

Core Java

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Agenda

- Evolution of java
- History of Java
- Java Buzzwords
- Language Introduction
- Primitive data types

Java Features

- **Object Oriented**
- **Simple**
- **Robust**
- **Distributed**
- **Secure**
- **Architecture Neutral**
- **Portable**
- **Interpreted**
- **Dynamic**
- **Multithreaded**

Simple

- No Header files
- No Pointer arithmetic
- No Operator overloading
- Syntax similar to C++

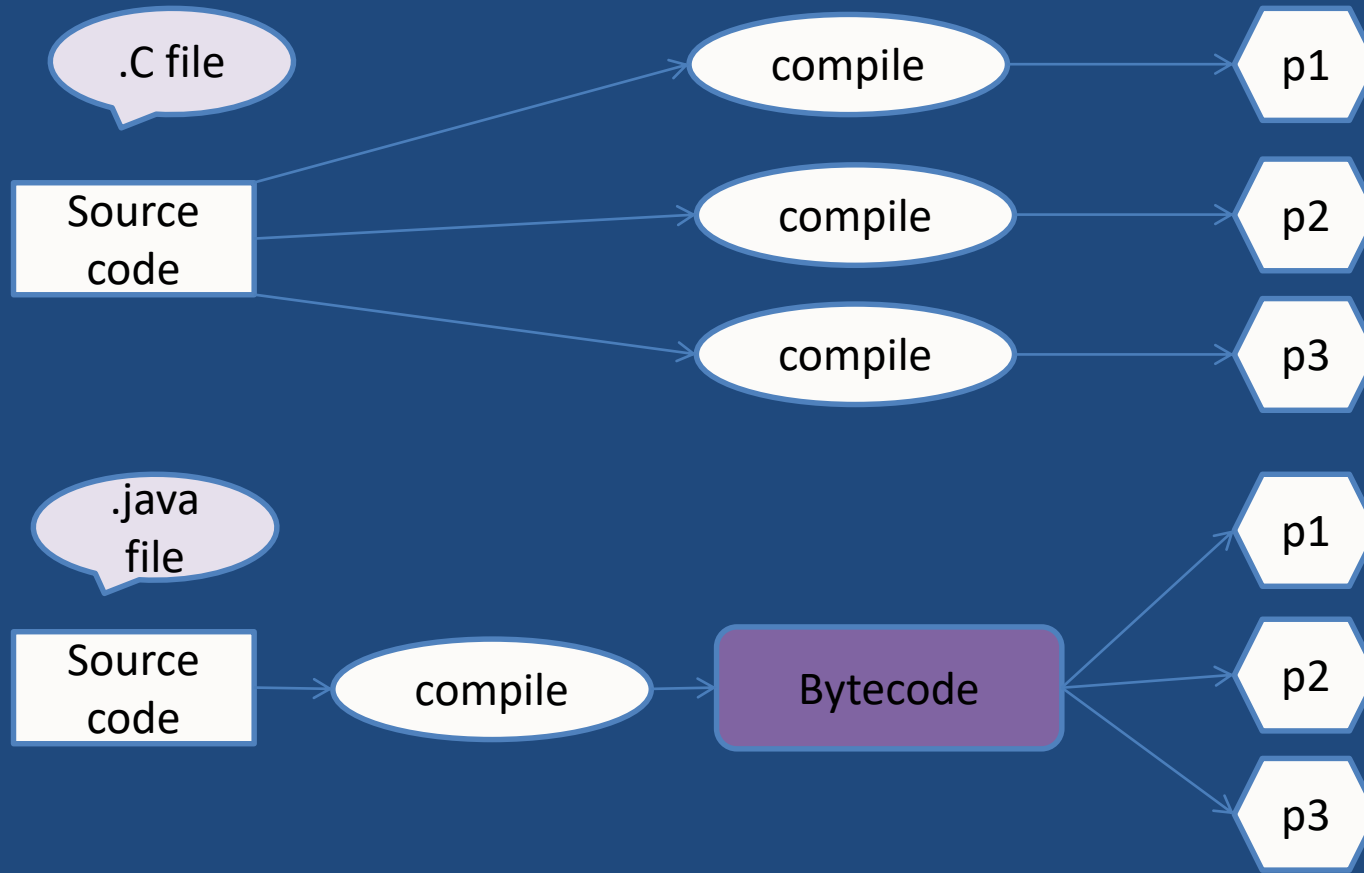
Robust

- Memory management is done by the system.
- Developer need not have to worry about problems associated with pointers like:
 - Bad Pointers
 - Memory leakage
- Strong Exception Handling mechanism that includes Compile time & Dynamic checking

