Core Java Programming

What is JAVA

- Java is a high-level object-oriented programming language developed by the Sun Microsystems.
- Father of java programming is James gosling.
- Initiation year -1991.
- JDK 1.0 was released on January 23, 1996.
- It is platform Independent Language means java program are capable to run in any platform like windows, Linux, Unix etc.

Java History

- James Gosling, Mike Sheridan, and Patrick Naughton initiated the Java language project in June 1991. The small team of sun engineers called Green Team.
- Originally designed for small, embedded systems in electronic appliances like set-top boxes TV,VCR etc.
- Firstly, it was called "Greentalk" by James Gosling and file extension was .gt.
- After that, it was called Oak and was developed as a part of the Green project.

Java

- In 1995, Oak was renamed as "Java".
- Notice that Java is just a name not an acronym.
- Originally developed by James Gosling at Sun Microsystems.
- In 1995, Time magazine called Java one of the Ten Best Products of 1995.
- JDK 1.0 released in(January 23, 1996).

Why JAVA

- Java is easy to learn. Java was designed to be easy to use and is therefore easy to write, compile, debug, and learn than other programming languages.
- Java is object-oriented. This allows you to create modular programs and reusable code.
- Java is platform-independent. One of the most significant advantages of Java is its ability to move easily from one computer system to another.

Why JAVA

 Because of Java's robustness, ease of use, crossplatform capabilities and security features, it has become a language of choice for providing worldwide Internet solutions.

Why java

- There are many Application where java is currently used.
 Some of them are as follows:
- A. Desktop Applications such as media player, antivirus etc.
- B. Web Applications such as irctc.co.in, gmail.com etc.
- C. Enterprise Applications such as banking applications.
- D. Mobile Application
- E. Embedded System (telecom, smart cards, missiles and satellites, computer networking etc)
- F. Robotics
- G. Games etc.

