

3/9/24

OOPJ

* Flow of Execution in C/C++

// File Name : main.c

#include <stdio.h>

int main (void) {

printf ("Hello, World ! \n");

return 0;

}

Preprocessed file

gcc -E main.c -O main.i
// main.i is txt file

Assembly file

gcc -S main.c -O main.s
// main.s is a txt file

Executable

gcc main.s -o main.out

// main.out is a binary file

(Binary file)

object file

o

linker

ld

a.out

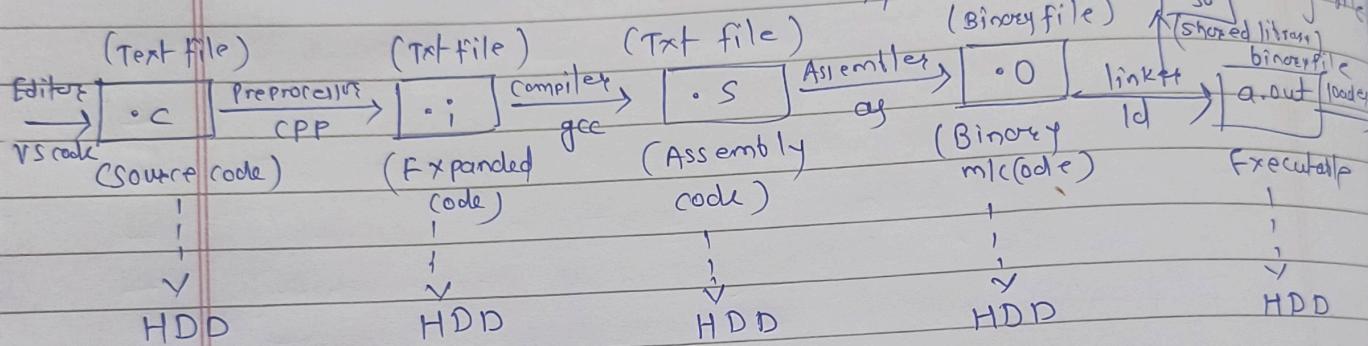
binary file

library

l

executab

le



* Machine Language Code

hexadecimal code which understand by m/c (window
. mac, linux)

* CON

complexity, portability,
maintenance, Development
time

* pros

Direct Execution

Performance

* Assembly language code

that is intermediate code (byte code)

* CON

* pros

close to h/w, Performance

it is same as above

* High level language code

If it is Simple English language. (Syntax of lang)

* Pros

Easy of use, faster development, portability, Error Handling

* Cons

Performance, memory usage, learning curve

Q How to make Programming language?

Syntax, Semantics, Data Types, Operator Set, Built-in Features.

• Use Case:

CUI - Console User Interface Application.

GUI - Graphical User Interface Application.
Shared libraries (.jar)

We can create CUI, GUI & libraries using language but generally it is used to implement business logic

Ex - C, C++, Java, C#, Python, Go, Ruby etc

* Framework -

Set of ready made libraries on the top of it we can develop app.

Q Why Framework?

→ Speed up development, Reduce errors, solve Specific prob

Ex - Logging framework - Apache

Unit Testing - Junit

MVC based web appn framework - Apache struts

Automatic persistence framework - Hibernate

* Technology -

In general technology help us to develop appn / s/w
Every lang can be considered as technology but every technology can not be considered as language

Servlet / JSP, ASP.net etc

Development, Deployment tools, framework, Techniques

HLL - C English
 LLL - Assembly language (main.exe) not readable by editor
 MLL - binary/bite

Source file - portable instruction
 executable file - non portable

* Platform -

A platform is h/w or s/w environment in which most plm can be described as combination of OS + H/w based plm.

Plm that do not require sp hardware but are built on top of existing OS & h/w s/w only plm

ex

Java, Microsoft .Net, (jre)

In general s/w-only platform provides tools, API, runtime environment.

*

Introduction -

- Java is a product of SUN/Oracle.
- Java language is both technology as well as platform.
- Java's standardization is managed through the Java Community Process JCP
- Extension of Java source file ".java"
- Java is object oriented but also supports procedural & functional programming paradigms.
- Java is statically typed language. It means type checking is done at compile time.
- Java is case sensitive language.
- Java, Kotlin, Scala, Groovy are some of the JVM based languages.
- = Java is platt

* Java Editions / Development platforms -

1. Java Standard Edition (Java SE) - core Java

• Java Application Programming Interface (API) & JVM
Used for standalone appn (desktop appn, cmd tools)

2. Java Enterprise Edition (Java EE) - It called advance JavaEE / JEE / Jakarta EE) • servlet, JSP, JPA, filter, JTA

Used for web appn and distributed appn.

3. Java Micro Edition (Java ME)

It is used to develop appn for mob phones, embedded systems and IoT devices.

