Basic Of Java

Java:-it is a programming language, created in 1995. Owned by Oracle and more than 3 billion devices run time.

Uses for:-

❖ Mobile applications (specially Android apps)
❖ Desktop applications
❖ Web applications
❖ Web servers and application servers
❖ Games
❖ Database connection
❖ And much, much more!

Use Java:-

➢ It works on different platforms like Mac, Windows, Linux, Raspberry Pi, etc.
➢ It is one of the most popular programming language in the world.
➢ It is easy to learn and simple to use.
➢ It is open-source programming language
➢ It is secure, fast and powerful
➢ It has a huge community support (tens of millions of developers)
➢ Java is an object oriented language which gives a clear structure to programs and allows code to be reused, lowering development costs
➢ As Java is close to C++ and C#, it makes it easy for programmers to switch to Java or vice versa

Basic structure of java program:-

class class_name

```
        {
                public static void main(String arg[])
                {
                        ……
                        ……
                }
        }
```

Question 1:-Write a program to print hello sir.

Solution:-

```
        class Ajay
        {
        public static void main(String arg[])
                {
                        System.out.print("hello sir.");
                }
        }
```

Output:- hello sir.

*System class:-*It is used to perform input output operations.

*Print function:-*It is used to print message as well as variable value after printing cursor blink on same line.

Question 2:-Write a program to print two number sum.

Solution:-

```
class Ajay
{
public static void main(String arg[])
{
        int a,b,c;
        a=30;
        b=45;
        c=a+b;
        System.out.print(c);
}
}
```

Output:- 75.

Scanner class:-It is use to prepare an object which hold reference of input devices. Like keyboard.

Syntax:-

Scanner<obj>;

Scanner <obj>=new Scanner(System.in);

Example:-

Scanner s;

Scanner s=new Scanner(System.in);

Note:-New keyboard is use to initialized memory at run time.

Pointer variable store the base address of any other memory location in he form hexadecimal code. Its package name is.

Java.util.*;

Java.util.Scanner;

Function of Scanner class:-

int	nextInt()
float	nextFloat()
double	nextDouble()
String	next()
….	…
….	…
etc	…

Question 3:-Write a program to add two number for dynamic values.

Solution:-

```
import java.util.*;
class Ajay
{
    public static void main(String arg[])
    {
```

```java
        int a,b,c;

        Scanner x=new Scanner(System.in);

        System.out.print("Enter two number");

        a=x.nextInt();

        b=x.nextInt();

        c=a+b;

        System.out.print("c="+c);

        }

    }
```

Output:-   Enter two number   3

                                    4

                                    C=7

            Enter two number   4

                                    5

                                    C=9

Note:-If we want to some word print with value than we use + sine.

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