**2.6 Structure of Java Program :-**

1. **Java Program Structure**

\_ Consist of one of more file ending ***.java***

\_ Each file has the following structure

**class Classname {**

**…**

**}**

\_ Filename and Classname ***must exactly match***

\_ The curly braces { } define start and end of class description

\_ Syntax error if the brace pair is missing

\_ Classname

\_ Must start with alphabet – Java Rule

\_ The first letter must capital – Style Rule

\_ Can be made up of alphanumeric characters and underscore

1. **Special Syntax**

\_ Within any one class description if we have the special

syntax

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

….

}

\_ This known as a program’s (computational solution)

entry point i.e. where it starts getting executed

\_ Called the *main* method

\_ A method is a ***named*** group of declarations and statements

\_ For now ignore keywords, public, static and void, String [] args

1. **Example Hello.java**

class Hello{

public static void main(String[] args){

// A statement that prints to output screen

System.out.println("Hello World");

}// end of main

}

Circle.java

class Circle{

public static void main(String[] args){

//Compute Area of the circle with radius 3.0

}// end of main

}