**Section 3- First steps**

Broad intro; types, methods, etc

**Public-** example of access modifier

**Methods**

Java looks for the main method when running the class/program

Method declaration

accessModifier static/annat returnType name (parameters)

**Primitive data types**

Boolean, byte, char, short, int, long, float and double

INTEGER.MIN\_VALUE and INTEGER.MAX\_VALUE, under/overflow if smaller/larger values used. Int, short, byte has 32 bits, 16 bits and 8 bits. Long has 64 bits. Long numbers have convention to end with L, example long myval = 1000L.

**Lesson learned:** think about what is to be stored in the variable, how much memory is needed? Don’t waste memory & speed. Most often just use INT

Byte fit in short, short in int, int in long etc but not the other way around

**Casting**

Change the type of an expression explicitly, enforce change of type. Notable that dividing one type by another might produce unexpected types. Byte / int becomes int for example.

Done via type1 name = (type2) (expression)

Make sure whole expression is casted