that memory space is reclaimed



Portable

