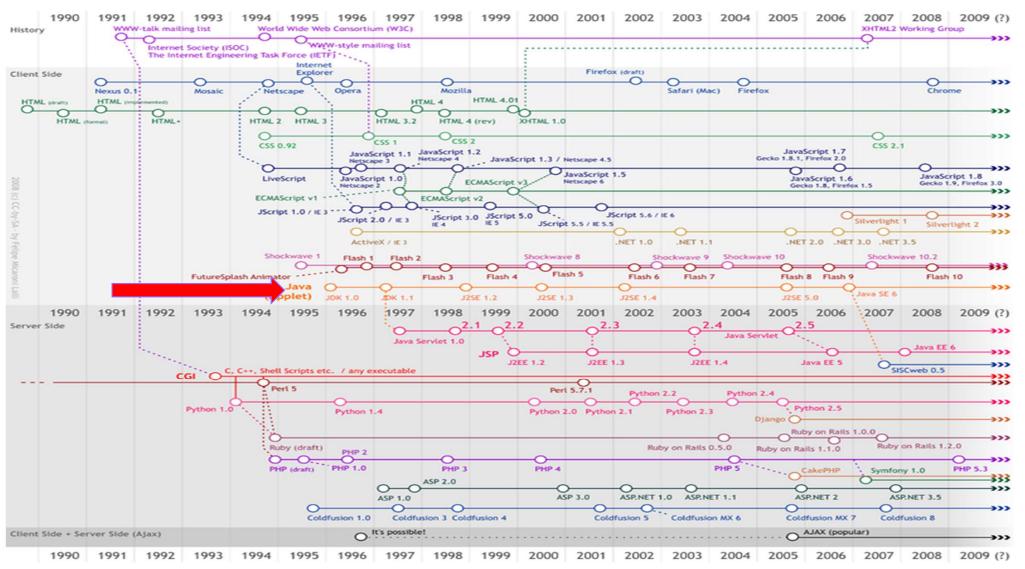
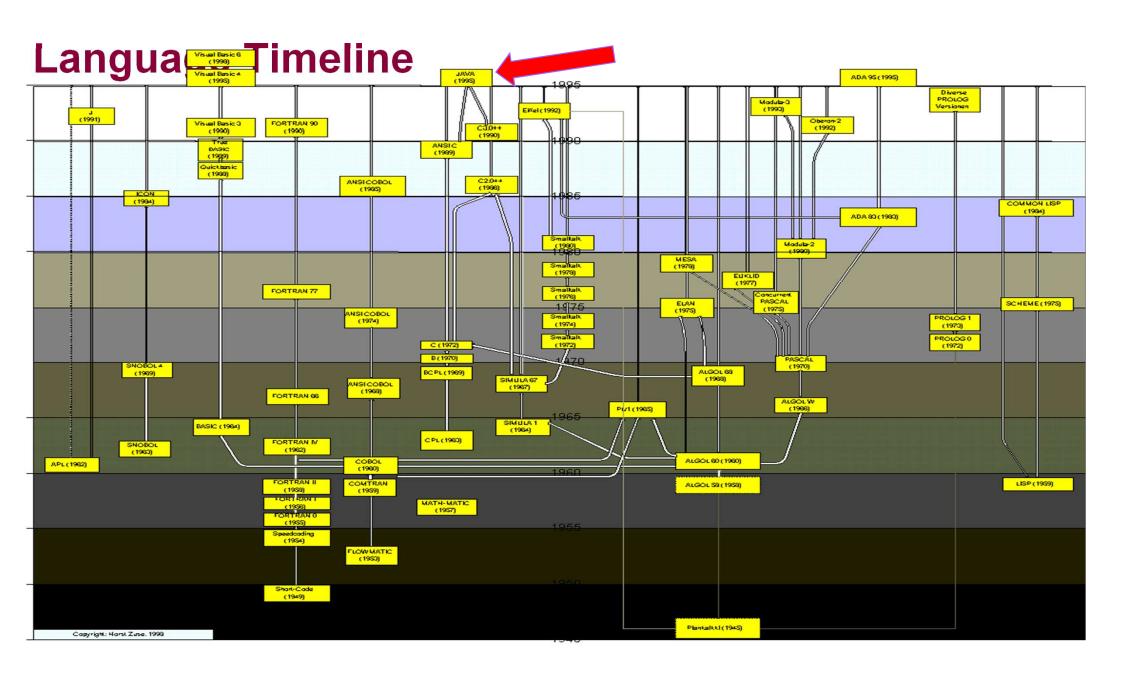


