

CHAPTER

1

# INTRODUCTION

# Java History

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- Java Design Goals
  - ▣ Safe: Can run inside browser and will not attack your computer
  - ▣ Portable: Runs on many Operating Systems
    - Windows
    - Mac OS
- Java programs are distributed as instructions for a ‘Virtual Machine,’ (JVM) making them platform-independent
  - ▣ Virtual machines are available for most Operating Systems.

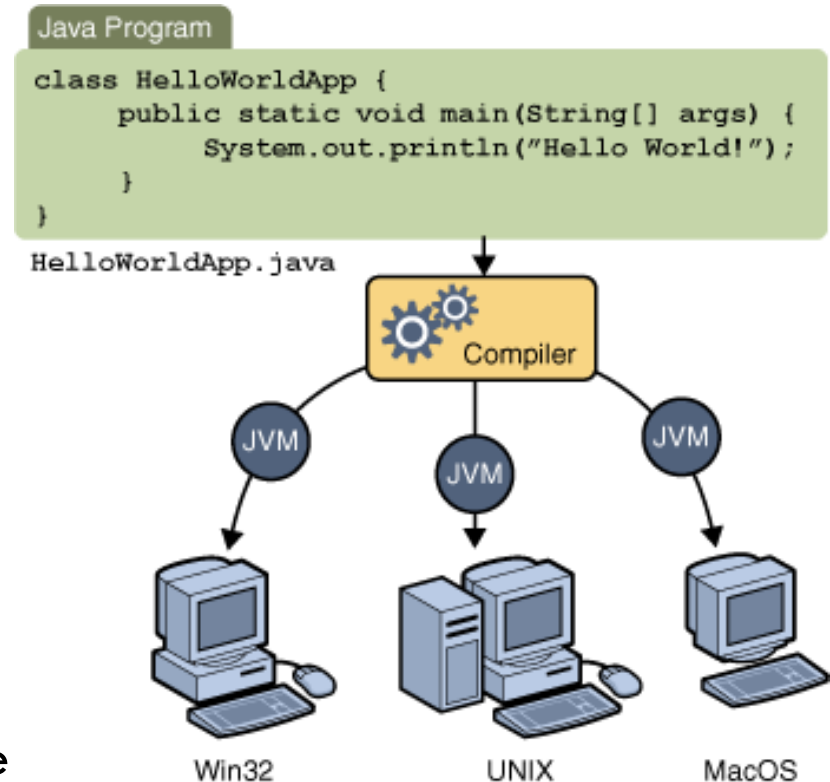
# Interesting Recent Discussion of OO Programming

- <https://medium.com/@cscalfani/goodbye-object-oriented-programming-a59cda4c0e53>

# Java Virtual Machines

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- Source code
  - e.g. HelloWorldApp.java
  
- Portable 'byte code'
  - The compiler (**javac**) generates **byte code** in a '**.class**' file which can be run on any **J**ava **V**irtual **M**achine
    - e.g. HelloWorldApp.class
  
  - JVM efficiently interprets\* byte code in the .class file into native machine code (binary) and executes it
    - \*can also compile into native machine code



# The Java API

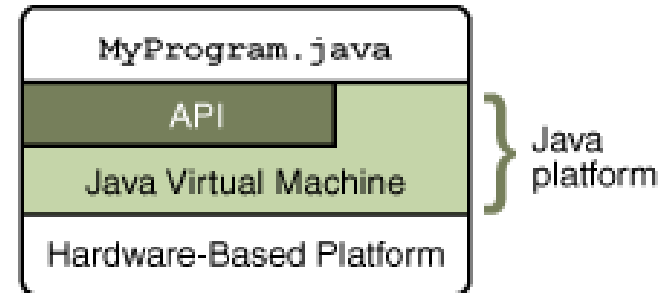
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- The Java Platform consists of two parts:

- 1) Java Virtual Machine

- 2) Java API

- also called libraries



- The Application Programming Interface (API) is a huge collection of handy software packages that programmers can use:
  - ▣ Graphics, user interface, networking, sound, database, math, and many more

# The Java SDK

- Install Java SDK (**S**oftware **D**evelopment **K**it)
  - ▣ I am using version 14.0.2
  - ▣ Google ‘Java SDK download,’ Get SE (Standard Edition) version
  - ▣ Location after installed on Windows will be:
    - C:\Program Files\Java\jdk-14.0.2
    - last few numbers may vary with releases
  
- The SDK includes programs such as:
  - ▣ java.exe            (Executes Java applications via JVM)
  - ▣ javac.exe          (Java compiler)
  - ▣ javadoc.exe        (Javadoc generator)

