Fundamental of Java Programing

Q1) Why do we learn Java programming?

→1) It is a truly object oriented programming and most popular programming language for development of software app^n.

→2) It is used for the development of mobile app^n, web app^n, desktop application, web servers, app^n serve gaming and database connections

Q2) What are the features of JAVA programing?

→i) It is truly OOP language because every variable is defined inside the class. There is no concept of global variable in JAVA

→ii) It is open source and freely available. It is very easy to use and learn

→iii) It is robust and secure language

→iv) It is platform independent language and portable language

→v) JAVA has a huge community support

→vi) JAVA provides less-development cost

Package is a collection of classes.

In JAVA, name of the class →
first character of it should be capital

→ Structure of JAVA programming
i) Document section ⎫
ii) Package statement ⎬ Non
iii) Import statement ⎪ essential
iv) Interface statement ⎪
v) Class def" ⎭
vi) Main method class → essential

i) //Name of program, name of programmer
classes, method

ii) package package-name;

iii) import java.package-name.class-name;

iv) interface interface-name;

v) class Student {...}
class Employee {...}
class College {...} → name of
the file

vi) public class Classname
public static void main (String args[])
{...}
}
}

i) **Document section**

It consists of problem statement, name of programmer & name of the classes and methods used in the program as a comment

ii) **package statement**

It declares the package name and informs the compiler that the class defined here belongs to this package

iii) **import statement**

It instructs the interpreter to load the class contained in the particular package

iv) **Interface statement**

It is used when we want to implement the concept of multiple inheritance.

v) **Class definition:**

'n' no of classes in a program depends on the complexity of the program statement

vi) **Main method class**

It is an essential element ~~method~~ of JAVA class and it includes the main method

that means it performs the main
task of the program.

i) java --version
ii) mkdir workk7
iii) cd   workk7
       ↑
change directory

                                    → name of the file
iv) touch   First .java

v) ls
       └→ list of all the files
vi) geolit First. java

              → anyone can access it   invoked automatic
                                          without object for
                                          interpreter

(public) class   First {
       (public) (static) void main (String args [
                                    → method name
       {
           System . out. println ("Hello");
       }
}

                         Print Stream Class

                 We can pass number ←
                 of arguments to the
                 main method. [ ] → denotes
                 an array. We can pass
                 int, float argument but
                 they will be converted to
                 String Class. Here String

class is acting
as a String data type

8 built in data types in JAVA

i) byte   v) float
ii) short   vi) double
iii) int   vii) char
iv) long   viii) boolean

For compilation
    javac First. java