JAC444 - Lecture1

Introduction to

Java Programming Language

Segment 1

Objectives

Upon completion of this lecture, you should be able to:

- Understand Java Technology
- Use Java Platforms
- Know Basic Elements of Java Programming Language
- Write your First Java Program

Understanding Java Technology

Java Technology is defined by two elements:

- Java Platform
- Java Programming Language

Java Platforms

In this segment you will be learning about:

- What is a Java Platform
- Types of Java Platforms: Java ME, Java SE, Java EE
- History of Java Platform Standard Edition (Java SE)
- How to use Java SE

Java Platforms

- Java Platform has two components:
 - 1. Java Virtual Machine.
 - 2. Java Application Programming Interface (API)
- 1. Java Virtual Machine (JVM).
 - •The Java virtual machine is an abstract computing machine.
- 2. Java API Libraries of Related Units of Functionality
 - Grouping of related interfaces and classes.

These libraries are known in Java as packages

How to Use Java Platform

- Learn Java Programming Language Concepts, Vocabulary, Syntax, Semantics and Patterns.
 - Write program and save your source code in files according with the Java Programming Language rules.
- Learn the structure of Java API packages that come with platform.
 - Use classes already defined in the packages according with your program design. Do not invent the wheel!
- Develop your software using tools from Java SE.
 - Compile using java compiler: javac MyProgramName.java
 - Run your program using JVM: java MyProgrmName

Steps to Use Java SE

- <u>Coding</u>: Java code is produced by the programmer.
- Compiling: Build the Java program into bytecode result is a ".class" file.
 COMPILER: javac
- Running: The class file is loaded by the JVM with its attached digital signature.
 JAVA VIRTUAL MACHINE (JVM): java
- Bytecode Verification: The JVM verifies the class file digital signature.
 The JVM is simply an interpreter.
- <u>Internal Integrity Check:</u> It checks if loaded Java program is well formed. Data types are verified along with other syntax structure.
- <u>Execution</u>: Program execution begins from the *main* entry point.