Java Programming Workshop

Aakash Kumar Nanda

Agenda

Introduction

Why Java?

What is OOP?

Classes and Objects

So your boss came in with an idea and you need to make an app, are you ready to learn the first steps?(Practical Example)
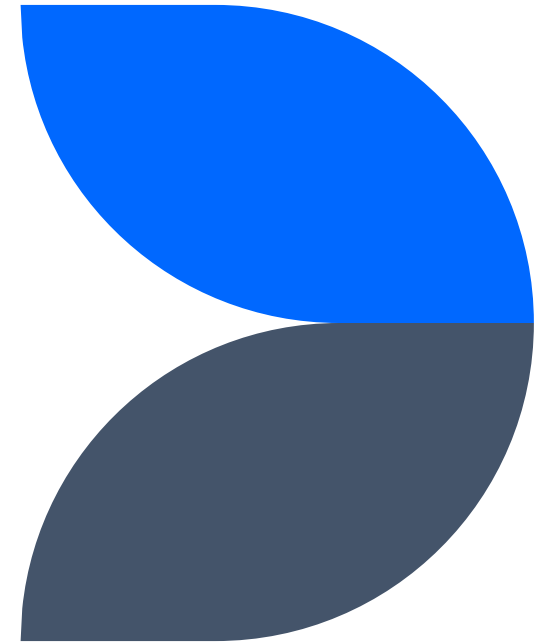
Summary

Introduction

Java is a high-level, class-based, object-oriented programming language that is designed to have as few implementation dependencies as possible.
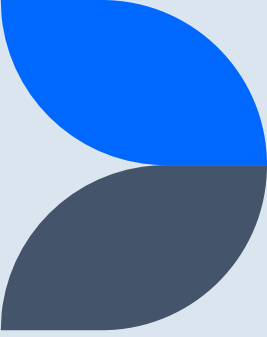
Why Java?

Let's see some cool stuff about Java

Continued..

1. It's Platform Independent

2. It's an object Oriented Programming Language

3. Very popular among various development fields(Ex : Web, mobile apps etc)

4. Lots and lots of libraries.

What is an Object and a Class?

- An Object is an instance of a Class.

- Inversely Class is the Blueprint of an object.

- Classes have properties and behhaviour.

- Well is it a bit confusing??

