

# Introduction to Java

# Learning objectives

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- ▶ Java Basics
- ▶ Using an IDE (Integrated Development Environment) like IntelliJ IDEA
- ▶ Creating a first program

# Java Basics

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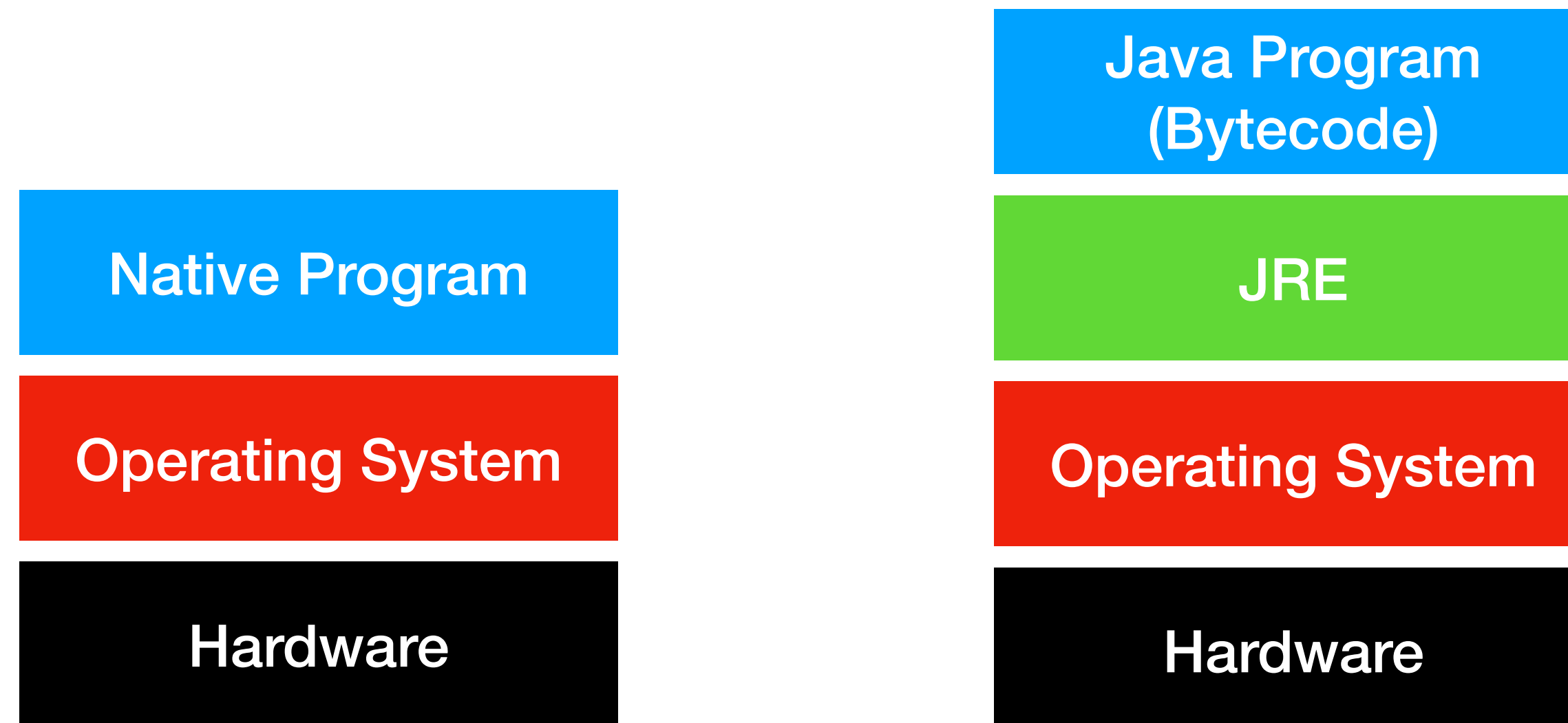
- ▶ Object-Oriented Language
- ▶ Portable code - write once, run anywhere
- ▶ Automatic memory management
- ▶ A language and a platform
- ▶ Very popular and trusted for enterprise applications