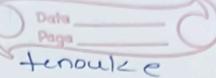
web Java /
Java EJB,
Java mail

JDK for developer JRE for client

To compile Java code - JavaC

To run Java - Java

first Java compiler



4. JavaFX

It is used for building rich, modern UI for desktop appn

5. Java Card

It is used for developing appn for smart card & Secure IoT Devices

- API collects and processes a response, then returns with that response.
ex: waiter, In hotel for dinner

* SDK (S/w Development Kit)

To develop S/w developer must install the SDK on their m/c.

SDK = Dev Tools + API Docs + Supporting libraries + Executn Environment

- 1) Dev Tools - Tools to compile, build, test & debug
- 2) Documentation - References that explain how to use SDK
- 3) Libraries - pre-written code which minimize developer efforts.
- 4) Executn Environment - plm where we can deploy & test the appn
- 5) Code Samples - ex projects that demonstrate how to implement certain features using the SDK.

* JDK (Java Development Kit)

To develop Java S/w, a developer must install the JDK on their m/c.

What is JDK?

Java SDK = Java Dev Tools + Java API Docs + Java Supporting lib. + Java Execution environment

JDK = Java Dev Tools + Java API Docs + rt.jar + Java virtual machine

JDK = Java Dev Tools + Java API Docs + JRE (rt.jar + Jvm)

In

- class file inside compile / byte code present
- class is binary file not read by txt editor
use Java P cmd

Java Development Kit typically include

Java Dev Tools - javac, java, javap, jstack, jdb etc.

Java API Doc -

Java API Libraries - rt.jar

Execution Environment - JVM

Code Samples - Src.zip

* JRE (Java Runtime Environment)

- To execute / run Java appln on developer's m/c / client's m/c, we require (JRE).
- The JRE comes with the JDK by default. So developers do not need to download it separately.
- On client m/c we must first download & install the JRE.

(Components of JRE)

Java class Library (rt.jar) - to see native code

Java Virtual machine (JVM)

* JVM (Java Virtual Machine) -

- It is under the JRE.
- It converts the compiled byte code into Native code.
- It works as interpreter between P1 & underlying h/w
- It consists of JIT compiler. It provides JRE to Java appln.
- To see native code use JITwatch to run on different OS.
- JIT compiler located inside the JVM.
- Jvm is found in Java P1.

(Just In Time)

- * JIT (compiler) present in JVM.
- It compiles bytecode into m/c code at run time.
- It improves performance of Java program.

JIT compiler enabled by default.

When method has been compiled JVM calls the compiled method instead of interpreting it.

Stable JDK - 8

May - Sept new version release.

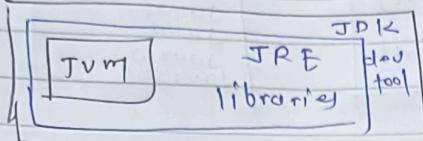
classmate

Data

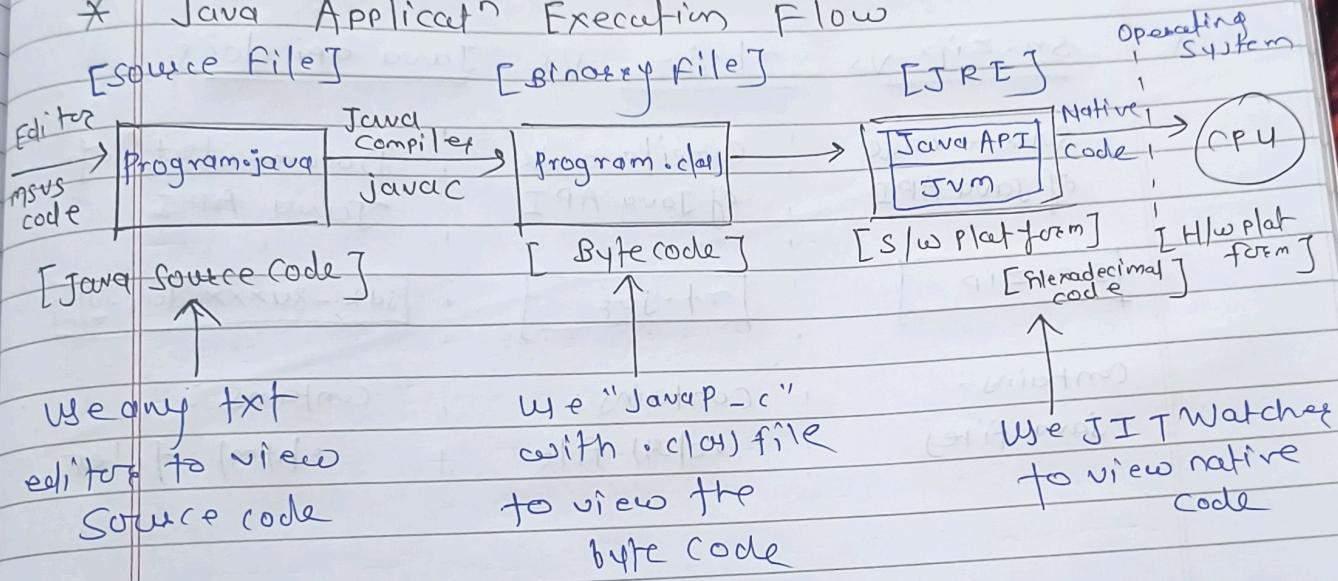
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Now day JDK 23 come in industry

