

First Java Program

&

Main method in java

classmate

Date 12/10/2022

Page

- ⇒ Book:- Oracle's Java the complete reference
- ⇒ IT:- Information Technology → it's all about data.
- ⇒ Shell:- Shell is introduced shell. This tool allows you to execute java code, getting immediate results.
ex:- $2+3$ output: $(\$1) \Rightarrow (5) \rightarrow \text{ans}$
- ⇒ `ishell > /` → Show all the command by /
- ⇒ `ishell > /help` → List of all features/comments in ishell.
- ⇒ IDE:- (Integrated Development Environment)
Where we can type, compile, Run, De-bug, Test our code.
ex:- Eclipse (we use this), IntelliJ idea, VS code.
- ⇒ Editors:- Where we can only type our code.
Sublime editor, Notepad, Notepad++, etc.
- Q) Can we run a java file without compilation?
⇒ yes (from JDK 11) we can run directly. ^{without java command.} all the compilation happened background automatically. (Not recommended)
- Q) What happened when we ~~created~~ `FirstCode.java` → filename
`SecondCode` → give classname and run it?
⇒ Then, if we compile `javac FirstCode.java` it will run and create a class name of `SecondCode.class` because we gave different classname. (`SecondCode`)
now, if we run as normal `java FirstCode` it will not run, we have to do `java SecondCode` to successfully run.
- ⇒ If we create two class like that it create also or file of class.
- ⊛ .jar → Java archiver (The bundle of .class file)
→ on old Nokia mobile we had to download .jar file to play a game.

⇒ First Program of JAVA →

```
import java.util.*;           → import statements
package com.sample;          → package statements

public class Main {           → Parameters (string type argument)
    (Access Specifier) (Naming conv.) (name)
    public static void main(String[] args) {
        (Access Specifier) (Keyword) (Return type) (name)
        System.out.println("Hello world");
        (final class) (variable) (method of PrintStream class)
    }
}
```

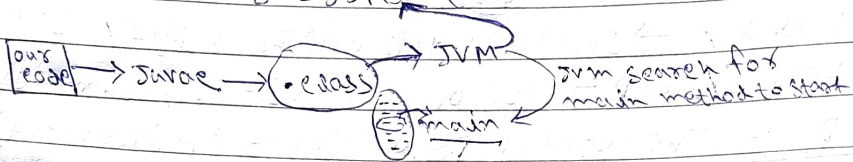
Output: Hello world!

⇒ APP/Software/Program ⇒ Same ✓

I.O) ⇒ What is main method in java?

→ Starting Point has to be defined in java and that is main

OS → operating system (boss of our computer)



Ans: ① What ever task or work or activity we should write under method. and the starting point of a code is main method (must have)

② Java → method

⇒ ① name ② Parameter ③ Body ④ return type

Syntax:-

Access modifier, return type, method name (Parameter) {

task/body/code
return ;

}

④ Return types:-

void display() {
S.O.P("Hello");
display();

When we don't want any return from the method

int display() {
S.O.P(=);
return 10;
display();

If we want something in return write the type of datatype.

consider ⇒ We can't use any method outside of any class without creating object of that class.

But you can use there is a way that is done by Static keyword.

→ main → name & jvm will search for this name only.

→ void → it is a return type (java main() will not anything). But you also create as int, float, double, String etc.

→ Public → Access specifier (To increase visibility)

→ Static → (keyword) can be allowed without object creation

→ String[] args → to receive command line arguments.
↳ we can give any name.

Q) Why need of commandline args?

⇒ To pass the data from command line to a method during execution.
→ args ⇒ (arguments) means you are giving information.

OS
↓
Assistance JVM
↓
java Launch.java
↓
create a Launch.class
↓
java Launch

class Launch {
public static void main (String[] args) {
System.out.println ("Hello World");
S.O.P ("args[0]"); → args[0]
S.O.P (args[0]); → swapup
S.O.P (args[1]); → mandal
}
}

args

Array created		
swapup	mandal	
[0]	[1]	[2]

★ ⇒ How to run commandline Arguments in Eclipse?

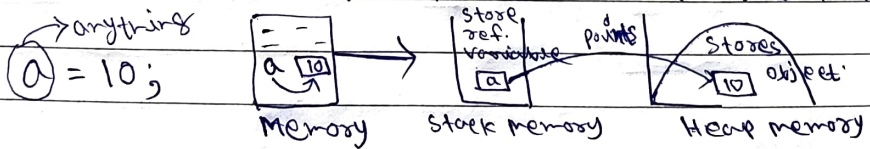
Right click on your program files > Run as > Run configuration
> Select arguments > Give arguments on program arguments
> Run

★ Valid Syntax:-

- Public static void main (String[] args) ✓
- Public static void main (String args[]) ✓
- Static public void main (—) ✓
- Static public main void (—) ✗
- Public static void main (String... args) ✓
- Public static void main (int[] args) ✗

★ Variable ★

⇒ Variable is a container where we can store different kind of data. Specify that data by datatype.



I.Q) What is statically typed & dynamically typed programming Languages? What is the difference between them.

(S.T)

(in c, C++, java) a = 10;
S.O.P (a);
Output ⇒ Give error

(D.T)

(in python, javascript) a = 10;
Print (a);
Output ⇒ 10 (Give error)

→ Static Language (vs)

- (i) type checking happens during compile time
- (ii) errors will show during compile time
- (iii) Declare data type before use [int a=10;]
- (iv) more control over the program

Dynamic Language

- (i) type checking happens during ~~compile~~ run time
- (ii) errors might not show till the program runs.
- (iii) No need to declare data type of variables
a=10 [language by itself identify]
- (iv) error saves time in writing program but error might give at runtime.

Q> What is the purpose of giving arguments at the time of execution? (during Spring Boot we will understand very easily)

→ ~~Developer~~ code :- 3 Phases before releasing the code to users.

- (i) Development :- few inputs associated with developers.
- (ii) Testing :- few inputs associated with test engineers.
- (iii) Production :- few inputs associated with QA.

→ JDK ⇒ compiler + JRE (JVM (JIT compiler) + library tools)

Note:- JDK is required for Developers (to write, run code)
JRE is required for Endusers, (to only run code)

Static Language vs Dynamic Language

- | | |
|--|---|
| (i) type checking happens during compile time | (i) type checking happens during runtime |
| (ii) errors will show during compile time | (ii) errors might not show till the program runs. |
| (iii) Declare data type before use [int a=10;] | (iii) No need to declare data type of variables
a=10 [language by itself identify] |
| (iv) more control over the program | (iv) error saves time in writing program but errors might give at runtime. |

Q) What is the purpose of giving arguments at the time of execution? (During Spring Boot we will understand very easily)

→ Development code :- 3 Phases before releasing the code to users.

- (i) Development :- few inputs associated with developers.
- (ii) Testing :- few inputs associated with test engineers.
- (iii) Production :- few inputs associated with QA.

⇒ JDK ⇒ compiler + JRE (JVM (JIT compiler) + library tools)

Note:- JDK is required for Developers (to write, run code)
JRE is required for Endusers, (to only run code)