# Java versions

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- ▶ A new version of Java is currently released every 6 months
- ▶ Some versions are LTS versions (Long Term Support)
- ▶ LTS versions are supported for a long time, other versions only for 6 months
- ▶ This course uses Java 8, one of the LTS versions

# Java Runtime Environment (JRE)



# Compilation and Running

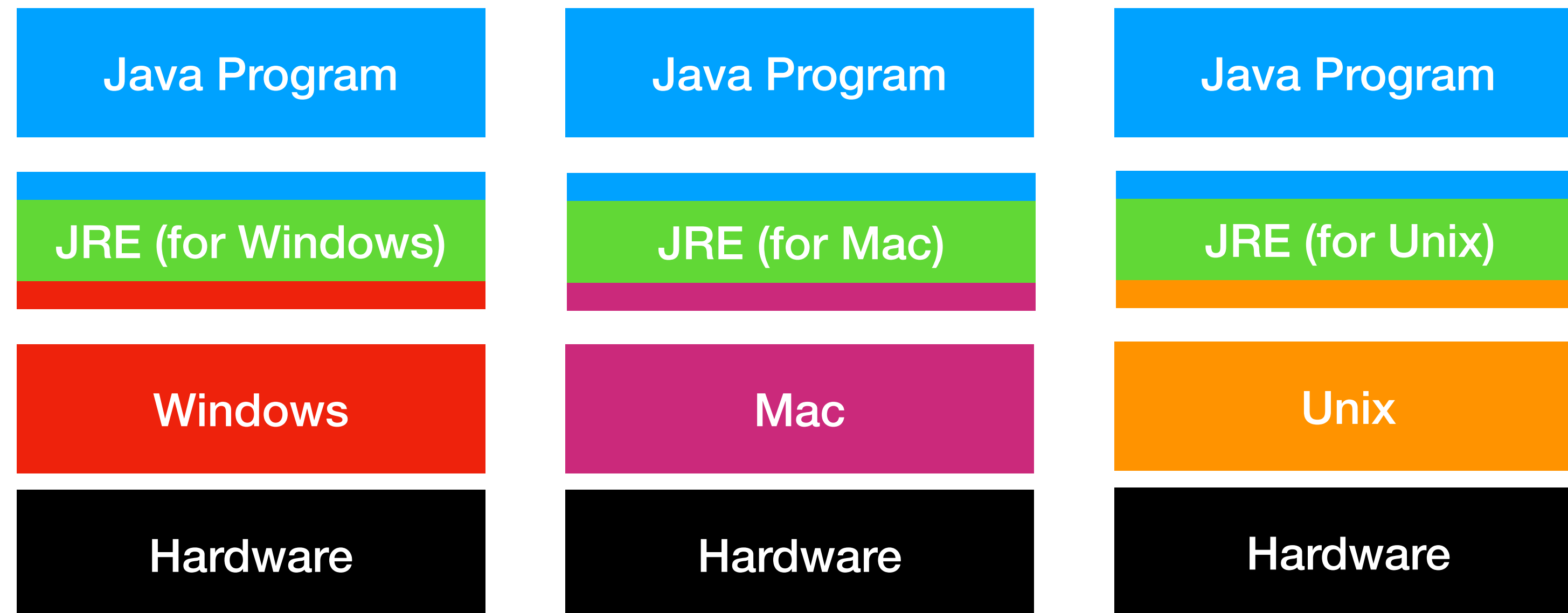
**Compiling the source code into Bytecode with the JDK (Java Development Kit)**