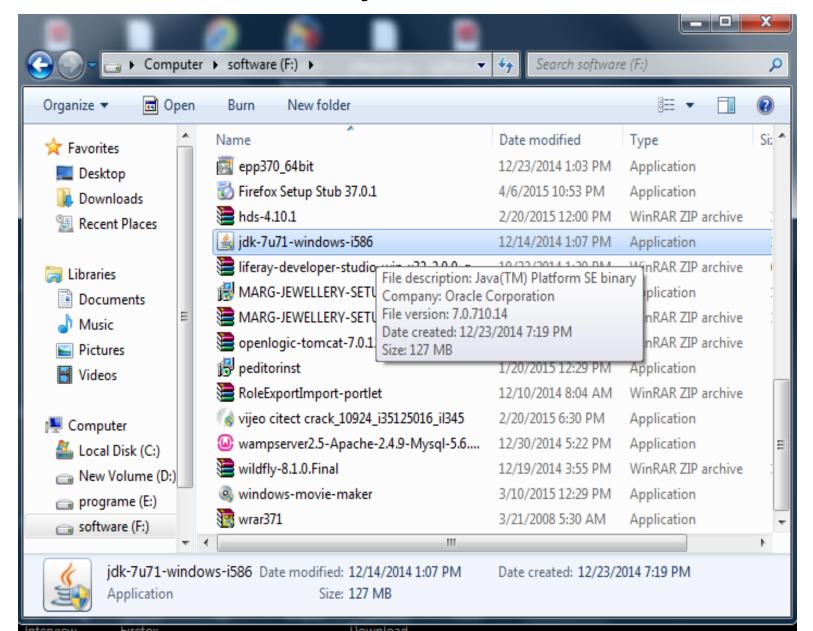
Features of java

• Features of Java

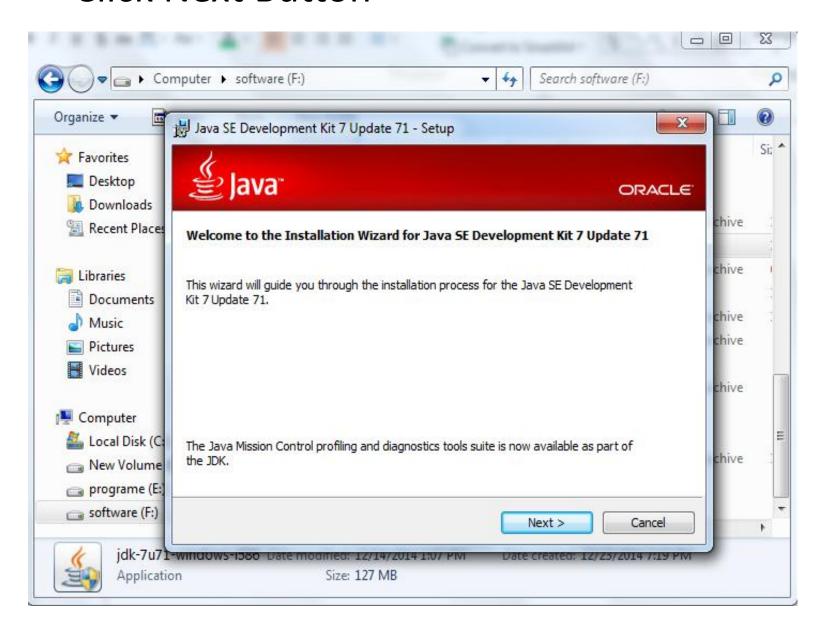
Installation of Java

- 1. First Of all you have a .exe file of Jdk1.7(if not Then Download from Oracle Site).
- 2. Now this exe file can be save anywhere (let us consider D:\ drive)
- 3. Open d:\ drive and double click on jdk1.7 exe file.
- 4. Press Next button until complete.
- 5. Now check the java where it is installed
- 6. If successfully installed java then go to the path where java is installed
- 7. C:\program File(X86)\java\jdk1.7

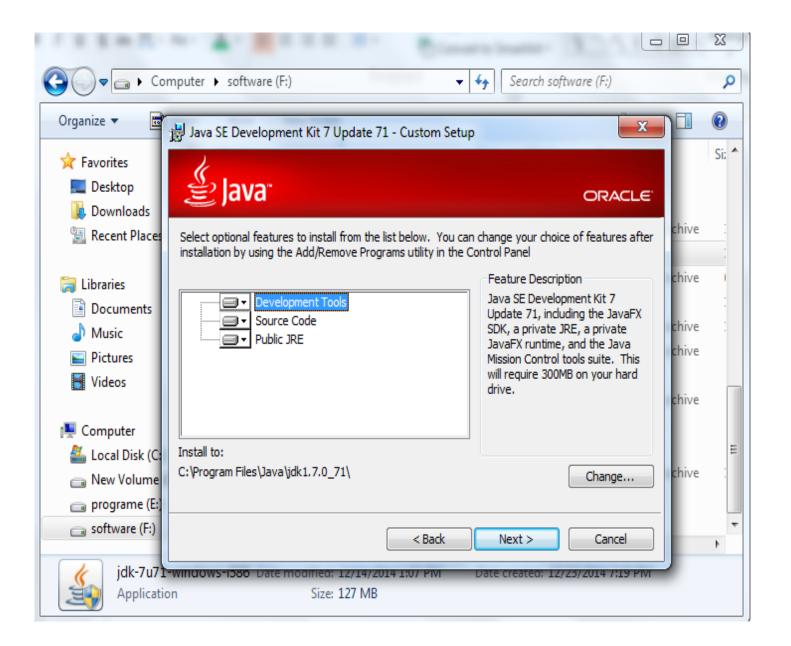
Doble click on the java installation exe file

