**RULES TO FOLLOW FOR CREATING CLASS:**

* **Modifiers:** A class can be public or has default access.
* **class keyword:** The class keyword is used to create a class.
* **Class name:** The class name must begin with a capital letter.

**BASIC SAMPLE STRUCTURE CODE:**

**Example:**

package com.demo.JavaCode;  
  
public class Demo {  
 public static void main(String[] args){  
 System.*out*.println("Java Introduction");  
 }  
}

**public static void main(String[] args)**

public🡪Access Modifier

static🡪Keyword

void🡪Return type method

main🡪Starting point of program and method

String[] args🡪Command line argument

**System.out.println()**

System🡪class of printStream

out🡪object of printStream

println()🡪printStream method

**In how many ways we can write a java program?**

**Solution:**

public static void main(String[] args)

public static void main(String []args)

public static void main(String args[])

public static void main(String… args)

static public void main(String args[])

static public void main(String… args)

static public void main(String[] args)

static public void main(String []args)

**DATATYPES:**

**2 Types:**

* Primitive Datatype
* Non-primitive Datatype

**Primitive Datatypes:**

**8 types:**

* byte🡪range🡪-128 to 127
* boolean🡪true or false
* int🡪5
* char🡪‘a’
* float🡪12.5f
* double🡪25.3654128
* short
* long

**Non-primitive Datatypes:**

* String🡪“Hello”
* Array
* Classes
* Interface

**VARIABLES:**

**Syntax:**

datatype\_variable\_name\_assignment\_operator\_value;

**Example:**

int a = 10; //Initialization

int a; //Variable declaration

**Example:**

package com.demo.JavaCode;  
  
public class Datatype {  
 public static void main(String[] args){  
 int a = 10;  
 float f = 20.5f;  
 double d = 30.65897412;  
 char c = 'A';  
 boolean b = true;  
 byte bt = 127;  
 String s = "Mugilan";  
  
 System.out.println(a);  
 System.out.println(f);  
 System.out.println(d);  
 System.out.println(c);  
 System.out.println(b);  
 System.out.println(bt);  
 System.out.println(s);  
  
 }  
}

**VARIABLE TYPES:**

1.Static variable / Global variable

2.Local variable

3.Instance variable

**Example:**

package com.demo.JavaCode;  
  
public class VariableTypes {  
 static int a = 10; //global variable //static variable  
 void display(){  
 int b = 25; //local variable  
 //return b;  
 }  
 public static void main(String[] args){  
 int c = 55; // Instance variable  
 System.out.println(a);  
  
 }  
}

**Interview Questions:**

IP address can be hidden through DNS masking.

**KEYWORDS**

|  |  |  |  |
| --- | --- | --- | --- |
| abstract | boolean | break | class |
| case | catch | char | do |
| const | continue | default | final |
| double | else | extends | goto |
| finally | float | for | instanceof |
| if | implements | import | native |
| int | interface | long | protected |
| new | package | private | static |
| public | return | short | synchronized |
| strictfp | super | switch | transient |
| this | throw | throws | try |
| while | void | volatile |  |
| enum | assert | byte |  |