**Running the compiled Bytecode with the JRE (Java Runtime Environment)**



# Portable code



# Working with the IDE (IntelliJ IDEA)

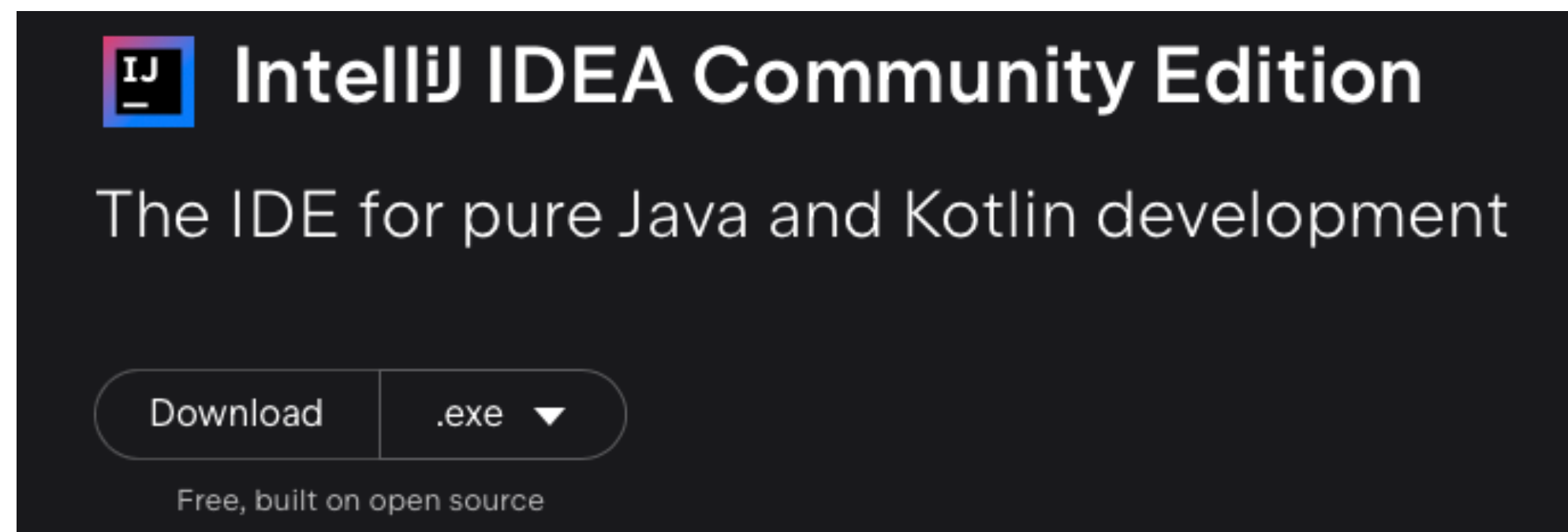
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- ▶ An IDE (Integrated Development Environment) is used for programming
- ▶ IntelliJ IDEA is an IDE with many helpful tools for Java programming
- ▶ When running a program in IntelliJ, the source code will first be compiled to bytecode and then the bytecode will be run
- ▶ The debugger is really helpful when finding bugs!
- ▶ IntelliJ IDEA Community Edition is free and open source



# Installing IntelliJ IDEA

- ▶ Download IntelliJ IDEA Community Edition for your operating system:
- ▶ <https://www.jetbrains.com/idea/download/?section=windows>
- ▶ Scroll down and download IntelliJ IDEA Community Edition:



- ▶ Double click the .exe file and follow the installation guide

# Demo 1 - Creating a program

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- ▶ Creating a project in IntelliJ IDEA Community Edition
- ▶ Creating a Class
- ▶ Creating a main method
- ▶ Printing something to the console (output)

# Exercise 1 - Hello World!

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- ▶ Create a Hello World project in IntelliJ IDEA
- ▶ Hint:

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

# Java naming rules

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- ▶ Names of packages, classes, methods and variables cannot contain spaces or certain special characters
- ▶ Names can contain numbers, but not start with a number
- ▶ Names cannot be reserved words (words with specific meaning in Java)