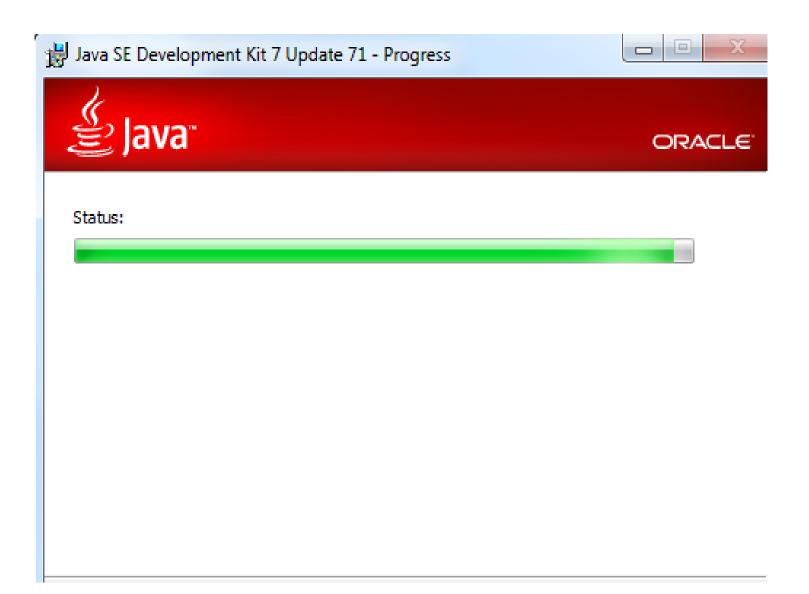


Click Next Button

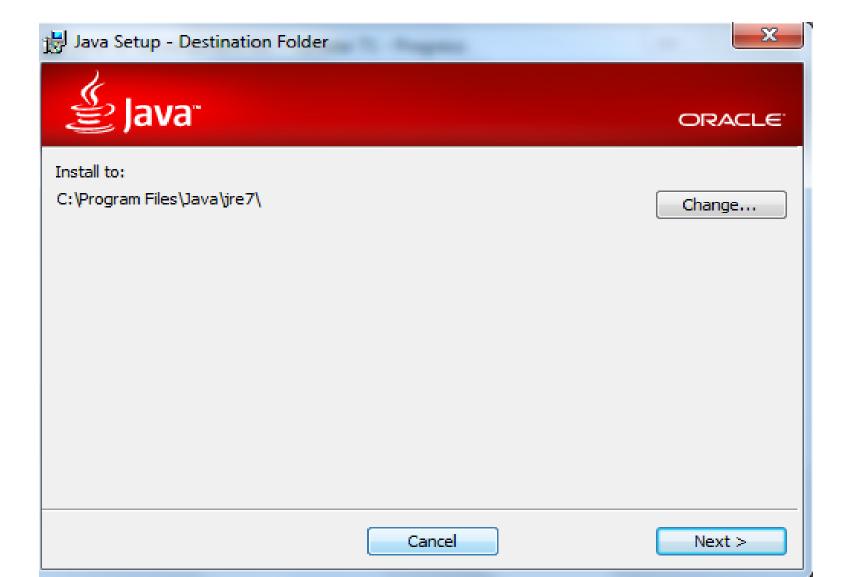


Then again select Next Button





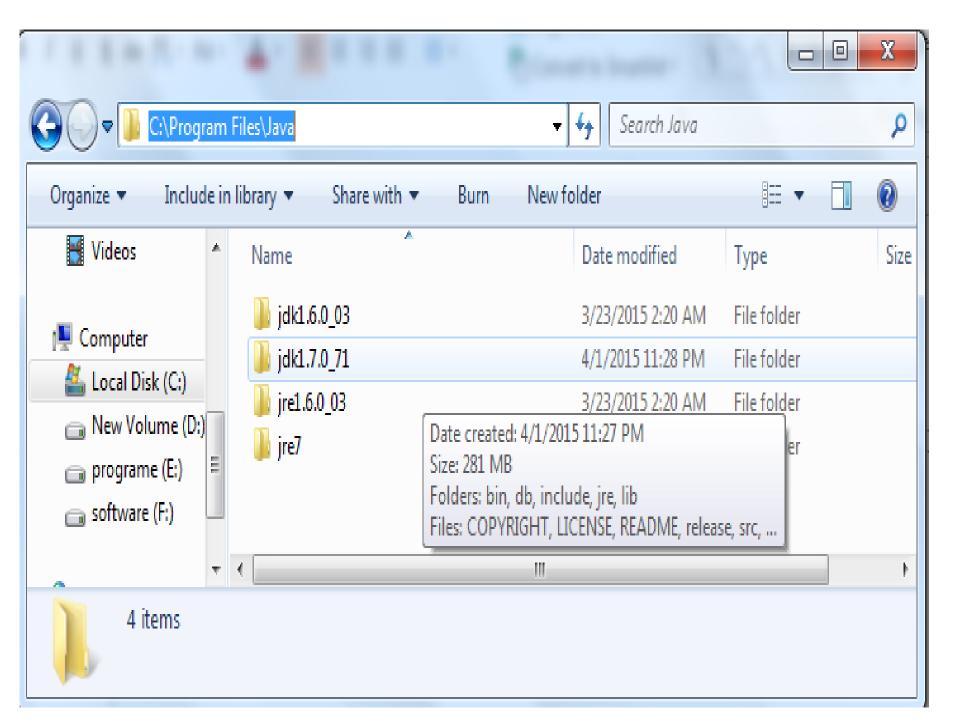
Cloick next button





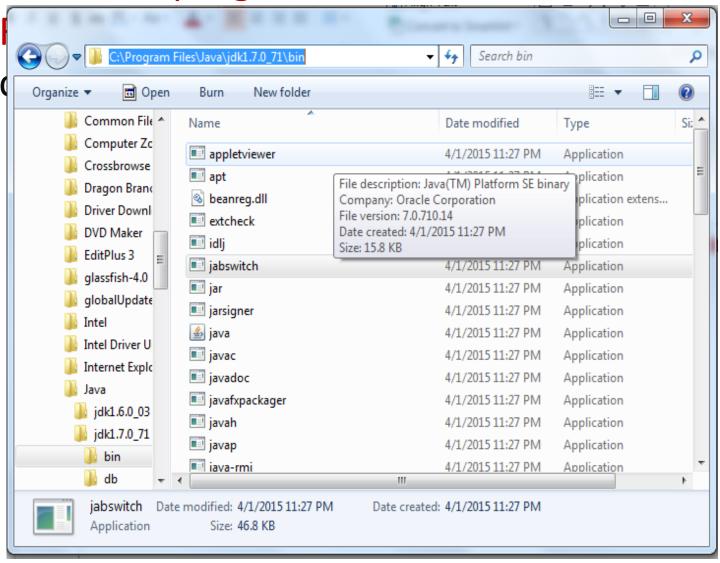
Now close the button press



