Basic Java Programming Notes:

Java programming language was originally developed by Sun Microsystems which was initiated by James Gosling and released in 1995 as core component of Sun Microsystems' Java platform

Object Oriented: In Java, everything is an Object. Java can be easily extended since it is based on the Object model.

Java is simple and easy to learn compared to other programming systems and enables high performance compiling.

Object - Objects have states and behaviors. Example: A dog has states - color, name, breed as well as behaviors -wagging, barking, and eating. An object is an instance of a class

Class - A class can be defined as a template/blue print that describes the behaviors/states that object of its type support.

Local variables: Variables defined inside methods, constructors or blocks are called local variables. The variable will be declared and initialized within the method and the variable will be destroyed when the method has completed.

Instance variables: Instance variables are variables within a class but outside any method. These variables are initialized when the class is instantiated. Instance variables can be accessed from inside any method, constructor or blocks of that particular class.

Class variables: Class variables are variables declared with in a class, outside any method, with the static keyword.

Java is a case sensitive.

**Public static void main(String args[])** - Java program processing starts from the main() method which is a mandatory part of every Java program.