1 JAVA ORIENTATION

- Any problem, any logic, for that matter, anything can or rather has to be put inside a CLASS.in JAVA.
- So fill up tour code in a class and save it as class name.java($preferably$)

  Example:

```
class ABC
    {
        int a;
        String s;
        void a()
            {
                System.out.println("amethod");
            }
    }
```

  Class name for the above program is:**ABC.java** ($preferable\ \ but\ \ not\ \ compulsary$)

  Note:But if you make a class public, you must name that file with that class name.

  Example:

```
public class ABC
    {
        int a;
        String s;
        void a()
            {
                System.out.println("amethod");
            }
    }
```

  Class name is : **ABC.java** ($MANDATORY$)

  CDE.java ($COMPILATION\ \ ERROR$)

- A .java file can contain more than one class but only public class.

  Example:

```
class ABC
    {
        int i;
        String s;
        void a()
            {
                System.out.println("HI");
```

```
        }
    }
class B
    {
        char c;
        void b()
            {
                System.out.println("HELLO");
            }
    }
```

Class name for the above program can be : **A.java**

(*or*)

B.java

(*or*)

some random name.java

But, The following program will fail.

Example:

```
public class ABC
    {
        int i;
        String s;
        void a()
            {
                System.out.println("HI");
            }
    }
public class B
    {
        char c;
        void b()
            {
                System.out.println("HELLO");
            }
    }
```

Class name for the above program: **A.java**

(*or*)

B.java

THESE TWO CLASS NAMES ARE WRONG.

Reason : A .java should not contain more than one public class.So, the correct version is the following:

Example:

```
public class A
    {
        int i;
        String s;
        void a()
            {
                System.out.println("HI");
            }
    }
class B
    {
        char c;
        void b()
            {
                System.out.println("HELLO");
            }
    }
```

Class name for the above program: **A.java** ($COMPULSORY$)

EXAMPLES OF OTHER CLASSES

eg:1

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

Class name is **Test.java**

eg:2

```
class Student
 {
     int rollno;
     String name;
     String degree;
```

```
    void read()
        {
            System.out.println("Reading");
        }
    void write()
        {
            System.out.println("writing");
        }
}
```

Any .java has to pass through two phases:

1.Compilation Phase

2.RunTime Phase

1.Compilation Phase:

Any java program is compiled using "javac filename.java"

Example:1

```
class ABC
    {
        int i;
        void a()
            {
                System.out.println("HI");
            }
    }
```

ABC.java(*classname*)$\longrightarrow$javac ABC.java(*compiling*)$\longrightarrow$ABC.class

After Compilation classname.class will be produced.

Example:2

```
public class ABC
    {
        int i;
        void b()
            {
                System.out.println("HI");
            }
    }
class B
    {
        B()
```

```
        {
            System.out.println("B");
        }
    }
class C
    {
        void d()
        {
            System.out.println("d");
        }
    }
```

Class name for the above program: **ABC.java** and after compiling the above program using javac ABC.java three .classes will be produced i.e. **ABC.class, B.class, c.class**.

What happens in Compilation error

Compliler will check for the following:

1.Syntax Checking

A.java

```
class A
    {
        int i ⟶ (compilation falis because no semicolon ;)
        int j;
        void a(); ⟶ (Complilation falis because semicolon should not be placed)
                    (during defination of method)
        {
            System.out.println("d");
        }
    }
```

2.Wrong Assignments

A.java

eg:1

```
class A
    {
        public static void main(String[]args)
        {
            float f = 19.1; ⟶ (Compilation falis because assigning double(19.1)
                              ( to floatf will cause of precision)
        }
    }
```

eg:2 More common case is with "reference" variables.

Cat.java

```
class Cat
    {
        int size;
        int height;
        void talk()
            {
                System.out.println("meow");
            }
    }
```

Dog.java

```
class Dog
        int size;
        int height;
        void talk()
            {
                System.out.println("bow");
            }
    }
```

Test.java

```
class Test
    {
        public static void main(String[]args)
            {
                Cat c= new Cat();
                Dog d= new Dog();
                d=c;⟶(Compilation will fail because assign "Cat" variable to)
(                       "Dog" will not be allowed)
            }
    }
```