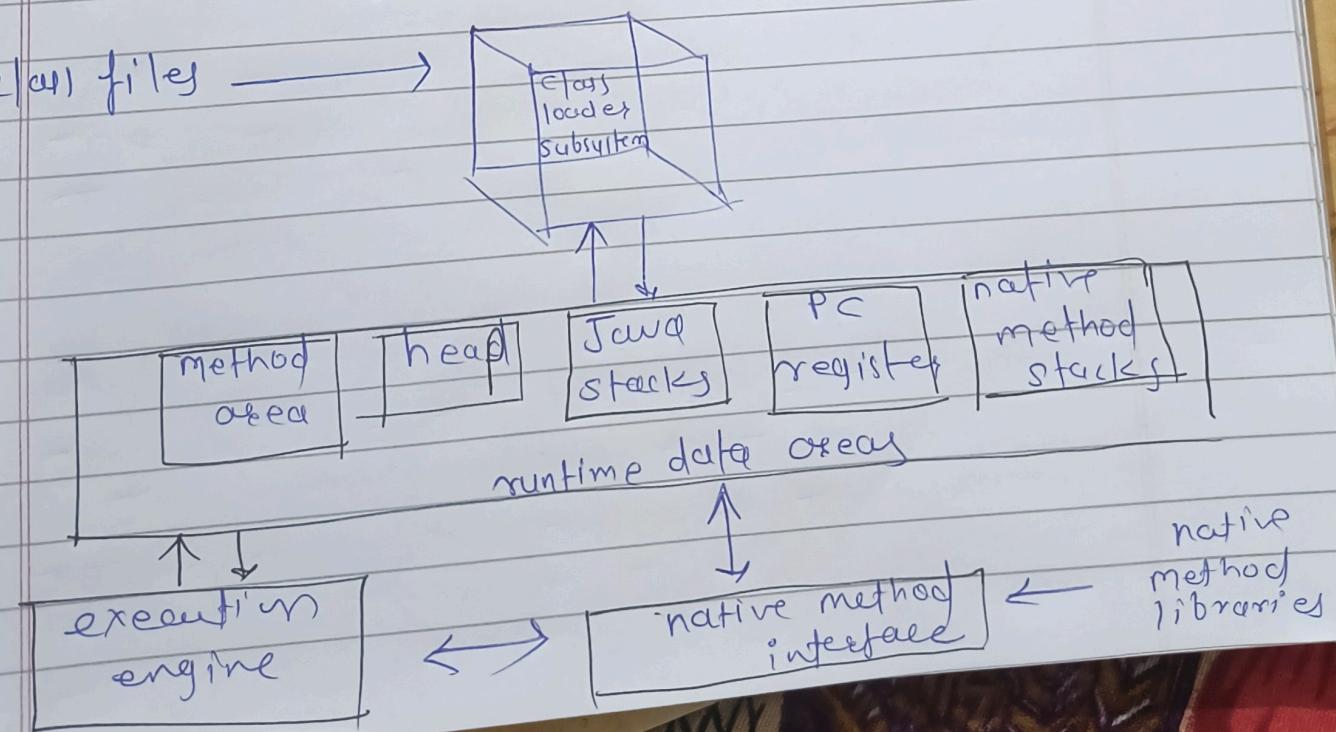
LTS (long term support) we in IT industry
are JDK 8, JDK 11, JDK 17, JDK 21

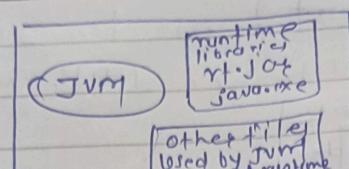


* Java Application Execution Flow

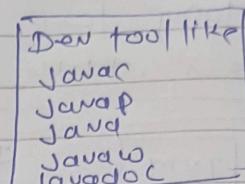


* Overview of JVM Architecture.





JRE



JDK

* src.zip vs rt.jar vs Java api docs

Source code of Java API | Compile code of Java API | Documentation of Java API

src.zip | rt.jar | jdk-8uXXX-docs-all.jar

contains: java files | contains: .class file | contains: .html files