Notes 01

Writing the first program

-Make text file and rename with java extension

-Code:   
public class firstProg

{  
public static void main (String[]args)

{

System.out.println(“Hello World”);  
}

}

Compiling the Code

-compiling=translating from assembly code into Java bytecode

-set up compiler on NppExec

//Save the file

NPP\_SAVE  
//change to the current directory  
cd “$(CURRENT\_DIRECTORY)”  
//tell notepad++ where java is   
C:\Program Files\Java\jdk1.8.0\_05\bin\javac $(FILE\_NAME)

Executing a Program

-bytecode is an intermediate between the assembly code and the computer’s processor

-Java Virtual Machine reads the bytecode and translates it to machine code

-execute in NppExec

//Save the file

NPP\_SAVE  
//change to the current directory  
cd “$(CURRENT\_DIRECTORY)”  
//tell notepad++ where java is   
C:\Program Files\Java\jdk1.8.0\_05\bin\java $(NAME\_PART)

Escape Characters in Java

-signal an alternative interpretation of a series of characters

-the escape codes in Java are:

\t - Insert a tab   
\b - Insert a backspace   
\n - Insert a new line (terminates lines)

\r - Insert a carriage return (return to the beginning of the current line without advancing downward)  
\f - Insert a formfeed (advance to next page)  
\' - Insert a single quote   
\" - Insert a double quote   
\\ - Insert a backslash

Ascii Art

-art made by putting together typed characters

-can be made with any text editor

-usually need a fixed-width font