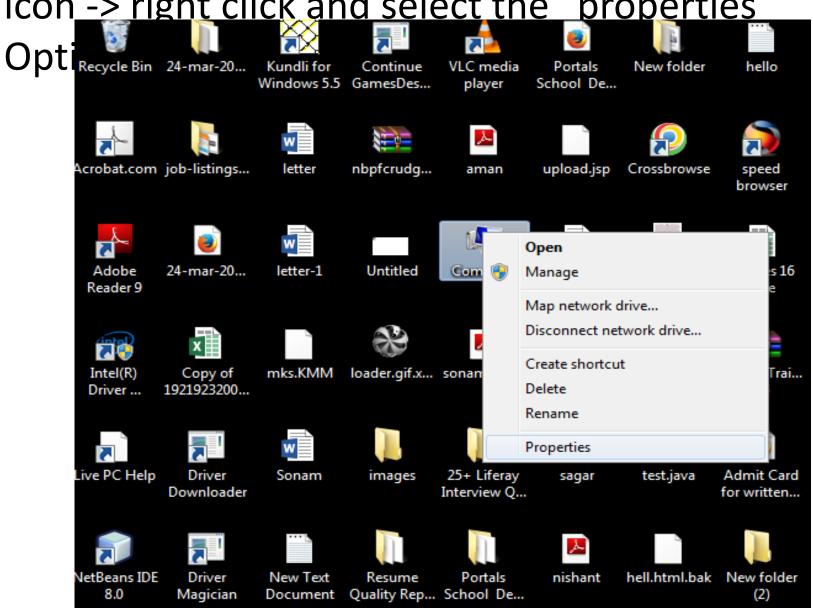


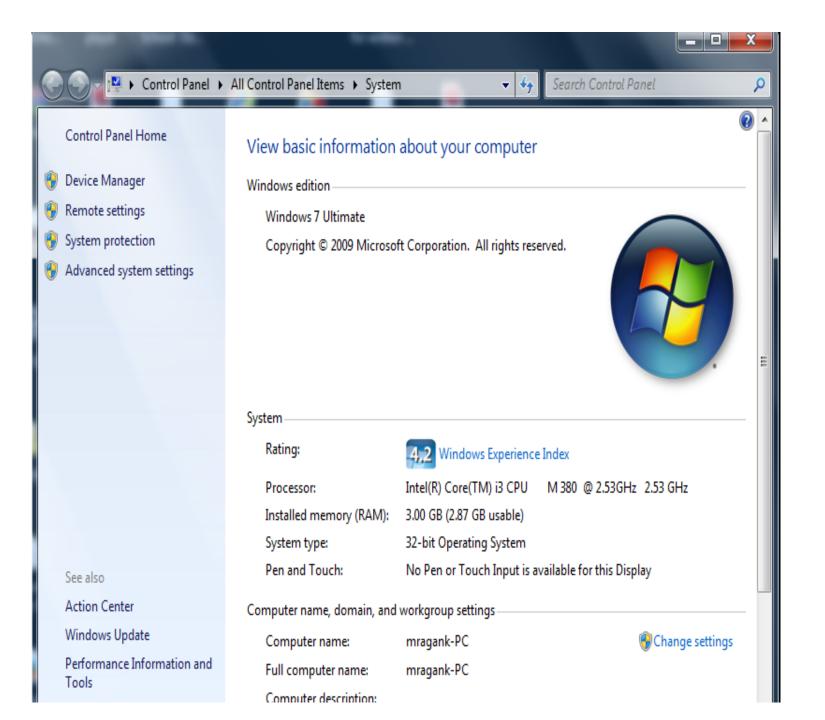
Set the Path of Java

1. Go to "C:\program

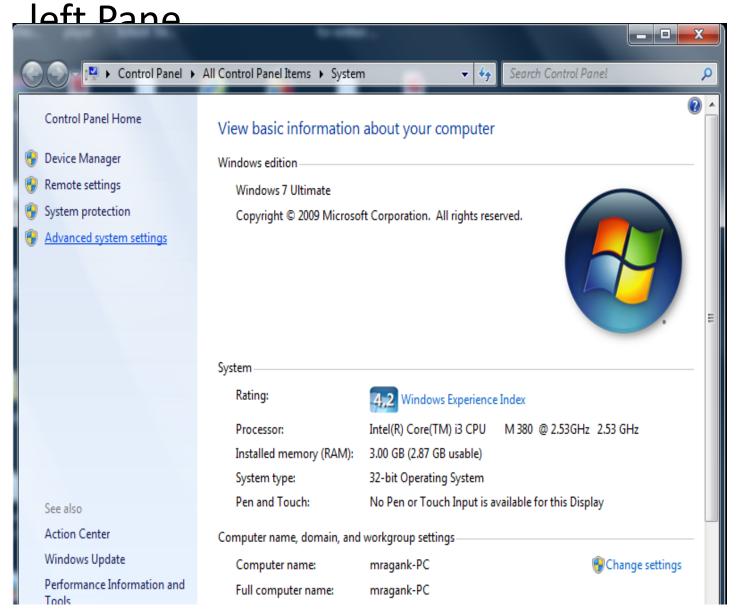


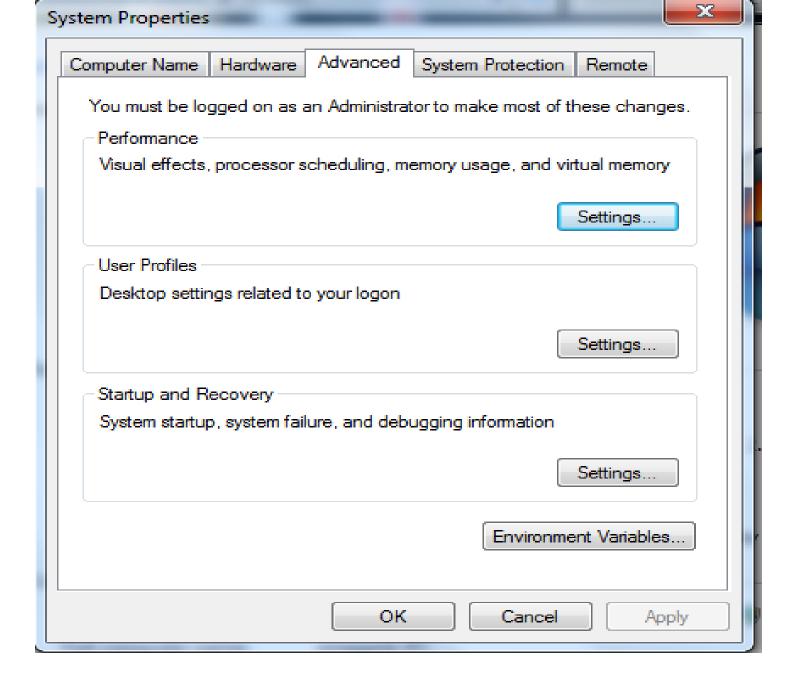
 Open Desktop and select the "computer" icon -> right click and select the "properties