# What is Java Technology?

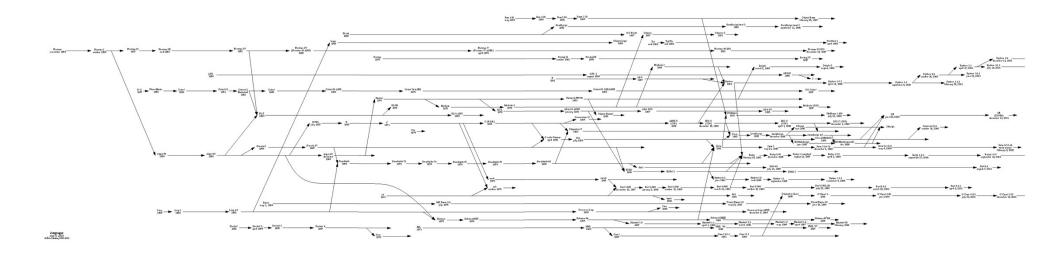
- Is a programming language.
- Is a platform.

#### **Web Timeline**





# **Language Timeline (Cont.)**



# **Java Programming Language**

- Is platform independent programming language.
- Similar to C++ in syntax.
- Similar to SmallTalk in mental paradigm.
- Is one of today's most popular softwaredevelopment languages.
- Is used for Web programming
- Is used for developing standalone applications across platforms on servers, desktops, and mobile devices.
- Is a high-level language.

# Java Programming Language (Cont.)

| May 2024 | May 2023 | Change | Programming Language |                      | Ratings | Change |
|----------|----------|--------|----------------------|----------------------|---------|--------|
| 1        | 1        |        | •                    | Python               | 16.33%  | +2.88% |
| 2        | 2        |        | 9                    | С                    | 9.98%   | -3.37% |
| 3        | 4        | ^      | @                    | C++                  | 9.53%   | -2.43% |
| 4        | 3        | •      | <u>«</u>             | Java                 | 8.69%   | -3.53% |
| 5        | 5        |        | 8                    | C#                   | 6.49%   | -0.94% |
| 6        | 7        | ^      | JS                   | JavaScript           | 3.01%   | +0.57% |
| 7        | 6        | •      | <b>VB</b>            | Visual Basic         | 2.01%   | -1.83% |
| 8        | 12       | *      | ~GO                  | Go                   | 1.60%   | +0.61% |
| 9        | 9        |        | SQL                  | SQL                  | 1.44%   | -0.03% |
| 10       | 19       | *      | B                    | Fortran              | 1.24%   | +0.46% |
| 11       | 11       |        | <b>(3)</b>           | Delphi/Object Pascal | 1.24%   | +0.23% |
| 12       | 10       | •      | ASM                  | Assembly language    | 1.07%   | -0.13% |
| 13       | 18       | *      | 4                    | Ruby                 | 1.06%   | +0.26% |

Source: https://www.tiobe.com/tiobe-index/

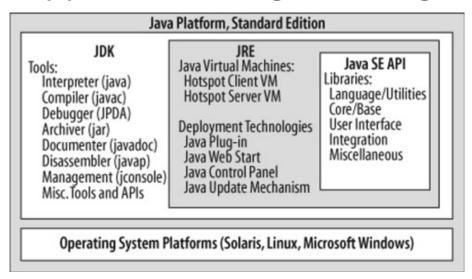
# Java Programming Language (Cont.)

