

² In older languages like C++, we can write a function inside the class as well as outside of the class by using scope resolution operator (::).

```
function ← public void m2() //Outside of the class by using ::
{
}
```

```
public void m1() //Write a class
{
}
}
```

Example 1:

Test.java	TestClass [TestClass]
-----------	-----------------------



```

***What is platform independency in Java?
*****
Java 20 + 32 bit

```


$$\overbrace{NEN\ 11 + 64\ 50}$$


- 1) Syntax Verification
- 2) Compatibility Issues (J.M.S. = 8.M)
- 3) JVM converts the source code into **bytecode**



Now this .java file we submit to java compiler (javac) for compilation process. After successful compilation the compiler will generate a very special byte code file i.e., .class file (also known as bytecode). Now this .class file we submit to JRE for execution purpose.

Note: - Each OS (Windows, Linux, Mac) has its own J4d implementation that means J4d is **platform dependent** technology whereas Java is platform independent technology.

Notes: All the brackets eventually contain χ^2/N are broken as
 (1) (one bracketed element) broken