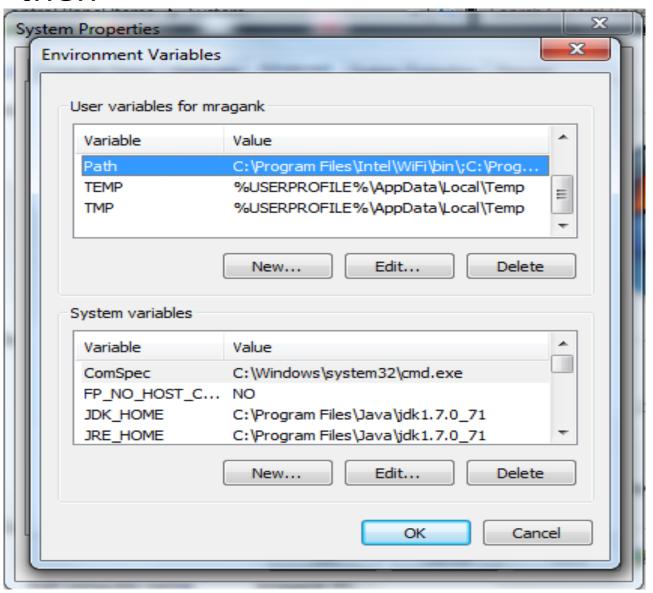


1. Now select "Advance System Settings" on





 Click the Environment Variables button and then

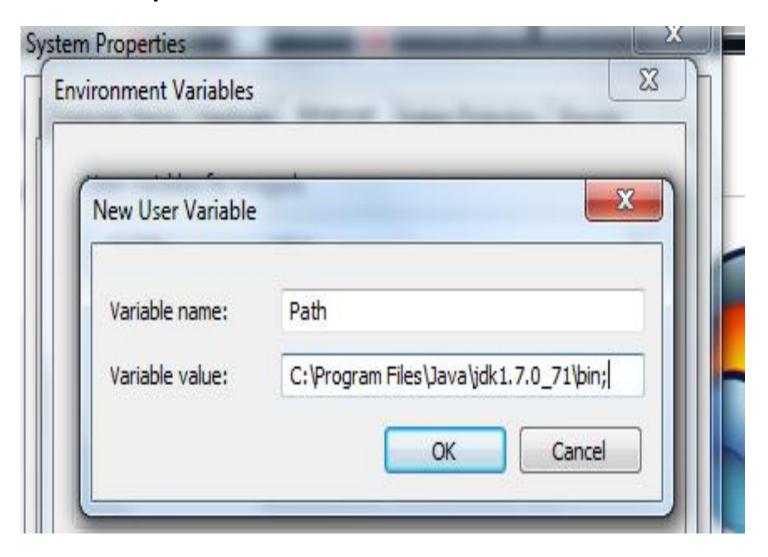


- Click on new Button and then provide a value "Variable name" and "Variable value"
- 2. Variable name=Path