| Programming Language | 2024 | 2019 | 2014 | 2009 | 2004 | 1999 | 1994 | 1989 |
|----------------------|------|------|------|------|------|------|------|------|
| Python               | 1    | 4    | 8    | 6    | 10   | 28   | 22   | -    |
| С                    | 2    | 2    | 1    | 2    | 2    | 1    | 1    | 1    |
| C++                  | 3    | 3    | 4    | 3    | 3    | 2    | 2    | 2    |
| Java                 | 4    | 1    | 2    | 1    | 1    | 15   | -    | ~    |
| C#                   | 5    | 6    | 5    | 7    | 8    | 25   | ,±   |      |
| JavaScript           | 6    | 7    | 9    | 9    | 9    | 20   | -    | -    |
| Visual Basic         | 7    | 19   | -    | -    | -    | -    | -    | -    |
| SQL                  | 8    | 9    | -    | -    | 7    | -    | -    | 1-1  |
| PHP                  | 9    | 8    | 6    | 5    | 6    | 12   | -    | -    |
| Go                   | 10   | 18   | 36   | -    | -    | -    | 7-   | 12   |
| Objective-C          | 30   | 10   | 3    | 36   | 45   | -    | -    | -    |
| Lisp                 | 35   | 30   | 14   | 20   | 15   | 13   | 6    | 3    |
| (Visual) Basic       | -    | ÷    | 7    | 4    | 5    | 3    | 3    | 7    |

Source : https://www.tiobe.com/tiobe-index/

#### The Java Platform

- Platform: The hardware or software environment in which a program runs.
- Has two components:
  - The Java Virtual Machine
  - The Java Application Programming Interface (API)



From: [Java Pocket Guide], Robert Liguori; Patricia Liguori, O'Reilly, 2008,

978-0-59-651419-8, p191

# The Java Platform (Cont.) - JRE

- Java Runtime Environment
- Provides the backbone for running Java application.
- Is a collection of software.
- Allows a computer system to run a Java application.
- Consists of
  - JVMs, Java Virtual Machines, interpret Java bytecode into machine code.
  - Standard class libraries
  - User interface toolkits
  - A variety of utilities.

# The Java Platform (Cont.) - JDK

- Java Development Kit
- Provides all of the components and necessary resources to develop Java applications.
- Is a programming environment for compiling, debugging, and running Java applets, applications, and Java Beans.
- Includes the JRE, Java Programming language, development tools and tool APIs.
- Refer to <a href="http://java-virtual-machine.net/other.html">http://java-virtual-machine.net/other.html</a>

# The Java Platform (Cont.) - JDK

 Download the most recent version at <u>https://www.oracle.com/java/technologies/</u>

Download older versions at

https://www.oracle.com/java/technologies/downloa

ds/archive/

| Java Development Kits        | Codename   | Release |
|------------------------------|------------|---------|
| Java SE 8 with JDK 1.8.0     | Spider     | 2014    |
| Java SE 7 with JDK 1.7.0     | Dolphin    | 2011    |
| Java SE 6 with JDK 1.6.0     | Mustang    | 2006    |
| Java 2 SE 5.0 with JDK 1.5.0 | Tiger      | 2004    |
| Java 2 SE with SDK 1.4.0     | Merlin     | 2002    |
| Java 2 SE with SDK 1.3       | Kestrel    | 2000    |
| Java 2 with SDK 1.2          | Playground | 1998    |

