

## Introduction to Java

James Brucker

### What is Java?

Java is a language for writing computer programs.

✓ it runs on almost any "computer".

- desktop
- mobile phones
- game box
- web server & web apps
- smart devices







### What Uses Java?

□ OpenOffice & LibreOffice (like Microsoft Office)

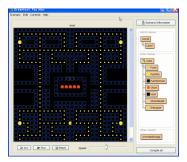
[About Mozilla Firefox]

- Firefox
- ☐ Google App Engine
- Android
- MindCraft & Greenfoot
- □ IDE: Eclipse, IntelliJ, NetBeans









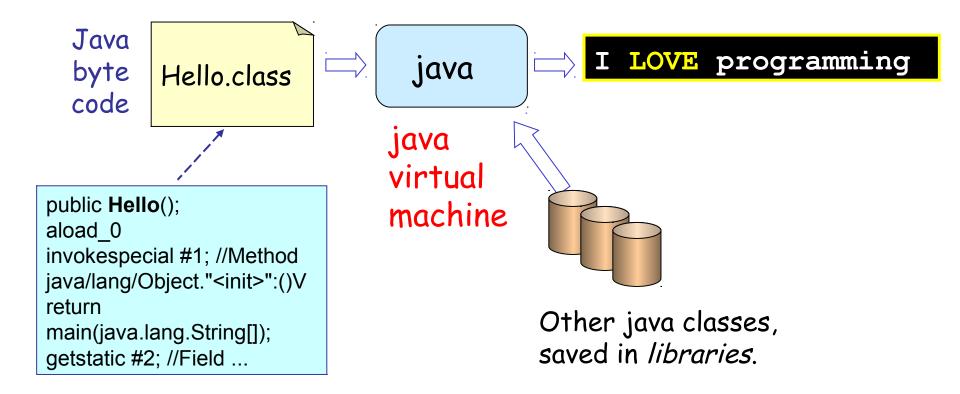
# How Java Works: Compiling

- 1. You (programmer) write source code in Java.
- 2. A compiler checks the code and *translates* it into "byte code" for a "virtual machine".

```
Java
                                                                              Java
                                                            Hello.class
                                       javac
                                                                              byte
             Hello.java
source
                                                                              code
code
                                    compiler
                                                        public Hello();
public class Hello {
                                                        aload 0
   public static void main( String [ ] args ) {
                                                        invokespecial #1; //Method java/
                                                        lang/Object."<init>":()V
   System.out.println("I LOVE programming");
                                                        return
                                                        main(java.lang.String[]);
                                                        getstatic #2; //Field ...
```

## How Java Works: Run the Bytecode

- 3. Run the byte code on a Java Virtual Machine (JVM).
- 4. The JVM *interprets* the byte code and also loads other code from libraries (as needed).



## Summary: How Java Works

- 1. You (programmer) write program source code in Java.
- 2. Java compiler checks the code and translates it into "byte code".

A Java virtual machine (JVM) runs the byte code. 3. Libraries Hello, javac Hello.class Hello.java java World! JVM: Java compiler byte code Program - load byte code source execution - verify the code program - runs byte code - enforce security model

### How to Write Source Code?

You can use any editor to write the Java source code.

As a first program, we'll use Notepad.

Later you will use an Integrated Development Environment (IDE) such as BlueJ, Eclipse, and Netbeans. VisualStudio is another IDE.

An IDE can make you much more productive, but they take some practice... so for now, we'll use Notepad.

#### How to Get Java

To do these examples you must install the Java Development Kit (JDK).

It is helpful to install the Java documentation (Javadoc).

#### Implementations of Java

- ✓ Oracle Java: java.oracle.com
- ✓ OpenJDK: AdoptOpenJdk.net
- ✓ Stick with LTS versions: Java 8 & Java 11

# Install Java Development Kit (JDK)

#### 3 choices:

1. Oracle Java

https://www.oracle.com/technetwork/java/javase/downloads/

2. OpenJDK Java (with choice of JVM)

https://adoptopenjdk.net/

3. JDK included with BlueJ for Windows and MacOS

https://bluej.org

BlueJ is recommended for getting started. Later you'll want a more powerful IDE such as Eclipse, Netbeans, or IntelliJ.

