Introduction

First Example

Source Code

```java
1  public class Test {
2    // 1 line comment
3    public static void main(String args[]) {
4      System.out.println("Hello World!");
5      /*
6      Long Comment
7      */
8    }
9  }
```
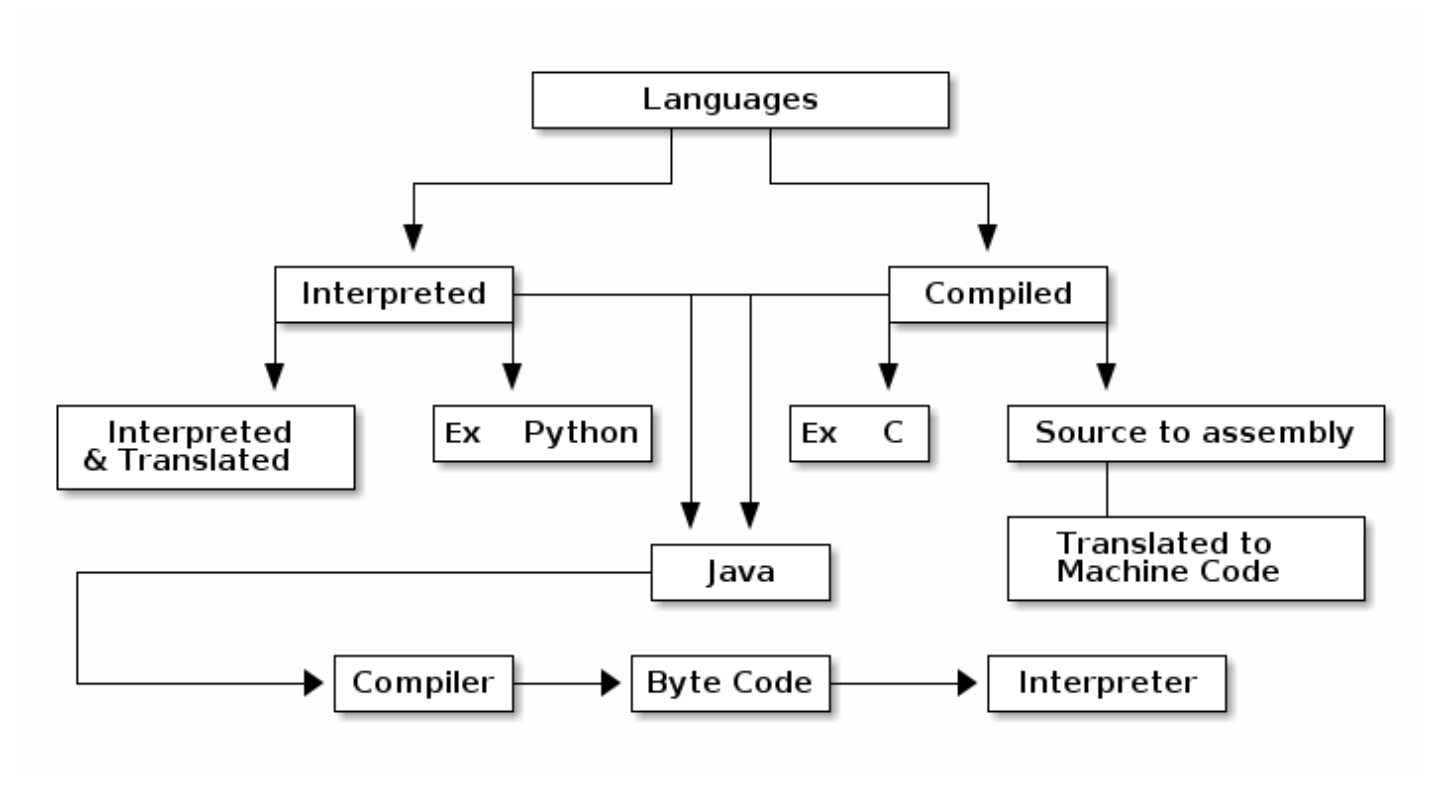
Terminal

Compile:

```
1  javac Test.java
```

Run

```
1  java Test
```

Programming Language Levels

Object

States	attributes
	parameters
Behaviors	methods

Example

```
1  public class Obj {
2      public Obj() {
3      // No args constructor
4      }
5
6      public Obj(String name) {
7          // This constructor has one parameter, name.
8      }
9  }
```

Glossary

Class	Blueprints to create objects
Encapsulation	wrapping up of the data under a single unit (protective shield)
Inheritance	classes form hierarchies (Override methods, superclasses, extends)
Object	Objects have states and behaviors
Semantics	meaning assign to the characters, symbols, and words.
Syntax	structure/form of that specific programming languafe specifies.