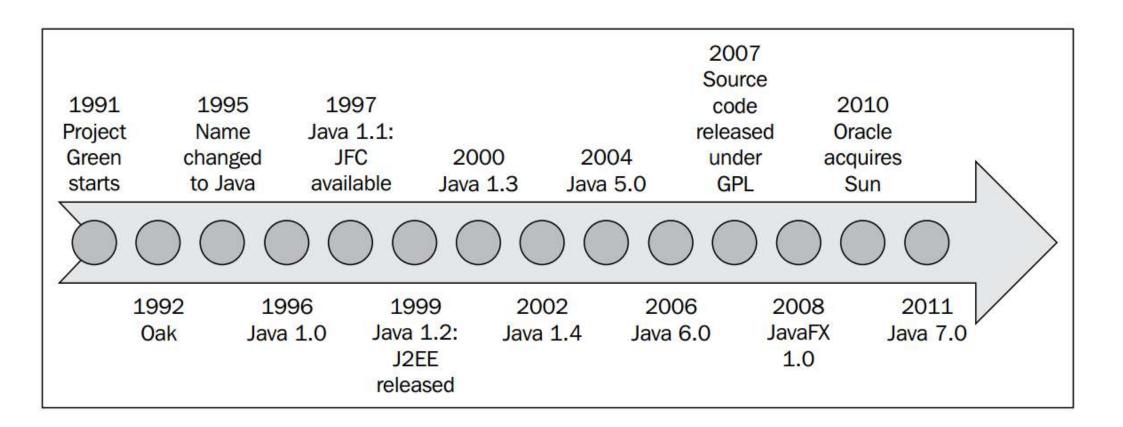
## **Java SE Code Names**

| Version            | Code Name  | Release Date |
|--------------------|------------|--------------|
| JDK 1.1.4          | Sparkler   | 1997. 10. 11 |
| JDK 1.1.5          | Pumpkin    | 1997. 11. 03 |
| JDK 1.1.6          | Abigail    | 1998. 04. 24 |
| JDK 1.1.7          | Brutus     | 1998. 09. 28 |
| JDK 1.1.8          | Chelsea    | 1999. 04. 08 |
| J2SE 1.2           | Playground | 1998. 11 04  |
| J2SE 1.2.1         | (none)     | 1999. 03. 30 |
| J2SE 1.2.2         | Cricket    | 1999. 07. 08 |
| J2SE 1.3           | Kestrel    | 2000. 08. 05 |
| J2SE 1.3.1         | Ladybird   | 2001. 05. 17 |
| J2SE 1.4.0         | Merlin     | 2002. 02. 13 |
| J2SE 1.4.1         | Hopper     | 2002. 09. 16 |
| J2SE 1.4.2         | Mantis     | 2003. 06. 26 |
| Java SE 5.0(1.5.0) | Tiger      | 2004. 09. 29 |
| Java SE 6.0(1.6.0) | Mustang    | 2005. 11. 20 |
| Java SE 7.0(1.7.0) | Dolphin    | 2011. 07. 28 |
| Java SE 8.0(1.8.0) | Spider     | 2014. 03. 18 |

### **History**

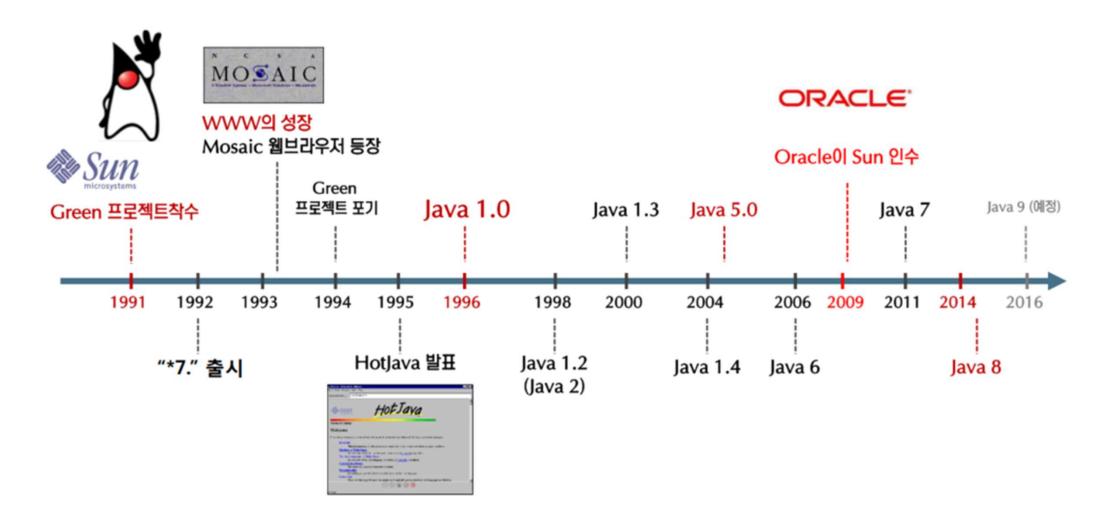
- Originally named Oak, designed in 1991.
- Main team members : Bill Joy, Patrick Naughton, Mike Sheridan, James Gosling.
- Original goal : use in embedded consumer electronic appliances.
- In 1994, team realized Oak was perfect for Internet.
- In 1995, renamed Java, was redesigned for developing Internet applications.
- Announced in May 23 in 1995 at SunWorld'95.
- First non-beta release January 23 in 1996.
- Refer to <a href="http://www.oracle.com/technetwork/java/javase/overview/javahistory-index-198355.html">http://www.oracle.com/technetwork/java/java/javase/overview/javahistory-index-198355.html</a>

