

# OVERVIEW OF JAVA

## Compiled and Interpreted :

It is two-stage system.

↳ Compiler translates

Source Code → Byte Code

↳ Interpreter translates

Byte Code → Machine Code

Byte Code is not machine Code

↓  
Executed by the machine

## Platform-Independent & Portable :

↳ most important feature over others.

## Object - Oriented :

True OO Language.

Almost everything in Java is an object.

## Robust & Secure :

## JDK :

## JVM :

Java Compiler produces an intermediate code (byte code) for a machine that does not exist. This machine is called JVM.

## Example:

```
Class Demo
{
    public static void main (String arr[]) ↗ Command Line argument
    {
        System.out.println("Hello, World!");
    }
}
```

## Public:

public method is accessible by all/outside.

## Static:

No need to create an object of a class which contain of method static. Only class name is enough to call that method.

## Void:

Void method does not return any thing.

Check main method if not exist stop. Otherwise check wheater it is Static or not. If it is Static then allow it to execute and allocate.

## Java Tokens:

Smallest individual units in a program.

They are:

**Keywords:** Reserved words

**Identifiers:** Designed by programmer.  
naming classes, variables, objects, labels,  
packages and interfaces.

**Literals:** Constant values stored in variables.

**Operators:**

**Separators:** Symbols used to indicate where groups  
of code are divided and arranged.  
Eg: `()`, `{}`, `[]`, `;`, `,`, `?`, `.`