COP-2210 Computer Programming I

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Text: Big Java: Early Objects, Interactive Edition, 6th Edition

1. Introduction

Introduction

- Program: a step-by-step collection of instructions for a computer
- Programming: process to create a program
- Programmers/software developers/software engineers:
 creators
- Integrated Development Environment (IDE): tool to create programs
- Programming language: computer language whose syntax and semantics is to be used to write a program
- Java: programming language

2. Characteristics of Java

What is Java?

- High-level language
- Object-oriented
- Data and operations are packaged into a single unit called an object
- Basic syntax derived from C, C++, and Smalltalk
- Designed by a team from Sun Microsystems led by James Gosling in the early 1990's

What is Java?

... and one of the main languages in use today!!

Types of Java Programs

Java Language is used to create programs of different nature:





- Applets
- Servlets
- Enterprise Applications

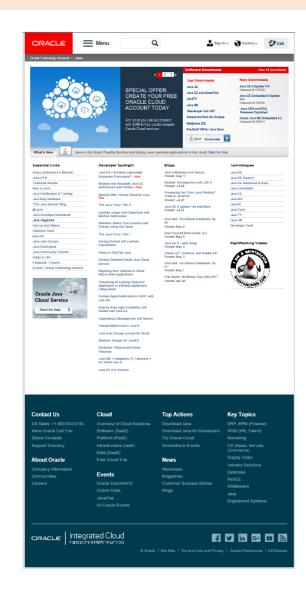
3. Resources

Main Java Site: Accessing It

Oracle site:

http://www.oracle.com/technetwork/java/index.html

(java.sun.com is still functional)



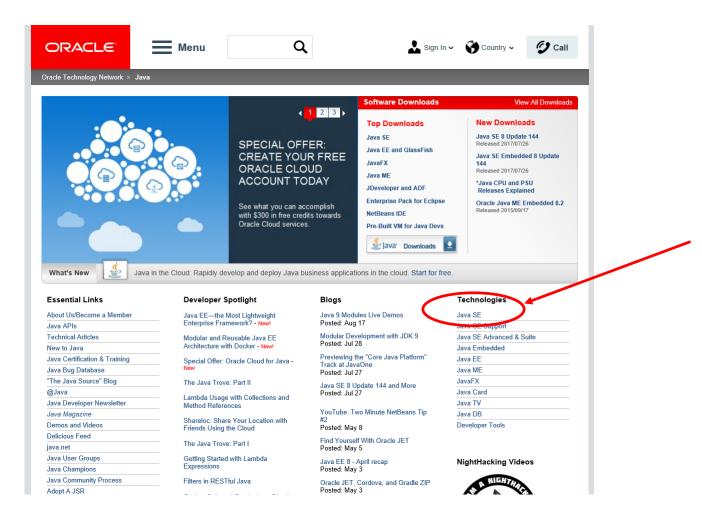
Java Technologies

There are many tools associated to Java program development:



Main Java Site: SE Resources

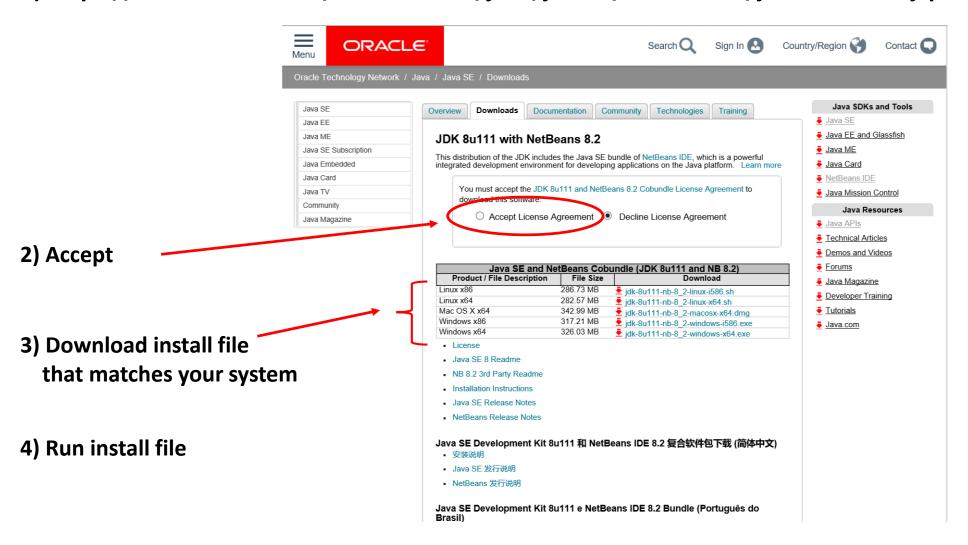
For Java SE resources:



