**Chapter 1:**

Java seduced programmers with its friendly syntax, OO features, memory management and portability.

The fact: write one application once and have it run on whatever device

1: Create a source document type your program as party.java

2: Run it through the source code compiler javac party.java compile it; party.class will be generated

3: Java byte-code will be generated

3: Any device capable of running java capable of interpreting or translating this file into sth that can run

4: java byte-code is platform-independent

5. The devices don’t need to have physical java machine the only thing they need is to have virtual java machine implemented in software running on their electronic devices.

**Code structure in Java:**

1. Source code: class definition

public class Dog {

} Dog.java

2. Class has one or more methods

public class Dog {

void bark(){

}

}

3. each method can have several statements; within the curly braces of the method write how the method can be performed.

public class Dog {

void bark(){

statement1;

statement2;

}

}

**Anatomy of a class:**

When JVM starts running looks for the class you give it at the command prompt. Then looks for a specific method called main

Public static void main( string[] args)

{

}

Public class MyFirstApp{

Public static void main( string[] args)

{

System.Out.println(“ I rule”);

}

}