The Java Environment



Learning objectives

- Understand the basic features of Java
 - What are portability and robustness?
- Understand the concepts of bytecode and interpreter
 - What is the JVM?
- Learn few coding conventions
 - + How shall I name identifiers?



Java timeline

- 1991: SUN develops a programming language for cable TV set-top boxes
 - Simple, OO, platform independent
- 1994: Java-based web browser (HotJava)
 - The idea of "applet" appeared
- 1996: first version of Java (1.0)



Java timeline (cont'd)

- 1996: Netscape supports Java
 - Popularity grows
 - Java 1.02, followed by many updates in close rounds
- 1997: Java 1.1, major leap over for the language
- 1998: Java 2 platform, v. 1.2 (libraries)
- **...**
- 2005: J2SE 5 (language enhancements)
- 2007: Java SE 6 (faster graphics)
- 2010: acquisition by Oracle
- 2011: Java SE 7 (I/O improvements)



Java timeline (cont'd)

- 2014: Java SE 8 (language evolutions)
 - Lambda expressions
 - Functional paradigm
- 2017: Java SE 9 (start of a 6-month release plan)
- 2018: Java SE 10, Java SE 11
- 2019: Java SE 12, Java SE 13
- 2020: Java SE 14, Java SE 15
- 2021: Java SE 16, Java SE 17
- ... (expected March 2022, September 2022)



00 language features

- OO language provides constructs to:
 - Define classes (types) in a hierarchic way (inheritance)
 - Create/destroy objects dynamically
 - Send messages (w/ dynamic binding)
- No procedural constructs (pure OO language)
 - No functions, class methods only
 - * No global vars, class attributes only



- Platform independence (portability)
 - "Write once, run everywhere"
 - Translated to intermediate language (bytecode)
 - Interpreted (with optimizations, e.g. JIT, caching, etc.)
- High dynamicity
 - Run time loading and linking
 - Dynamic array sizes
- Automatic garbage collection



- Robust language, i.e. less error prone
 - Strong type model and no explicit pointers
 - Compile-time checks
 - Run-time checks
 - No array overflow
 - Garbage collection
 - No memory leaks
 - Exceptions as a pervasive mechanism to check errors



- Shares many syntax elements w/ C++
 - Learning curve is less steep for C/C++ programmers
- Quasi-pure OO language
 - Only classes and objects (no functions, pointers, and so on)
- Basic types deviates from pure OO
- Easy to use



- Supports "programming in the large"
 - JavaDoc
 - Class libraries (packages)
- Lots of standard utilities included
 - Concurrency (Thread)
 - Graphics, GUI (e.g., Swing library)
 - Network programming
 - Socket, RMI
 - Applet (client side programming)



Java features - Classes

There is one first level concepts: the class

```
public class First {
}
```

- The source code of a Class sits in a
 .java file having the same name
 - * Rule: one file per class
 - Enforced automatically by IDEs...
 - ... with exceptions



Java features - Methods

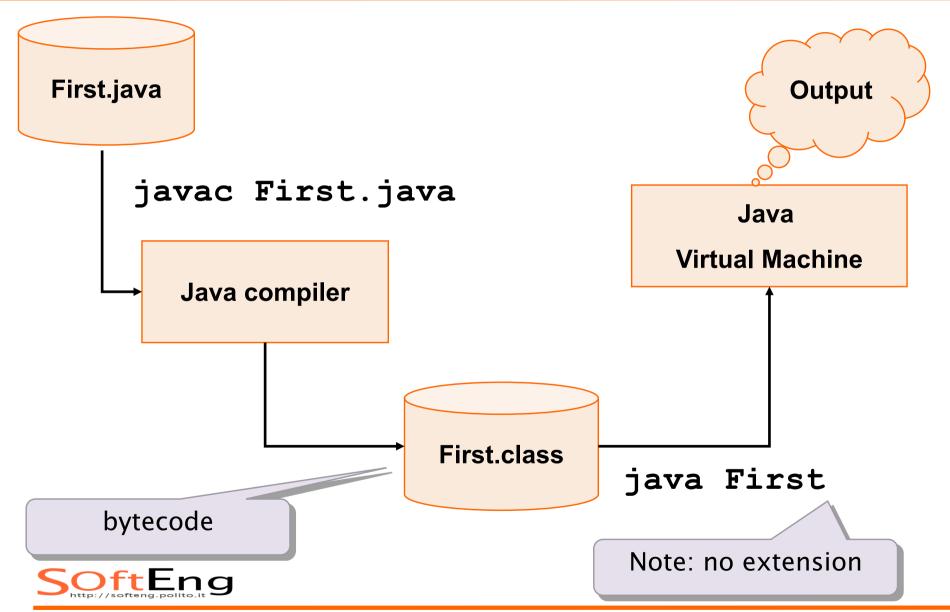
- In Java there are no functions, but only methods within classes
- The execution of a Java program starts from a special method:

```
public static void main(String[] args)
```

