

1. What is programming language?
2. Why do we need a programming language?
3. What are the features of java?
4. What is an object?
5. What is a class?
6. Explain about the main() method in java?

1(Ans) . Making a set of instructions that instruct a computer to carry out a task is the process of programming. There are numerous computer programming languages available for use in programming.

2(Ans). Programming Language is important in our daily life to enhance and increase the power of computers, mobile solutions, and the internet. There are numerous examples you may come to know when you are going to learn a programming language

- A. Not just for academics, but for the real world as well, all programming is done
- B. Due to programs developed by computer programming, you can conduct online banking and purchase your ticket while travelling by train or aeroplane. It's true that your washing machine has a few different kinds of computer programs. Programming makes it possible for all of these things and many more.

3(Ans) . The features of java are

- a. Simple
- b. Object oriented
- c. Portable.
- d. Platform independent
- e. Robust
- f. Distributed

4(Ans) . An object is an entity with state and behaviour, such as a chair, bike, marker, pen, table, or car. It could be intellectual or physical (tangible and intangible). The banking system is an illustration of an intangible entity.

5(Ans) . A class is a collection of items with similar characteristics. It serves as a model or blueprint from which things can be made. It makes sense as a whole. It cannot be bodily.

6(Ans) . The main () is the starting point for JVM to start execution of a Java program. Without the main () method, JVM will not execute the program. The syntax of the main () method is: public: It is an access specifier. We should use a public keyword before the main () method so that JVM can identify the execution point of the program.

- a. **public:** An access specifier, that is. Before calling the main() method, we need to use the public keyword to let the JVM know where the programme is actually being executed. Before the main() method, if we use private, protected, and default, the JVM won't be able to see it.
- b. **static:** You can make a method static by using the keyword static. We should call the main() method without creating an object. Static methods are the method which is invoked without creating the objects, so we do not need any object to call the main() method.

- c. **void:** In Java, every method has the return type. Void keyword acknowledges the compiler that the main() method does not return any value.
- d. **main():** It is a default signature which is predefined in the JVM. It is called by JVM to execute a program line by line and end the execution after completion of this method. We can also overload the main() method.
- e. **String args[]:** The main() method also accepts some data from the user. It accepts a group of strings, which is called a string array. It is used to hold the command line arguments in the form of string values.