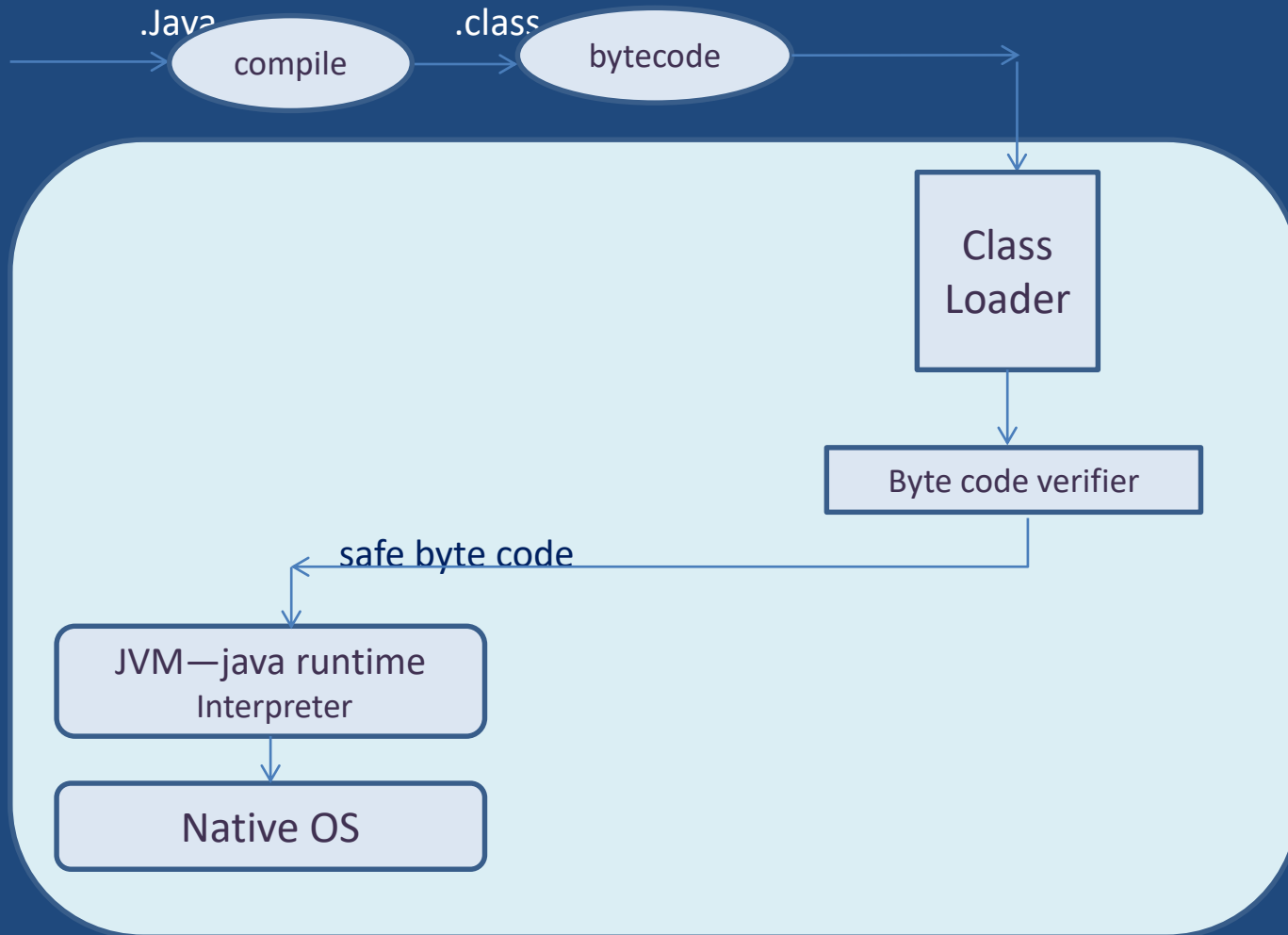
Architecture neutral

- Output of compilation of a .java file /java source code is a .class file.
 - It is also called as Bytecode.
 - Generated bytecode is platform independent which can
- ▣ be transferred to any particular platform / os

Java : platform independent



Java Environment



Secure , Interpreted

- Secure
- Java is intended for use in networked/distributed environments.
- Therefore a lot of emphasis has been placed on security.
- Java enables the construction of virus-free, tamper-free systems.
- Interpreted Java byte codes are translated on the fly to native
- machine instructions (interpreted)
- classes are linked on need basis