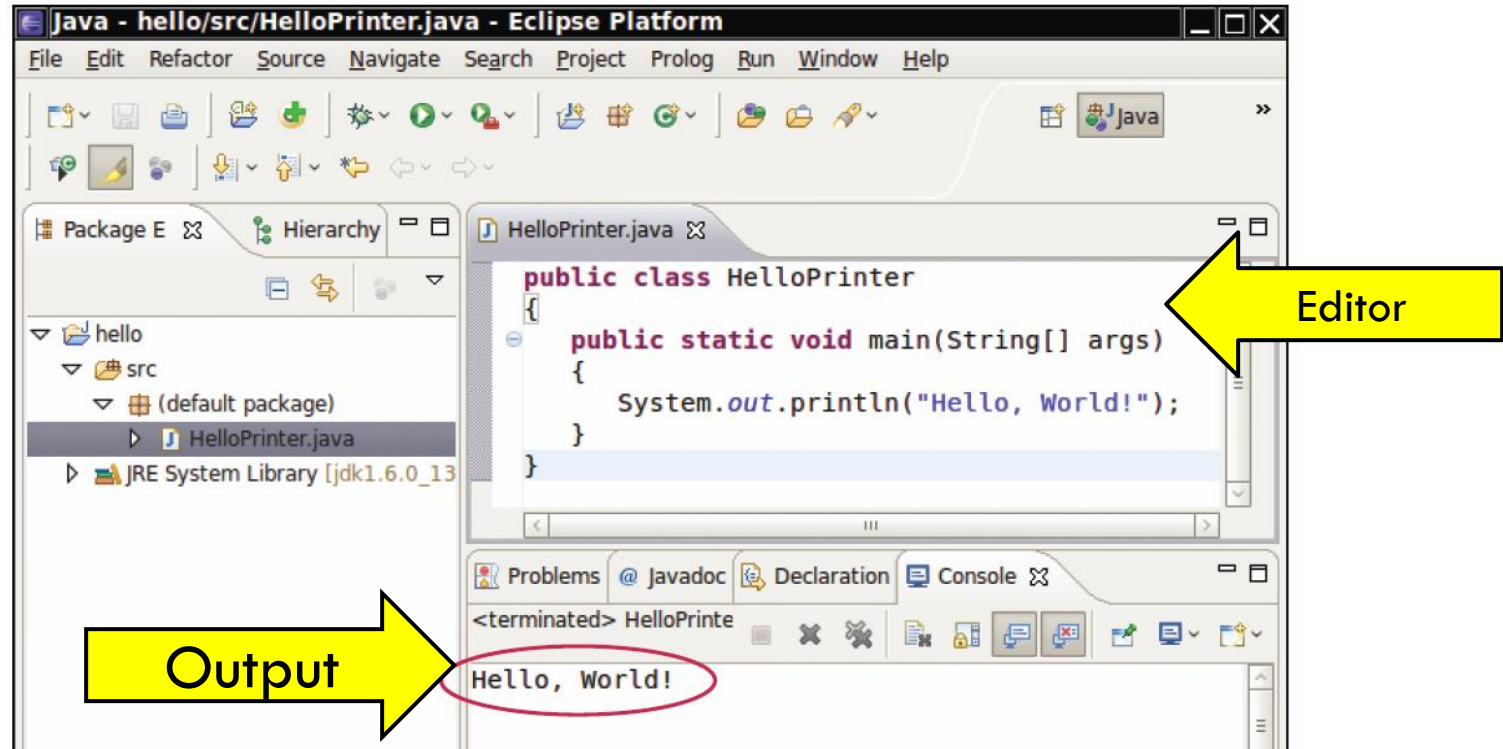
# Programming Environments

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- There are many free programming tools available for Java
  - ▣ I am using **Eclipse** - Eclipse is an **IDE**
  - ▣ You can also use an editor (e.g. emacs) but they are not as powerful
  
- Integrated Development Environment (IDE) components:
  - ▣ Source code editor helps programming by:
    - Listing line numbers of code
    - Color lines of code (comments, text...)
    - Auto-indent source code
  - ▣ Output window
  - ▣ Debugger

# An Example IDE

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- Many IDEs are designed specifically for Java programming



# Editors and IDEs on Lab Computers

- gedit (editor)
- emacs (editor)
- Eclipse (IDE)
- BlueJ (IDE)
- Visual Studio Code (IDE)

# Other Good IDEs

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- IntelliJ
- Netbeans
- jGrasp