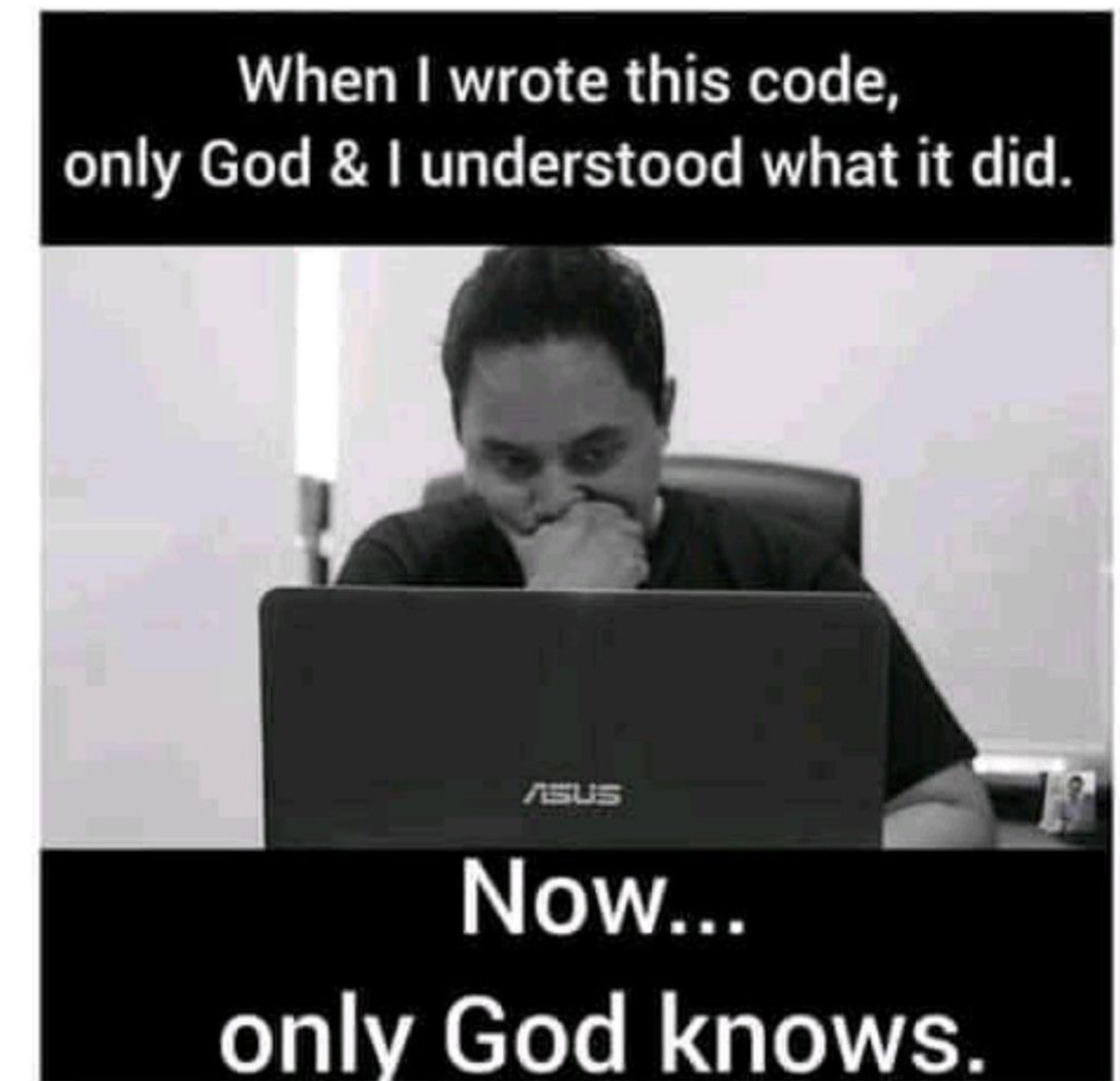
# Java naming conventions

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- ▶ Packages: Only lowercase letters (for example `com.example.helloworld`)
- ▶ Classes: CamelCase starting with an uppercase letter (for example `Main`, `MyClass`, `HelloWorld`, `Demo1`)
- ▶ Methods: camelCase starting with a lowercase letter (for example `main`, `testMethod`, `getName`, `setAge`)

# Java naming best practice

- ▶ Give descriptive names!
- ▶ The code should be easy to understand, both by others and by yourself in the future



# Demo 2 - Packages, classes, methods

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- ▶ Creating and using packages
- ▶ Creating classes and organize classes in packages
- ▶ How packages can be used to avoid naming conflicts
- ▶ Creating methods within classes



# Exercise 2 - Classes and packages

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- ▶ Create two classes with the same name in the same project (both can contain a main method with the Hello World solution)
- ▶ There should not be any errors in the project and the main method of each class should be able to run successfully
- ▶ Hint: To avoid a naming conflict, put the classes in different packages



# CamelCase...



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