### **Installation Notes**

- There are some suggestions at the end of these slides
- You can also find videos on YouTube for help installing Java and writing your first program.

# What Are We Going to Write?

First version: program will print

```
Hello, human.
```

Second version: program will ask for your name, save it as a String, and print a personal greeting. Example:

```
What is your name? Cat Hello, Cat.
```

Third version: we will also get the current time and print it along with greeting like in second version.

## Write this Program

- 1. Use a text editor (WordPad, EditPlus, not MS Word).
- 2. Save this code as Hello.java

Name of the class must be same as name of file

```
public class Hello {
   public static void main( String [ ] args ) {
      System.out.println( "Hello, human" );
   }
}
```

# Compile and Run the Program

3. Compile the program using "javac". This translates the source code into byte code.

```
C:> javac Hello.java
```

4. Run it. "java" runs the virtual machine.

```
C:> java Hello
Hello, human.
```

### Errors?

javac: Command not found.

This means Java isn't on your PATH environment variable. Fix it. :-)

Hello.java:1:public Class Hello {

^ class, interface, or enum expected

Message like this are syntax errors.

Check your typing. Java is case-sensitive. In particular, the main method must be "main", *not* "Main".

In this example, the source code contains "Class" instead of "class".

# 2nd Version: input

In this version we'll see how to read input and how to use a local variable.

The easiest way to read input in Java is with a Scanner object. A Scanner *parses* input into strings, numbers, etc

To create a Scanner *object* for reading the console use:

```
import java.util.Scanner; import tells the compiler where to find the Scanner class

public class Hello {

private static Scanner console = 

new Scanner( System.in );
```

this declares a variable of type Scanner. "static" means the variable belongs to this class.

System.in is a predefined variable for byte-by-byte input from the default input

### 2nd Version: main method

Scanner has a *method* named nextLine() that reads the rest of the input line and converts it to a String.

System.out.print("string") does not print a newline after the output.

```
public static void main(String [] args) {
    System.out.print("What is your name? ");
    String who = console.nextLine();
    System.out.println("Hello, " + who );
}

+ joins two strings together.
```

## dot notation for object methods

console is the name of a variable (an object reference) that refers to a Scanner object.

To invoke an object's method, you write the object reference (variable) + "." + the method name:

```
String who = console.nextLine();
```

nextLine method of console object

Strings are also objects and have methods. To get the length of a String use:

```
int n = "hello world".length();
```

## Compile and Run 2nd Version

Compile (javac) and run (java) the 2nd version:

```
C:> javac Hello.java
```

```
C:> java Hello
What is your name? Nerd
Hello, Nerd.
```

#### 3nd Version: decisions

Most programs contain *logic* for *decision making*.

We'll write a program that greets and show the time.

#### The logic is:

```
get the current time
if now is before 12:00
   print "Good Morning," + user's name
else if now is before 18:00 then
   print "Good Afternoon," + user's name
else print "Good Evening," + user's name
print "It is now hh:mm:ss" (say the actual time)
```

# Creating a Date Object

Java has a Date class (also located in java.util package).

Date has lots of methods. getHours() returns the hour.

To create a Date *object* with the current date and time, use:

Date now = new Date();

To create an *object* from a class, write:

new ClassName();

Some classes allow parameters when creating a new object, for example:

new Double(0.5); // double with value 0.5

# 3rd version: using a method

```
import java.util.Date;
import java.util.Scanner;
/** Greeting with time of day. */
public class Hello {
  private static Scanner console = ...;
  we will add greet method here
  public static void main( String[] args ) {
    // ask user his name and call greet
    System.out.print("What is your name? ");
    String who = console.nextLine();
    greet( who );
```

# 3rd version: greet method

This declares a method named greet that doesn't return any value (void) and has one parameter (name)

```
public static void greet( String name ) {
   Date now = new Date();
   if ( now.getHours() < 12 )
      Sytem.out.println("Good morning, "+name);
   else
      System.out.println("Good afternoon, "+name);
   System.out.println("The time is "+now);
}</pre>
```

## Compile and Run

- Compile (javac) and run (java) the 3rd Hello program.
- ☐ You will notice that it prints the date *and* time. If you want to print only the time, such as 12:45:00, use this:

```
System.out.printf("The time is now %tT\n",
  now );
```

printf creates formatted output. The first string is the format (including text to print). %tT is a format code to output a time value (using the next argument). You'll study formatted output later in the course.

