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Java programming was developed by James Gosling in the 90s. The purpose of java was to be used for video games, internet, and mobile devices. Java utilizes data types: byte, short, int, long, float, double, Boolean, and char for its data. This is later used in certain APIs when it comes to developing real world applications. Java also tends to be the main language used in television. According to javaTpoint, “The principles for creating Java programming were Simple, Robust, Portable, Platform-independent, Secured, High Performance, Multithreaded, Architecture Neutral, Object-Oriented, Interpreted, and Dynamic.” (Page 1)

I have been coding in Java since Summer 2019 in pre-college. This would mean almost three years with the language. My first program was a simple hello world program, and my first real project was a mystery game utilizing facts about my classmates. I am familiar with the concepts of object-oriented programming, data structures, algorithms, graphical user interface, and natural language processing. This is the primary language that I prefer to interview and practice in. The structure of the language is very transferable across C, C++, and python outside of a few syntaxes.

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