1. A programming language is a formal language with a set of rules and syntax that allows humans to communicate instructions to a computer. It provides a way to write and structure code that can be executed by a computer to perform specific tasks.

2. We need a programming language to write instructions or code that can be understood by computers. Programming languages enable us to develop software, create algorithms, automate tasks, build websites, and much more. They serve as a means of communication between humans and computers, allowing us to give precise instructions for desired behavior.

3. Some features of Java programming language include:

- Object-oriented: Java supports object-oriented programming principles like encapsulation, inheritance, and polymorphism.

- Platform-independent: Java programs can run on any platform with a Java Virtual Machine (JVM), providing portability.

- Automatic memory management: Java uses a garbage collector to automatically manage memory, freeing developers from manual memory management.

- Strongly-typed: Java enforces strong typing, requiring explicit declaration of variable types and ensuring type safety.

- Exception handling: Java provides built-in exception handling mechanisms to handle runtime errors gracefully.

- Large standard library: Java comes with a vast standard library that provides a wide range of pre-built classes and functions for various tasks.

4. In programming, an object is a particular instance of a class. It represents a real-world entity or concept and encapsulates its data (attributes) and behavior (methods). Objects are the building blocks of object-oriented programming, allowing us to create reusable and modular code.

5. A class in programming serves as a blueprint or template for creating objects. It defines the common attributes and behaviors that objects of that class will have. A class encapsulates data and methods that define the characteristics and actions associated with the objects created from it.

6. In Java, the main() method is a special method that serves as the entry point for a Java program. It is the starting point of execution when a Java program runs. The JVM (Java Virtual Machine) looks for the main() method in the specified class and executes the code inside it. The signature of the main() method in Java is: "public static void main(String[] args)".