It is similar to printf in the C language.

### That's It!

- This program was a quick overview of how to program in Java.
- ☐ After this, we'll write code in BlueJ. BlueJ makes it much easier to edit, compile, and run your code.
- ☐ In BlueJ, you can also run Java commands interactively, without creating a program.

## What do you need to use Java?

#### Programmer needs:

- Java compiler (javac)
- the Java foundation classes (included with JDK)
- documentation called "Java API" which can be viewed in a web browser

#### User who runs a program needs:

- Java Virtual Machine (JVM): java command
- foundation classes used by the JVM
- This is the "Java Runtime Envionment" (JRE)

#### Where Are the Classes?

- The Java Runtime (also included in JDK) has thousands of classes.
- Where are they?
- ☐ Where is the Java compiler (javac)?

### **Know Your Tools**

Craftman, Farmers, Engineers, Scientists, ...

Know Their Tools

## Layout of the JDK

```
C:/java
                        Location for java (your choice)
                        JDK 8u231
     /jdk1.8.0 231
                          programs ("binaries")
         /bin
                          demo apps with source
         /demo
                          interface to C language code
         /include
                          Java Runtime for JDK
         /jre
                          libraries used by JDK
         /lib
                          samples with source
         /sample
                          source code for JRE classes
         src.zip
```

### Executable are in /bin

```
C:/java
     /jdk1.8.0 231
         /bin
                         Java Virtual Machine (JVM)
           java
           javac
                         compiler
                         create Javadoc (HTML)
           javadoc
                         JVM for GUI applications
           javaw
                         manage Java Archive (jar) files
           jar
                         monitor the Java VM
           jvisualvm
```

## Demo applications

```
C:/java
   /jdk1.8.0 231
      /demo
        /jfc/
        /applets/
        /plugins/
        /netbeans/
```

"Demo" is optional.

You might not have it.

Demos for Java core classes

Java applets (run in browser)

Java plugins

jfc and applets as Netbeans projects

# Java 11 JDK (new layout)

```
C:/java
                         Location for java (your choice)
                         JDK 11u05
     /jdk11.0.5
                          programs ("binaries")
         /bin
                           configuration files (.properties)
         /conf
                           interface to C language code
         /include
                           Java module system
         /jmods
                           libraries used by JDK
         /lib
                           legal notices for lawyers
         /legal
                           version no. & release info
         release
```

# Java Archive (JAR)

A JAR file (\*.jar) is a ZIP file with special directory structure.

- \* Used to contain Java class files.
- \* May also contain other kinds of files (images).
- \* You can run JAR files! if they designate a "main" class

## Organize Your Software

You may have *many JDK and JRE*. Organize them so you can find them.

```
C:/java
                         Location for java (your choice)
     /jdk1.8.0 231
                         JDK 8 update 231
                         Documentation for JDK 8
         /docs
     /jdk11u05
                         JDK 11 update 5
         /docs
                         Javadoc for JDK 11
     /tutorial
                         Java tutorials
                         More Java tools and libraries
```

## Java on your PATH

```
JAVA_HOME=C:\java\jdk1.8.0_231
PATH=...;%JAVA_HOME%\bin;...
```

Java should be on your search PATH in order to be able to use Java at the command prompt.

May also affect double-click on executable JAR files.

# Can't find javac or java?

```
C:> javac -version
"javac" not found.
```

If "Not Found" then add Java's "bin" dir to your PATH.

- 1) Right-click "My Computer" → choose "Properties"
- 2) Select "Advanced" tab

3) Click "Environment Variables"

- 4) Select PATH and click "Edit"
- 5) Add this to PATH:

...;C:\java\jdk1.6.0\_26\bin

**MS** Windows

# Env Variables used by Java

These are not required, but used by many Java tools to find Java. On Windows they are usually set by the setup program, but you might want to check it.

How? open a cmd window and type "set" or "env".

```
JAVA_HOME=C:\java\jdk1.8.0_231

JRE_HOME=C:\java\jdk1.8.0_231\jre
```

CLASSPATH is another variable used by Java.

CLASSPATH tells Java where to look for class and jar files.