# Your First Java Program

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- Traditional ‘Hello World’ program in Java

```
1 public class HelloPrinter
2 {
3     public static void main(String[] args)
4     {
5         System.out.println("Hello, World!");
6     }
7 }
```

- We will examine this program in the next section
  - JaVa iS CaSe SeNsItiVe
  - Java uses special characters, e.g. { } ( ) ;

# Text Editor Programming

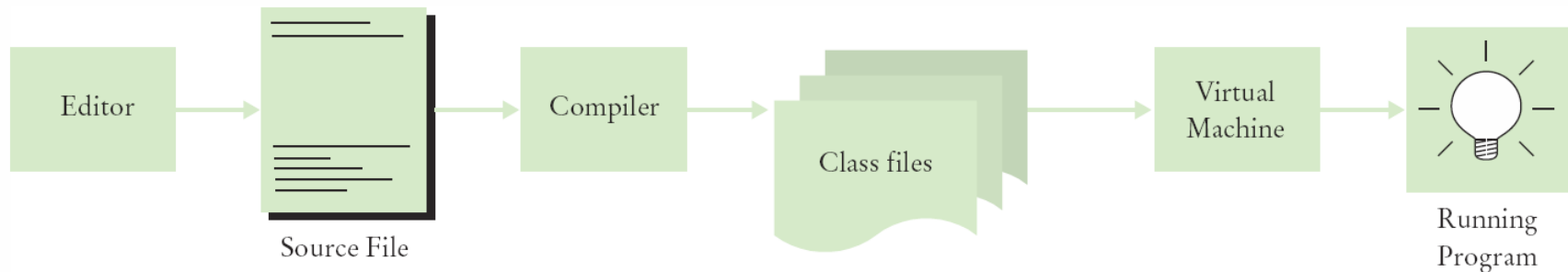
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- ❑ Compile the program with `javac` in terminal window
- ❑ Run the program with `java`

```
Administrator: C:\Windows\system32\cmd.exe

D:\temp\hello>javac HelloPrinter.java
D:\temp\hello>java HelloPrinter
Hello, World!
D:\temp\hello>_
```

# Source Code to Running Program



- The compiler generates the `.class` file which contains instructions for the Java Virtual Machine
- `.class` files contain ‘byte code’ that you cannot edit

▣ D:\temp\hello>Type HelloWorldPrinter.class

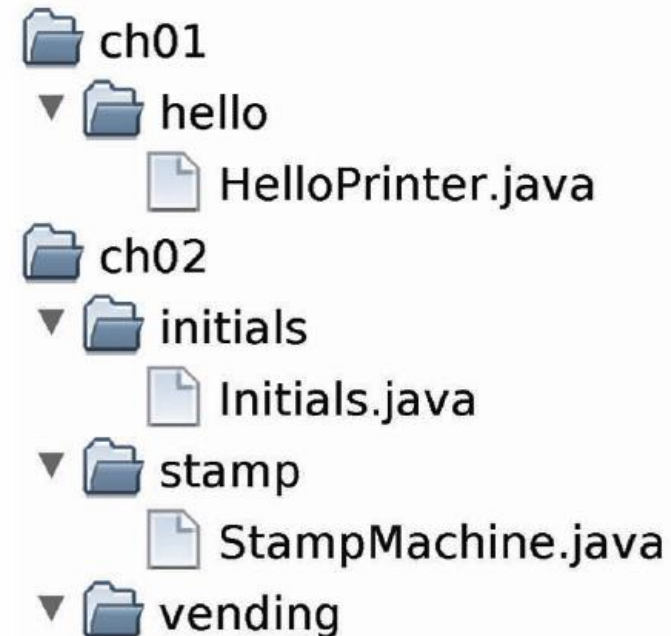
▣ 2 ↔ ♠ ⚙ ▶ [1] !! ¶ § — ☹ ♠<init>☹ ♥()V☹ ♦Code☹  
⚙LineNumberTable☹ ♦main—([Ljava/lang/String;)V☹

▣ Hello, World! HelloWorldPrinter.java ♀ ⚡ ♀ ↑ ↓ ☹

# Organize your work

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- Your ‘source code’ is stored in `.java` files
- Create one folder per program
  - ▣ Can be many `.java` files
- Be sure you know where your IDE stores your files!



