Object Oriented Programming Java: Introduction

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"A simple, object-oriented, distributed, interpreted, robust, secure, architecture-neutral, portable, high performance, multithreaded, and dynamic language" —— Sun

Write once run Anywhere

Object-Oriented:

- No free functions,
- All code belong to some class.
- Classes are in turn arranged in a hierarchy or package structure.

Distributed

- Fully supports IPv4, with structures to support IPv6.
- Includes support for "Applets": small programs embedded in HTML documents.

Interpreted

- The program are compiled into Java Virtual Machine (JVM) code called bytecode
- Each bytecode instruction is translated into machine code at the time of execution. (Penalty: Speed)

Robust

- Java is simple-no pointers/stack concerns.
- Inbound checking at runtime of array pointers, no memory corruption and cryptic error messages.
- Exception handling: try/catch/finally series allows for simplified error recovery
- Strongly typed language: many errors caught during compilation.

Secure

- Byte-code verification on loading (not just compilation).
- Applet code runs in 'sandbox', with significant restrictions
- Security is enforced by the SecurityManager class.
- Work around for applet security restrictions include digitally signing code, and Servlets

Java vs. C++

Java does not support:

- pointer to avoid unauthorized access of memory locations.
- structure, union and preprocessor.
- operator overloading.
- default argument.
- multiple inheritance.
- unsigned integer.

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Is C++ pure object oriented programming language?

No.

C++ supports object oriented concept.

Java is pure object oriented programming language. All code belong to some class.

Hello world program: C++

```
#include <iostream>
using namespace std;
int main()
{
    cout << "Hello world!" << endl;
    return 0;
}</pre>
```

Hello world program: Java

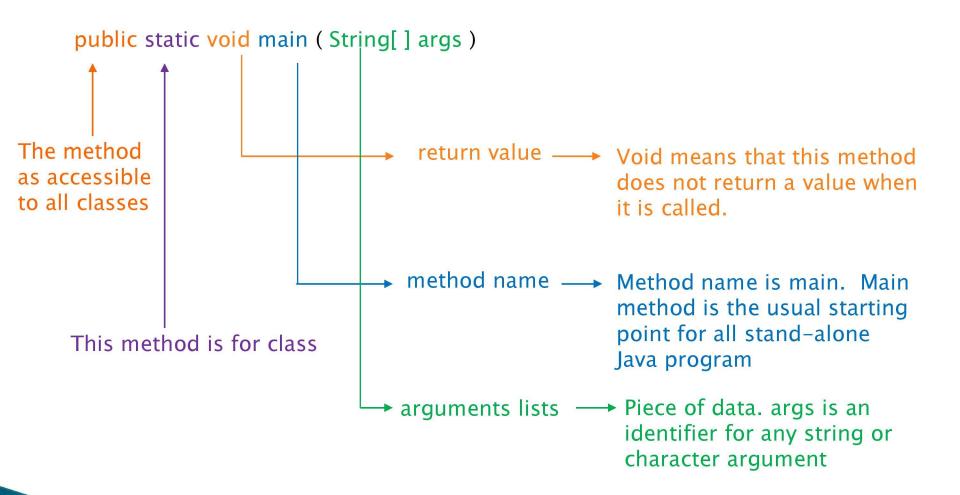
```
public class HelloWorld {
   public static void main(String[] args) {
        System.out.println("Hello World");
   }
}
```

HelloWorld.java

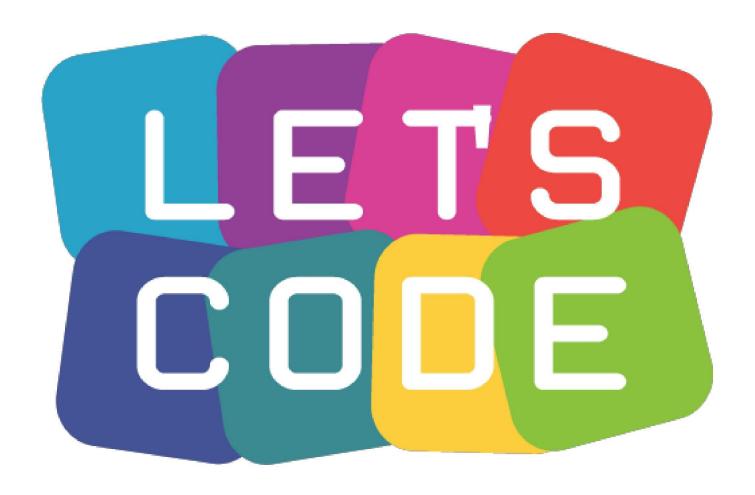


HelloWorld.class

The main Method



So now:



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Reference:

Java: The Complete Reference Seventh Edition Herbert Schildt

Thank You