Pemrograman I – Java

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This file is freely for fork on https://github.com/arissetyawan-campus/java-programming-basic.git

1. Introduction

- JVM (java virtual machine)
 provides runtime environment in which java bytecode can be executed.
- JRE (java runtime environment)
 the implementation of JVM.It physically exists.It contains set of libraries + other files that JVM uses at runtime.
- JDK (Java Development Kit)
 contains JRE + development tools.

- \$ sudo apt-get install openjdk-7-jdk
- \$ java -version
- \$ javac -version
- \$ javac Hello.java
- \$ java Hello

2. Elements

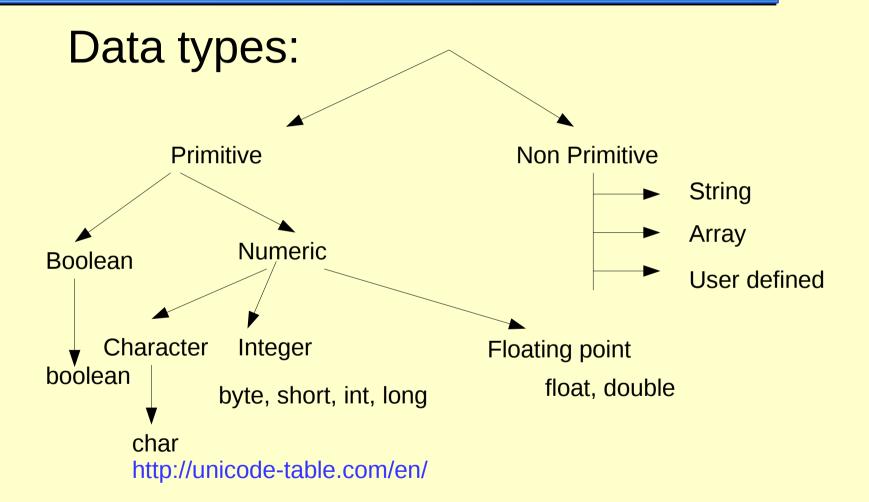
- 1. Statement
- 2. Block
- 3. Comments
- 4. Whitespaces
- 5. Identifiers (Variables, Contants, Package, Class, etc). Not allowed:

http://java.about.com/od/javasyntax/a/reservedwords.htm

2. Elements

```
/** Basic.java
 * Statements
 * Expression
 * Block
  Comments
 * Whitespaces
public class Basic { // start of block1
  public static void main(String args[]) { // start of block 2
     String text = "Hello, basic element"; /*declare a variable with data type is string,
this is also called as an expression (a statement that returning values) */
     int size = 10; //this also called as an expression
     System.out.println(text); // statement
     int newSize = size + 1; //expression;
     System.out.printf("new size: %d", newSize);
     System.out.println();
  } //end of block 2
} // end of block 1
```

3. Data types



3. Data types

type	value	Default size
boolean	false	1 bit
char	'\u0000'	2 byte
byte	0	1 byte
short	0	2 byte
int	0	4 byte
long	OL	8 byte
float	0.0f	4 byte
double	0.0d	8 byte

Examples: TipeData.java, TipeData1.java, TipeData2.java

4. Variable, Constant, Literal

Variable

- Local: declared inside the method
- Instant: declared inside the class but outside the method is called instance variable. It is not declared as static.
- Static: declared as static. It cannot be local.

See Application.java on this repo under project folder

Constant

• Fixed value in variable declaration: final int MAX VALUE = 100;

Literal (Literal.java)

- Integer
- Floating point (float, double)
- Character
- String