Fundamentals of Java Assignment

QUS1 What is Programming Language?

ANS-A programming language is a formal system designed to communicate instructions to a computer. It consists of a set of rules and symbols that allow programmers to write code and create software.

QUS2-Why do we need a Programming Language?

ANS-Programming languages are essential for humans to communicate with computers. They provide a way to express algorithms and instructions that a computer can understand and execute. Different programming languages serve various purposes and are suited for different types of applications.

QUS3-What are the features of Java?

ANS - Java is a versatile, object-oriented programming language. Some key features include:

Platform Independence: Java programs can run on any device with the Java Virtual Machine (JVM).

Object-Oriented: Java follows the principles of object-oriented programming.

Robust: Java is designed to be reliable and robust, with features like garbage collection and exception handling.

Secure: Java has built-in security features to protect against various threats.

Multithreading: Java supports concurrent programming by allowing multiple threads of execution.

Portable: Java code can be easily moved from one computer system to another.

QUS4-What is an 'Object'?

ANS- In object-oriented programming, an object is an instance of a class. It represents a real-world entity and has properties (attributes) and behaviors (methods). Objects are used to model and interact with the elements of a program.

QUS5-What is a 'Class'?

ANS -A class in object-oriented programming is a blueprint or template for creating objects. It defines the properties and behaviors that the objects of the class will have. Objects are instances of classes.

QUS6-Explain about the main() method in Java?

ANS In Java, the main() method is the entry point for a Java program. It serves as the starting point for the execution of the program. The Java Virtual Machine (JVM) looks for the main() method in the class specified when running the program. The main() method has the following signature:

java