

# Java

## Object Oriented Programming

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# Overview

1. Organisation
2. Why Java?
3. Time to get started! ..almost
4. Let's go!
5. That's it (at least for today)

# Organisation

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# Who are we?

Florian Kluge

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Moritz Schulz

Moritz.Schulz2@mailbox.tu-dresden.de  
@schokotets auf Telegram

# What are we doing here?

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- Introduction to programming
- Getting to know the basics of Java
- Preparation for upcoming courses (e.g 'Softwaretechnologie', 2nd Semester)

- 14 lessons

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- Thursday, 13:00 - 14:30

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- Attendance list

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.. but please contact us so we can invite students from the waiting list
- If you don't attend the course for two weeks in a row without notice we will give your slot to other students

## Why Java?

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# Why Java?

- Widely used programming language
- Introduction to object oriented programming (OOP)
- Platform-independent
- ... and much more



- Android development
- Web applications
- Desktop GUI applications
- ... and much more

## Do you have any programming experience already?

Do you have any programming experience already?

<https://trivo25.github.io/tud-java-course/poll.html>

or

<https://strawpoll.com/6uh45fcvx>

**Time to get started! ..almost**

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## Time to get started! ..almost

Java OpenJDK 11 <https://adoptium.net/>  
Did you install it correctly? Time to find out!

```
1      $ javac --version  
2      > javac 11.0.12  
3
```

## Time to get started! ..almost

Doesn't work? :( Use an online compiler!

<https://www.jdoodle.com/online-java-compiler/>

**Let's go!**

---

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$ cd /to/my/folder
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- Create a new file by either typing

```
$ touch helloWorld.java
```

or right-clicking in your folder

Right click -> new -> text document

and save it as a .java file

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- now its time to write your first piece of code!

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```
1 public class HelloWorld {  
2     public static void main (String[] args) {  
3         System.out.println("Hello World!");  
4     }  
5 }
```

../code\_samples/HelloWorld.java

# How to execute a java program

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- `.class` files are 'bytecode' for the Java Virtual Machine (JVM)

# How to execute a java program

what we have to do now..

- telling `javac` to compile our `helloWorld.java` file into a `helloWorld.class`
- `.class` files are 'bytecode' for the Java Virtual Machine (JVM)
- with `$ java helloWorld` we can finally execute our first program!

# How to execute a java program

```
1      $ java helloWorld  
2      > Hello World!  
3
```

## Time to play around

your next task

- change the text you want to print in the `helloWorld.java` file



## Time to play around

your next task

- change the text you want to print in the `helloWorld.java` file
- re-compile it into a `.class` file and execute it again!

## What are we actually doing?

- we are telling the computer what do to

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- we list instructions for the computer

## Task numero 2!

Let's add a variable of type `String`!

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```
1 public class VariableString {
2     public static void main (String[] args) {
3         // greeting is of type 'String'
4         String greeting = "Hello"
5         /*
6             toGreet is also of type 'String', but this
7             comment is on multiple lines!
8         */
9         String toGreet = "everyone"
10        System.out.println(greeting + " " + toGreet);
11    }
```

../code\_samples/VariableString.java

## Task numero 2!

- We can re-use variables

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- We can re-use variables
- We can store data in them

## Task numero 3!

```
1 import java.util.Scanner;
2 public class VariableStringName {
3     public static void main (String[] args) {
4         Scanner myInputScanner = new Scanner(System.in
5         );
6
7         System.out.println("Hi, whats your name?");
8         String name = myInputScanner.nextLine();
9         System.out.println("Hello, " + name + " nice
10        to meet you! :)");
11     }
12 }
```

../code\_samples/VariableStringName.java



## Task numero 3!

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- `int` represent whole numbers, like 1, 18, 1337 or 420360
- We can calculate `int` with operators like +, -, \* and many more

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Okay, what now?



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We now can..

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- Declare variables like `int` or `String`
- Read input from the console
- .. and know operators like `+`, `-` or `*`

Okay, what now?

Let's build a calculator!

**That's it (at least for today)**

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## What will we do next lesson?

- Deep dive into (more) variables and their operators
- Introducing functions and control flow
- and build more cool things!

## Links and resources

<https://trivo25.github.io/tud-java-course/>