3. Variable value=copy the path of java from bin(C:\Program Files(X86)\Java\Jdk1.7\bin)

and paste text box. New User Variable Variable name: Variable value: OK Cancel

1. Set the path

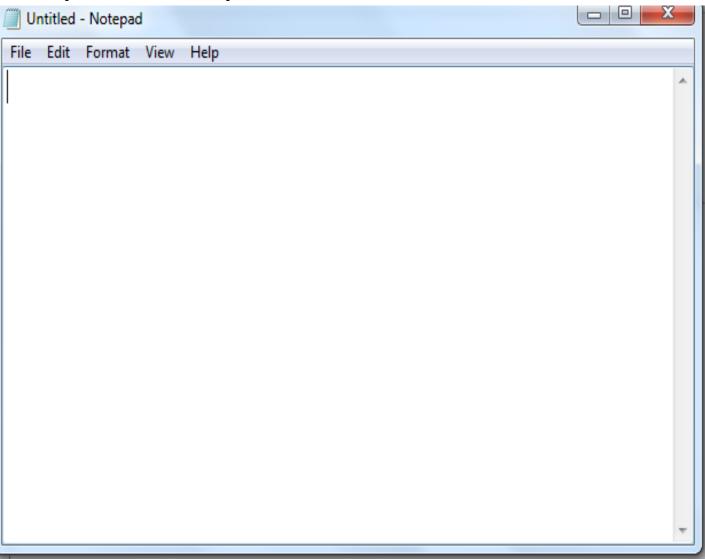


Now type the javac command

```
C:\Windows\system32\cmd.exe
C:\Users\mragank>javac
Usage: javac <options> <source files>
where possible options include:
                             Generate all debugging info
                             Generate no debugging info
  -g:none
  -g:{lines,vars,source}
                             Generate only some debugging info
                             Generate no warnings
  -nowarn
                             Output messages about what the compiler is doing
  -verbose
  -deprecation
                             Output source locations where deprecated APIs are u
sed
                             Specify where to find user class files and annotati
  -classpath <path>
on processors
                             Specify where to find user class files and annotati
  -cp <path>
on processors
                             Specify where to find input source files
  -sourcepath <path>
  -bootclasspath <path>
                             Override location of bootstrap class files
  -extdirs (dirs)
                             Override location of installed extensions
  -endorseddirs <dirs>
                             Override location of endorsed standards path
  -proc:{none,only}
                             Control whether annotation processing and/or compil
ation is done.
  -processor <class1>[,<class2>,<class3>...1 Names of the annotation processors
to run; bypasses default discovery process
                             Specify where to find annotation processors
  -processorpath <path>
  -d (directory)
                             Specify where to place generated class files
                             Specify where to place generated source files
  -s <directory>
  -implicit:{none,class}
                             Specify whether or not to generate class files for
implicitly referenced files
  -encoding (encoding)
                             Specify character encoding used by source files
  -source (release)
                             Provide source compatibility with specified release
  -target <release>
                             Generate class files for specific VM version
                             Version information
  -version
                             Print a synopsis of standard options
  -help
  -Akey[=value]
                             Options to pass to annotation processors
                             Print a synopsis of nonstandard options
  -X
                             Pass (flag) directly to the runtime system
  -J<flag>
                             Terminate compilation if warnings occur
  -Werror
  @<filename>
                             Read options and filenames from file
C:\Users\mragank>
```