# Your First Program

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```
1 public class HelloPrinter
2 {
3     public static void main(String[] args)
4     {
5         System.out.println("Hello, World!");
6     }
7 }
```

Line 1: Declares a ‘**class**’ HelloPrinter

-- Every Java program has one or more classes.

Line 3: Declares a method called ‘**main**’

-- Every Java application has exactly one ‘**main**’ method

-- Entry point where the program starts

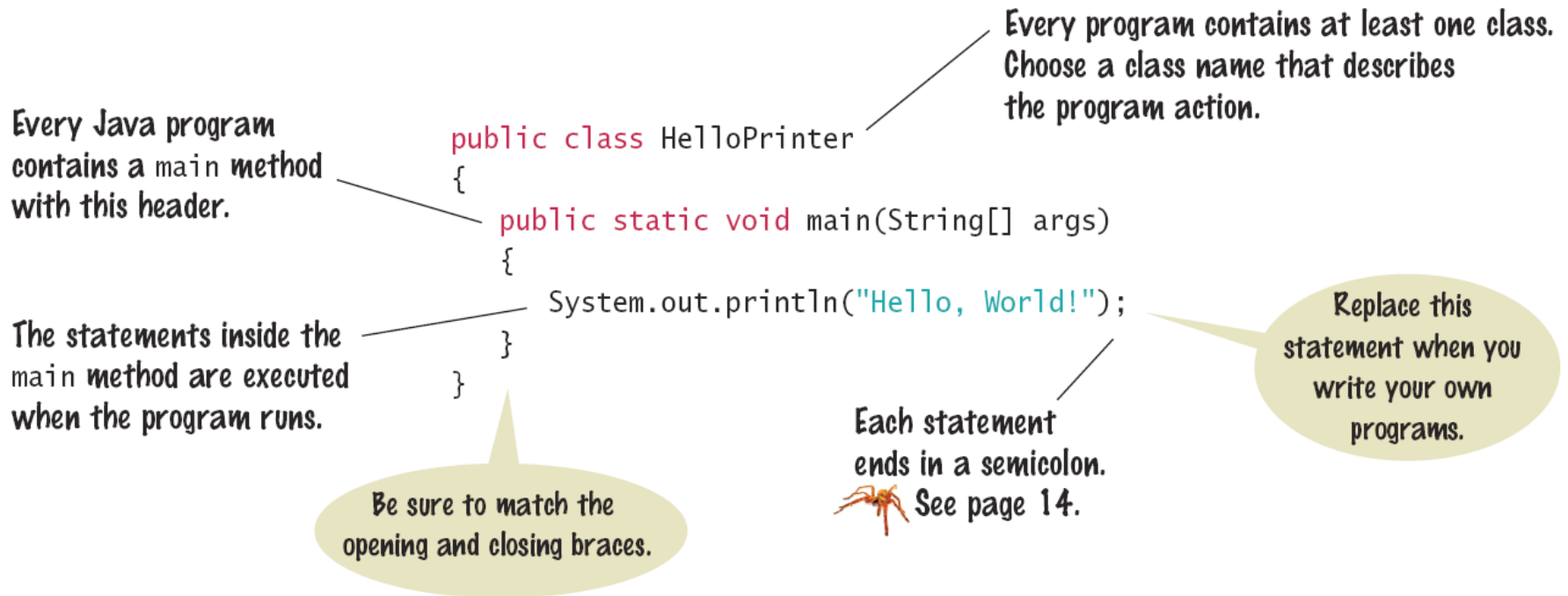
Line 5: Method **System.out.println** outputs ‘Hello, World!’

-- A statement must end with a semicolon (;)

# Syntax: The Java Program

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- Every application has the same basic layout
  - ▣ Add your 'code' inside the `main` method





# Calling Java Library methods

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

- Line 5 shows how to ‘call’ a ‘method’ from the Java API:  
`System.out.println`

- ▣ Notice the dots (periods)
- ▣ Parenthesis surround the arguments that you ‘pass’ to a method
- ▣ We are passing a String “Hello World”
  - Note the double quotes which denote a String inside
- ▣ You can also print numerical values
  - `System.out.println(3 + 4);`

# Getting to know `println`

- The `println` method prints a string or a number and then starts a new line.

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

**Hello  
World!**

- The `println` method has a ‘cousin’ method named `print` that does not print a new line.

```
System.out.print("00");  
System.out.println(3+4);
```

**007**

A method is called by specifying the method and its arguments

# Common Error

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## ❑ Omitting Semicolons!!

- ❑ In Java, every statement **must end in a semicolon**.
- ❑ For example, the compiler sees this:

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

- ❑ As this:

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

- ❑ It doesn't understand this statement, because it does not expect the word `System` following the closing parenthesis after `Hello`.