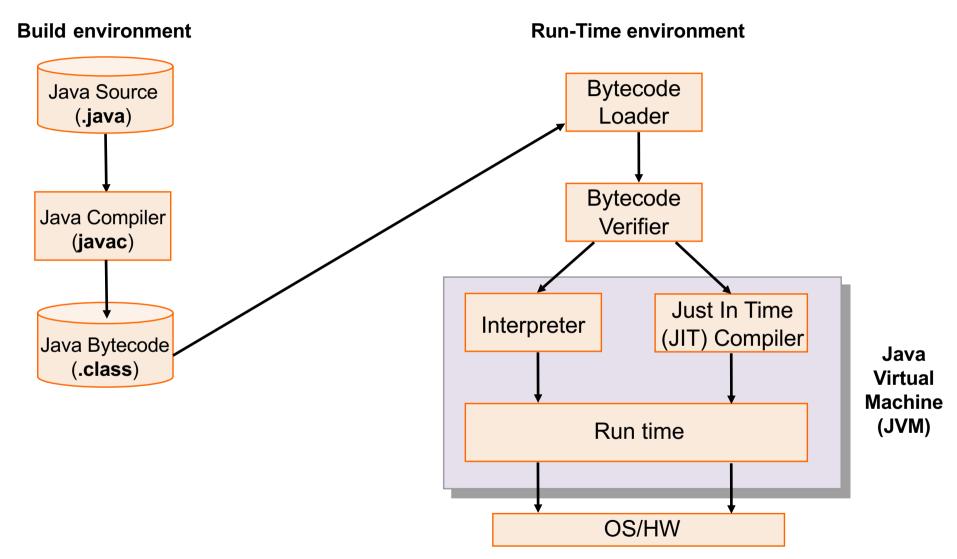
- Note
 - return type is void
 - args[0] is the first argument on the command line (after the program name)



Build and run



Build and run





Java Ecosystem

- Java language
- Java platform
 - JVM
 - Class libraries (API)
 - + SDK



Dynamic class loading

- JVM loading is based on the classpath:
 - List of locations classes can be loaded from
- When class x is required, for each location in the classpath:
 - Look for file X.class
 - If present, load the Class
 - Otherwise move to next location



Types of Java programs

Application

- It is a common program, similarly to C executable programs
- Runs through the Java interpreter (java)
 of the installed Java Virtual Machine

```
public class HelloWorld {
  public static void main(String args[]) {
    System.out.println("Hello world!");
  }
}
```



Types of Java programs

- Applet (client browser, deprecated)
 - Java code dynamically downloaded
 - Execution is limited by "sandbox"
- Servlet (web server)
 - In J2EE (Java 2 Enterprise Edition)
- Midlet (mobile devices)
 - ◆ In J2ME (Java 2 Micro Edition)
- Android App (Android devices)



Java Development Environment

- Java SE (e.g., 8 / 1.8)
 - javac compiler, jdb debugger
 - JRE (Java Run Time Environment)
 - JVM
 - Native packages (awt, swing, system, etc)
 - JDK (Java Development Kit)
- Docs
 - https://docs.oracle.com/javase/8/docs/
- Eclipse integrated development environment
 - http://www.eclipse.org/



Coding conventions

- Use camelBackCapitalization for compound names, not underscore
- Class name must be Capitalized
- Method name, object instance name, attributes, method variables must all start in lowercase
- Constants must be all uppercases (w/ underscore)
- Indent properly



Coding conventions (example)

```
class ClassName {
final static double PI = 3.14;
private int attributeName;
     public void methodName {
          int var;
          if ( var==0 ) {
```

Deployment – Jar

- Java programs are packaged and deployed in .jar files
- Jar files are essentially compressed archives (like .zip files, plus additional meta-information)
- It is possible to directly execute the contents of a jar file from a JVM



FAQ

- Which is more "poweful": Java or C?
 - Performance: C is better though not so much better (JIT)
 - Ease of use: Java
 - Error containment: Java
- How can I generate an ".exe" file?
 - You cannot! Or you should not! Use an installed JVM to run the program, instead
 - GCJ: http://gcc.gnu.org/java/



FAQ

- I downloaded Java on my PC but I cannot compile Java programs:
 - Check you downloaded Java SDK (including the compiler) not Java JRE (just the JVM)
 - Check that the path include pathToJavaInstFolder/bin
- Note: Eclipse uses a different compiler than javac



FAQ

- Java cannot find a class (ClassNotFoundException)
 - The name of the class must not include the extension .class:
 - E.g., java First
 - Check you are in the right place in your file system
 - Java looks for classes starting from the current working directory



Wrap-up session

- Java is a quasi-pure OO language
- Java is interpreted
- Java is robust (no explicit pointers, static/dynamic checks, garbage collection)
- Java provides many utilities (data types, threads, networking, graphics)
- Java can used for different types of programs
- Coding conventions are not "just aesthetic"