First Example of Java

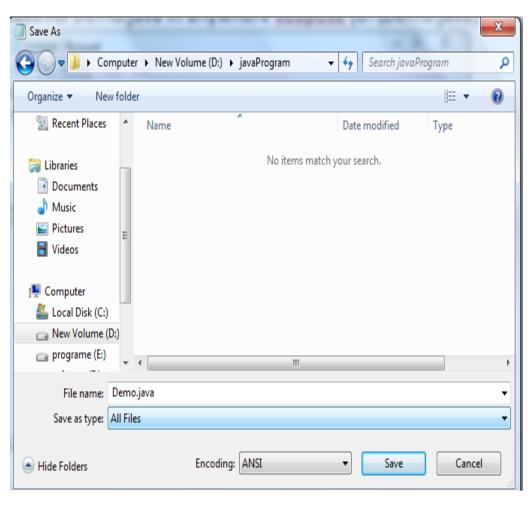
1. Open Notepad



Type a simple hello Java Program

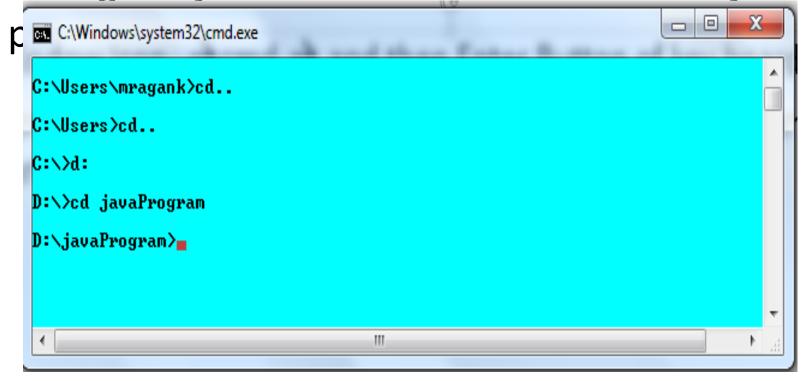
```
Untitled - Notepad
File Edit Format View Help
Class Demo
          public static void main(String args[])
                    System.out.println("Hello Java");
```

Save As Demo.java in anywhere suppose (D:\javaProgram\Demo.java)

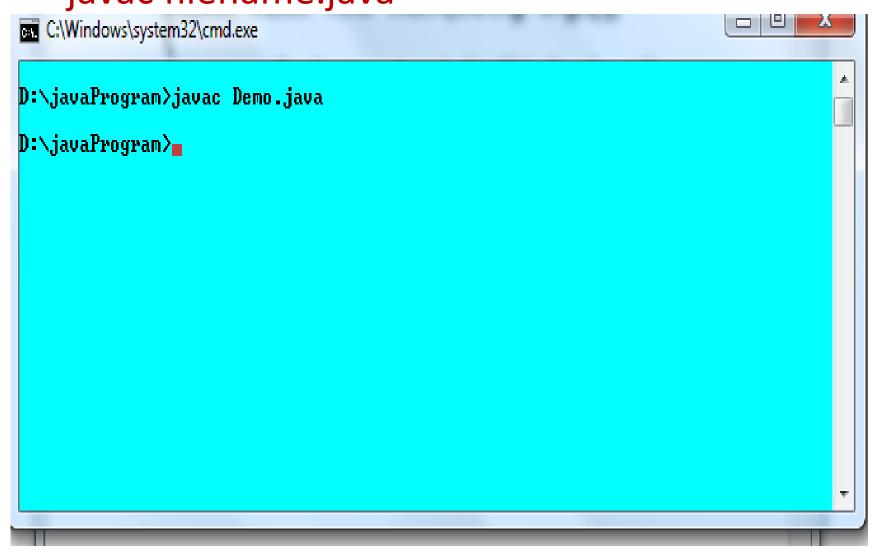


Open the Command Prompt

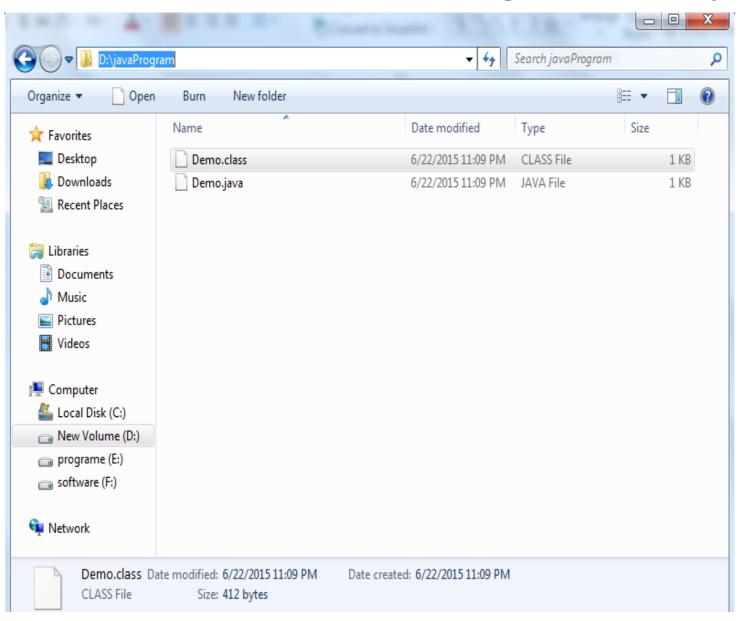
- Window icon--→cmd-→ and then Enter Button of key board
- Now go to java source file location where java