- Let's see an example

You like Cars Right??
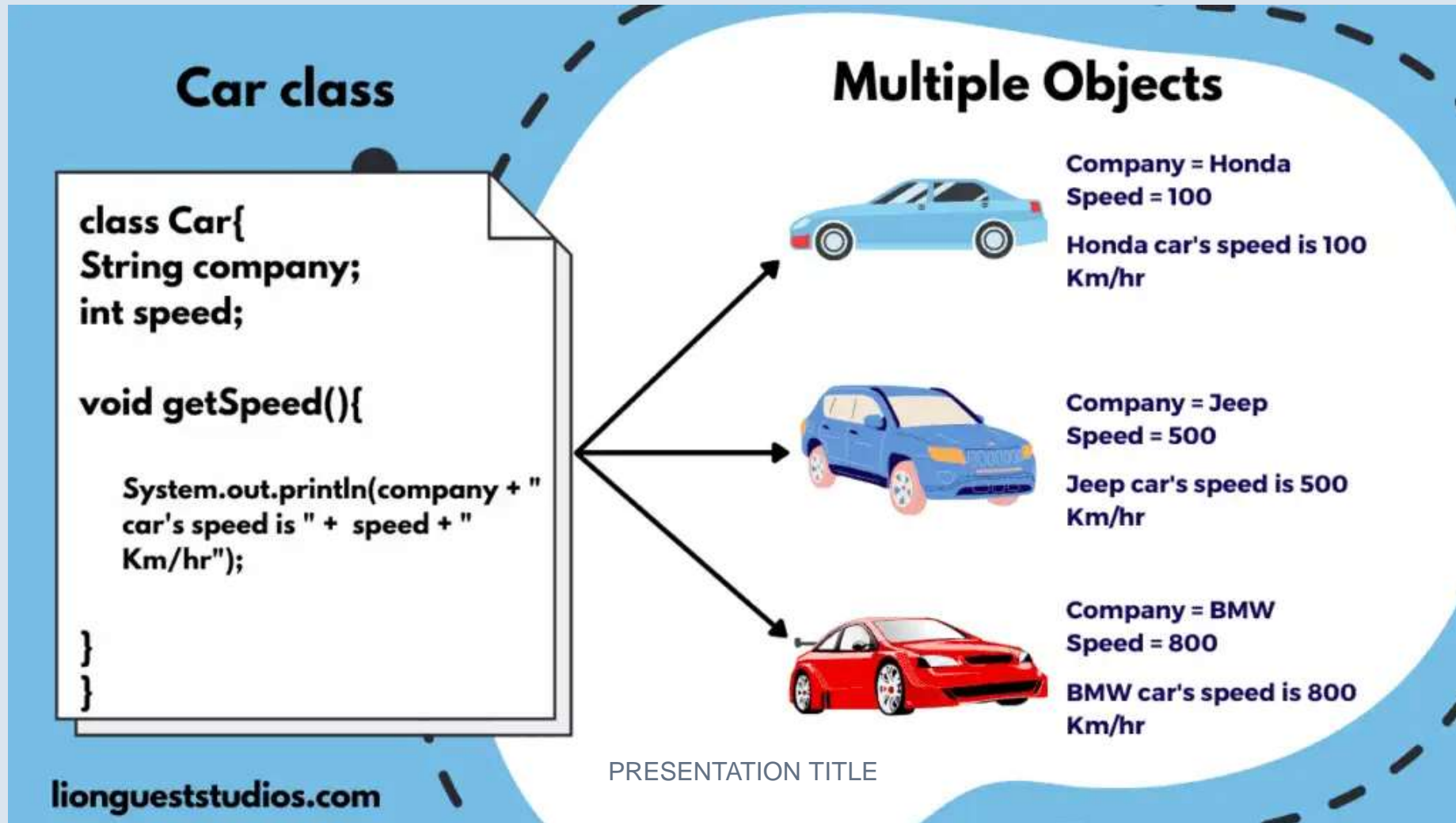
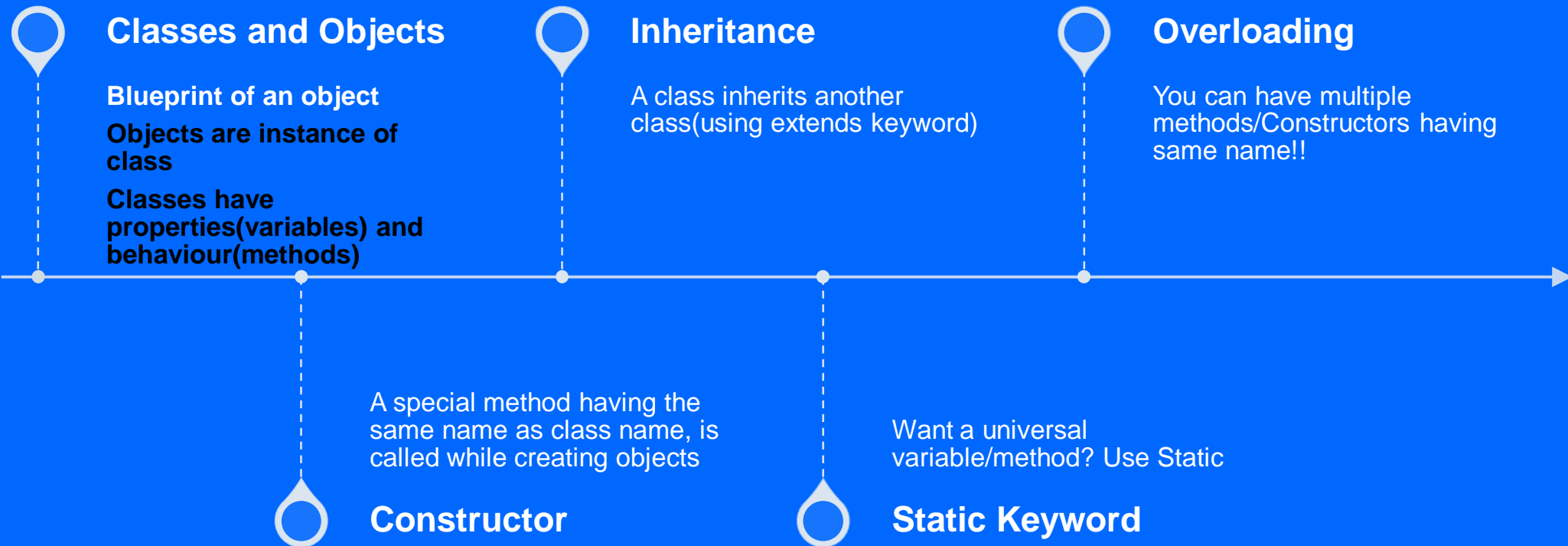> A Class in java, is where we teach objects how to behave

Richard E. Pattis

Enough Theory, Let's get our hands Dirty!!

A Small Activity!!

Summary!!

Classes and Objects

Blueprint of an object

Objects are instance of class

Classes have properties(variables) and behaviour(methods)

Inheritance

A class inherits another class(using extends keyword)

Overloading

You can have multiple methods/Constructors having same name!!

A special method having the same name as class name, is called while creating objects

Constructor

Want a universal variable/method? Use Static

Static Keyword

Reference Links

GitHub Repo-
https://github.com/aakash1999/javaProgrammingWorkshop

Thank you

Aakash Kumar Nanda

https://www.linkedin.com/in/aakash-kumar-425236161