

Primitive Types



Do Now

- Sign into the nearpod
 - go to join.nearpod.com
- Find and open your repl from lesson1
 - Go to repl.it/repls
 - Find java-lesson1-starter-code
- Wait for further instructions



Objectives

- Discuss the development of java
- Explain the Java Virtual Machine and Byte Code
- Discuss Java data types
- Construct and use numeric and string literals



Goals of Java

1. Simple, Object-Oriented, Familiar
2. Robust and Secure
3. High Performance
4. Interpreted, Threaded, and Dynamic
5. Architecture Neutral and Portable



The Java Virtual Machine



Bits vs Bytes



Data Types

String

int

double



Declaring & Initializing Variables


```
type name = value;
```

```
type name;  
name = value;
```

```
String message = "Hello World;";  
int x = 7;  
double y = 3.14;  
double z = 1.5E6;  
y = 2.718;
```



Naming Variables

- no spaces
- must start with a letter or underscore 
- camelCase naming
- no reserved words



String Literals

```
System.out.println("Hello World");
```

```
String name = "Mankin";
```



What's the difference?

```
int schultz = 12;  
System.out.println(schultz);  
System.out.println("schultz");
```



Illegal Statements

```
int schultz = "Hello World";
```

```
String stuff = "System.out.println(\"Hello World!\")";
```

```
int mankin = 3.14;
```



Homework

- BPJ Lesson 2 Exercises