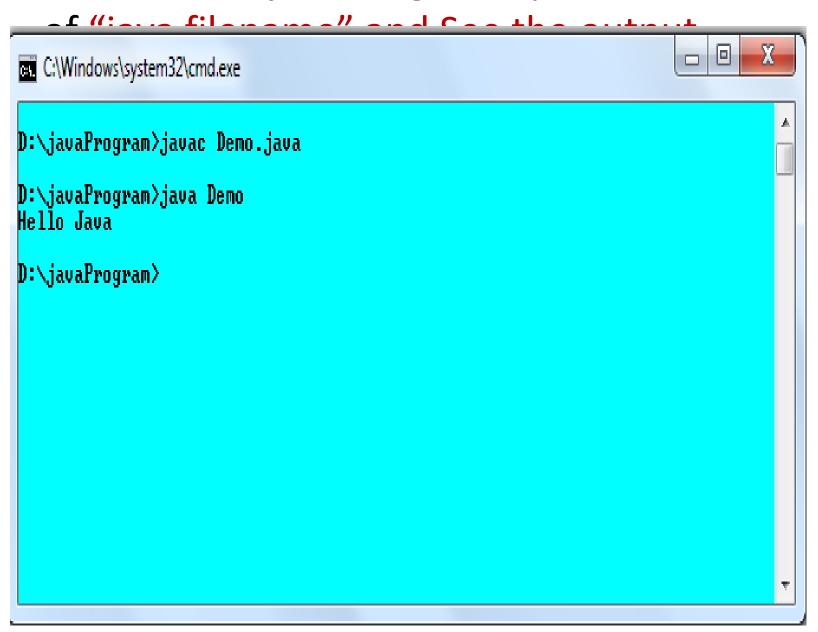
 Now Type the Java Compiler command with "javac filename.java"



Now check the .class file generated by



Now run the java Program by the command



Bytecode...

- Byte-code is a standardized machine independent, low level language. The byte code files are loaded and interpreted at the client's machine by a special program called Java Virtual Machine(JVM).
- For Example: An HTML document downloaded to your machine by a browser might embed a Java data entry applet. When we activate this applet, the byte code files are executed by the browser's JVM.

Bytecode...

• When a user runs a Java Program, it is upto the JVM to load, possibly verify and then execute it.

 The JVM can perform this function from within a browser or any other container program or directly on top of the operating system.

What actually JVM does...

 It validates the requested byte codes verifying that they pass various formatting and security checks.
 This is a security feature known as

Byte-code-verifier.

- It allocates memory for the incoming Java class files and guarantees that the security of JVM is not violated. This is known as *class loader*.
- It interprets the byte-code instructions found in the class files to execute the program.

Java Development Kit...

- The JDK comes with a collection of tools that are used for developing and running Java Programs.
- Appletviewer (for viewing Java applets)
- javac (Java compiler)
- java (Java Interpreter)
- javap (Java diassembler)
- javah (for C header files)
- jdb (Java debugger)

Explanation:

 For most computer languages, the name of file that holds the source code to a program is arbitrary. However this is not the case with Java. The first thing you must learn about Java is that the name you give to a source file should match the name of the class holds the main() method. So, in our case name of program is none other than Firstapp.java. This is because the source file is officially called a compilation unit. Extension is also four character long, so your OS must support long extensions.

Explanation:

First statement import java.lang.*;

The purpose of this statement to instruct interpreter to load language package lang.

Second statement class Firstapp

Declares a class name firstapp so as to place everything inside this class.

Third statement public static void main(String args[])

Defines a method main. This is the starting point for

- the interpreter to begin the execution of program.
 Here public is an access specifier that declares the main method as unprotected and therefore making it accessible to all other classes.
- Next appears the keyword *static* which declares this method as one that belongs to the entire class and not a part of any objects of the class. The main must always be declared as static since the interpreter uses this method before any objects are created. The type modifier *void* states that main method does not return any value.

- In main(), there is only one parameter String args[]
- declared a parameter named args, which is an array of objects of the class String. Objects of type String store character strings. args receives any command-line arguments present when the program is executed. This program does not make use of this information.

Fourth statement is

System.out.println("This is First Application");

The println mehtod is a member of the out object, which is a static data member of System class. This line prints the string to the screen. The method println always appends a newline character to the end of the string. So for the output to be println on the same line use print in place of println.

- To compile the Java program, execute the compiler, javac, specifying the name of the source file on command line:
- C:\> javac Firstapp.java
- The javac compiler creates a file called
 Firstapp.class that contains the bytecode version
 of the program. The bytecode is the intermediate
 representation of your program that contains
 instructions the Java Interpreter will execute. So,
 to run your program you use Java interpreter java.
- C:\> java Firstapp

When Java source code is compiled each individual class is put its own output file named after the class and using the .class extension. This is why it is important to give source the same name as the class they contain, so when you execute your program you are actually executing the class by the interpreter. It will automatically search for a file by that name that has the .class extension. If it finds the file, it will execute the code contained in the specified class.