Java SE

Main Java Site: To Download Java and NetBeans bundle

1) https://www.oracle.com/technetwork/java/javase/downloads/jdk-netbeans-jsp-3413139-esa.html



4. Java SE

Types of Java Programs

Java Standard Edition (Java SE): tools needed to create Java programs

- The Java Software Development Kit (**SDK**): tools to develop Java programs
 - Java Compiler
 - Java Debugger
 - Other tools
- The Java Runtime Environment (JRE): tools to run Java programs
 - Java Virtual Machine
 - Java APIs and class libraries
 - Java Applet Viewer
 - Other tools

Java Versions

| Table 1 Java Versions (since Version 1.0 in 1996) | | | | | |
|---|------|------------------------------|---------|------|--|
| Version | Year | Important New Features | Version | Year | Important New Features |
| 1.1 | 1997 | Inner classes | 5 | 2004 | Generic classes, enhanced for loop, auto-boxing, enumerations, annotations |
| 1.2 | 1998 | Swing, Collections framework | 6 | 2006 | Library improvements |
| 1.3 | 2000 | Performance enhancements | 7 | 2011 | Small language changes and library improvements |
| 1.4 | 2002 | Assertions, XML support | 8 | 2014 | Function expressions, streams, new date/time library |

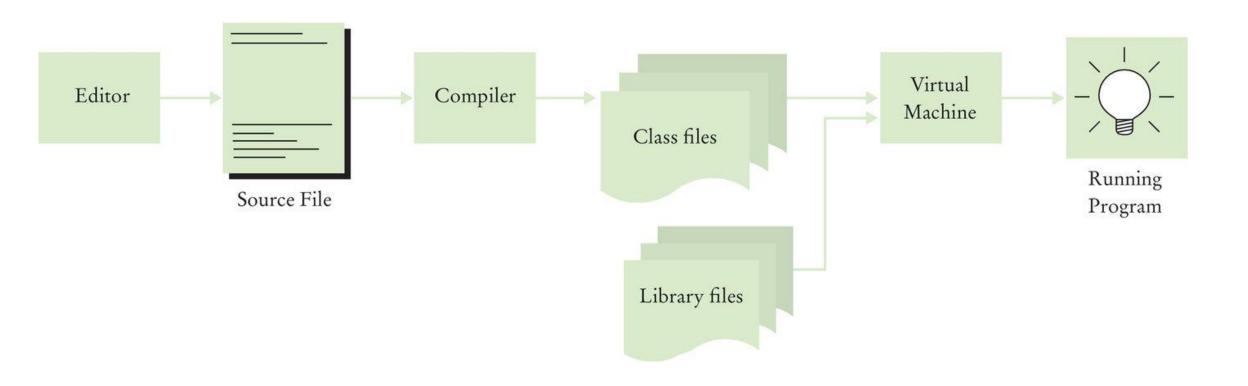
Creating Programs

5. A First Program

A First Program

```
// My first program
public class MyFirstProgram
 public static void main ( String args[] )
      System.out.println("I Love Java!!!");
```

A First Program: From Edition to Execution



Fig_1-6 from the textbook