**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”);

}

}

**Writing a class with a main:**

In java everything goes to class.

Type your source code with java extension

Then compile it now class extension

When you run a program you really run a class

Running a program means telling JVM to load a class

Executing the main method

Keep running till the main is finished.

The main method is where your program starts running.

No matter how big your program is there’s got a main method gets the ball rolling.

**What you can say in the main method**:

-You can say all normal things that you say in most programming languages to make the computer do something.

1. Do something (declaration, assignment, method call)

2. Do something again and again (for and while)

3. Do something under these conditions (if/else tests)