1 JAVA ORIENTATION

Section- 1

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

 ${f Note}: {f But}$ 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)
```

 $\bullet\,$ A .java file can contain more than one class but only public class. Example:

```
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()
                             {\bf 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");
```

```
EXAMPLES OF OTHER CLASSES
                  class Test
eg:1
                       public static void main(String[]args)
                             System.out.println("Helloworld");
       Class name is Test.java
                  class Student
eg:2
                       int rollno;
                       String name;
                       String degree;
                       void read()
                             System.out.println("Reading");
                       void write()
                             System.out.println("writing");
                   }
                              Section-2
  Any .java has to pass through two phases:
             1. Compilation Phase
             2.RunTme Phase
 1. Compilation Phase:
       Any java program is compiled using "javac filename.java"
Example:1
             class ABC
                       int i;
                       void a()
                             {\bf 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
                   {
```

```
\begin{array}{c} \text{ int i;} \\ \text{ void b()} \\ \{ \\ \text{ System.out.println("}HI");} \\ \} \\ \text{class B} \\ \{ \\ \text{ B()} \\ \{ \\ \text{ System.out.println("}B");} \\ \} \\ \text{class C} \\ \{ \\ \text{ void d()} \\ \{ \\ \text{ system.out.println("}d");} \\ \} \\ \} \\ \} \end{array}
```

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 \longrightarrow (compilation falis because no semicolon;) \\ int j; \\ void a(); \longrightarrow (Complilation falis because semicolon should not be placed during defination of method) \\ \{ \\ System.out.println("d"); \\ \} \\ 2.Wrong Assignments \\ //A.java \\ \hline eg:1 & class A \\ \{ \\ public static void main(String[]args) \\ \{ \\ float f = 19.1; \longrightarrow (Compilation falis because assigning double(19.1) to float f will cause of precision) \\ \} \\ \}
```

```
\mathbf{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
                         public static void \min(String[]args)
                                Cat c= new Cat();
                                \text{Dog } d = \text{new Dog}();
                                d=c; \longrightarrow (Compilation will fail because as-
sign "Cat" variable to "Dog" will not be allowed)
```