1. Java Source File Structure Introduction

# A java program can contain any number of classes but at most one class should be declared as public.

# If there is no public class, we can use any name for the java program.

# If there is a public class, then compulsory the name of the program should be the same as public class.

# Whenever we compile any java program for every class present in that java program separate .class file will be generated.

# If the corresponding class file does not contain the main method then we will get an error.

class A {

public static void main(String[] args){

System.out.println("A class");

}

}

public class B {

public static void main(String[] args){

System.out.println("B class");

}

}

class C {

public static void main(String[] args){

System.out.println("C class");

}

}

class D {

}

PS D:\javaPlayGround\Java Source File Structure Introduction> javac B.java

PS D:\javaPlayGround\Java Source File Structure Introduction> java A

**A class**

PS D:\javaPlayGround\Java Source File Structure Introduction> java B

**B class**

PS D:\javaPlayGround\Java Source File Structure Introduction> java C

**C class**

PS D:\javaPlayGround\Java Source File Structure Introduction> java D

**Error:** Main method not found in class D, please define the main method as:

public static void main(String[] args)

or a JavaFX application class must extend javafx.application.Application