Portable

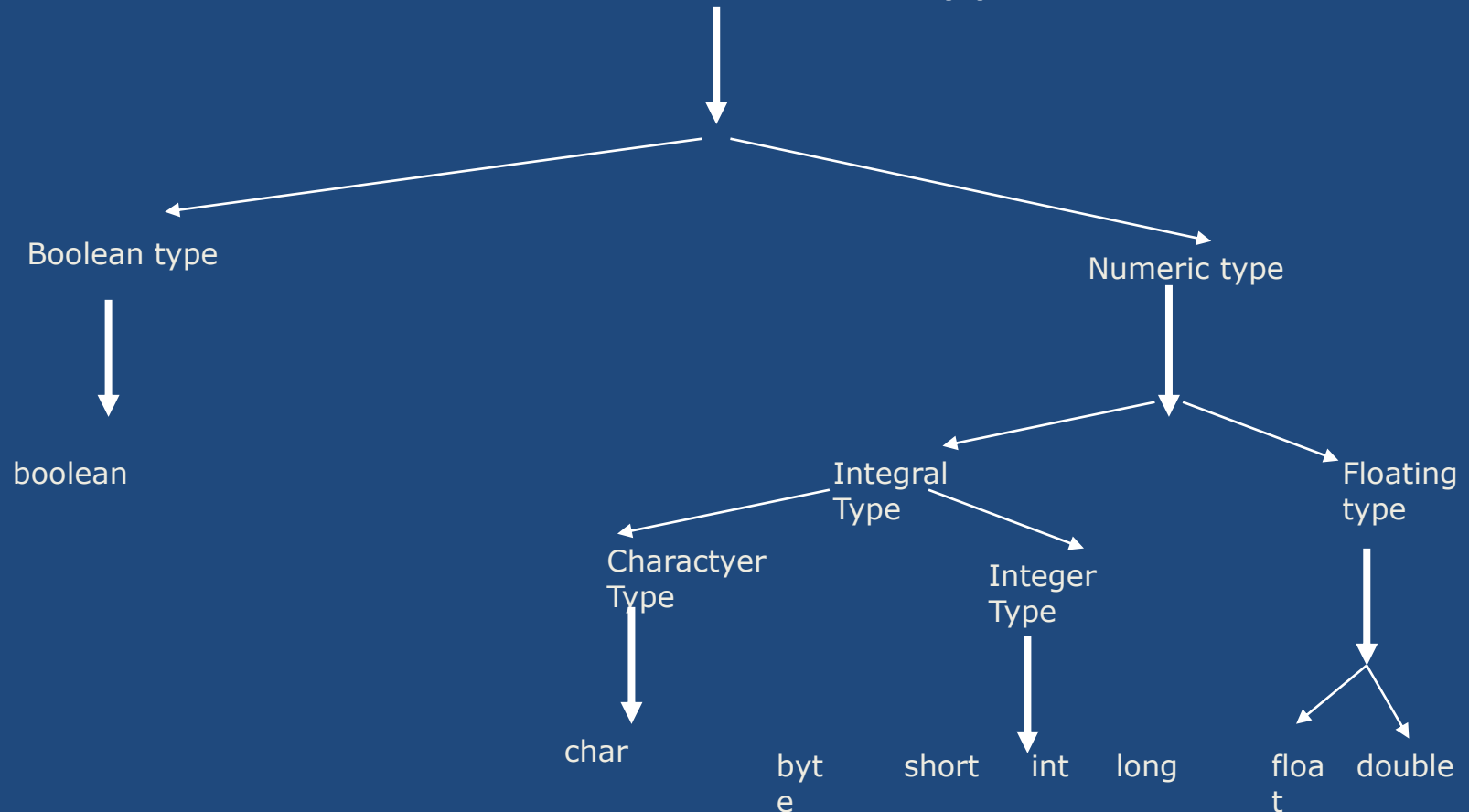
- The sizes of the primitive data types are specified
- Behavior of basic datatype sizes & arithmetic operators is consistent across the platforms
- For example, "int" always a 32 bit integer
- Standard Unicode format is used for storing Strings

Language Basics

- Keywords
- Variables
- Conditional Statements
- Loops
- Data Types
- Operators
- Coding Conventions

Data types In Java

Primitive Data Types



Data Types

- Floating Point Type
 - float 32 bits
 - double 64 bits
- Boolean Type
 - True
 - false

Any Questions?