## **History (Cont.)**



Source : Oracle Certified Associate Java SE 7 Programmer Study Guide 2012, PACKT Press, p8

#### **History (Cont.)**



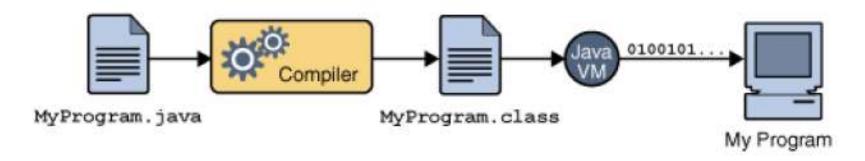
# **History (Cont.)**

| Version | 출시 연도 | 새로운 언어적 기능   | 클래스와 인터페이스 개수 |
|---------|-------|--|---------------|
| 1.0     | 1996  | 최초 출시  | 211           |
| 1.1     | 1997  | Inner classes  | 477           |
| 1.2     | 1998  | 없음   | 1,524         |
| 1.3     | 2000  | 없음   | 1,840         |
| 1.4     | 2004  | Assertions   | 2,723         |
| 5.0     | 2004  | Generic classes, "for each" loop, varargs, autoboxing, metadata, enumerations, static import                         | 3,279         |
| 6       | 2006  | None   | 3,793         |
| 7       | 2011  | Switch with string, diamond operator, binary literals, exception handling enhancements                               | 4,024         |
| 8       | 2014  | Lambda expressions, Parallel operations, new JVM JavaScript<br>Engine, New date / time APIs, Concurrent accumulators | 4,240         |

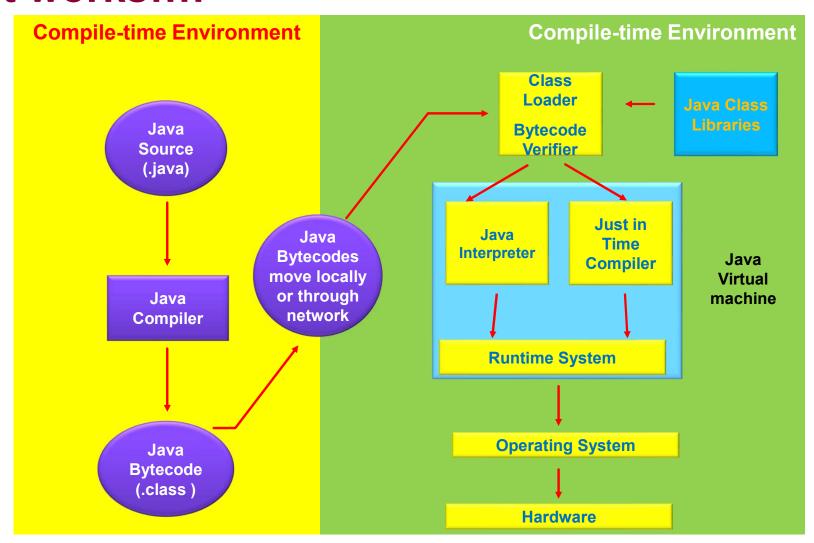
#### **Features**

- Simple
- Object-Oriented
- Distributed
- Multithreaded
- Dynamic

- Architecture neutral
- Portable
- High performance
- Robust
- Secure
- Write Once, Run Anywhere™
- http://java.sun.com/docs/white/langenv/



#### How it works...!



Source: Java tutorial PPT, by Intelligo Technologies on Mar 08, 2011

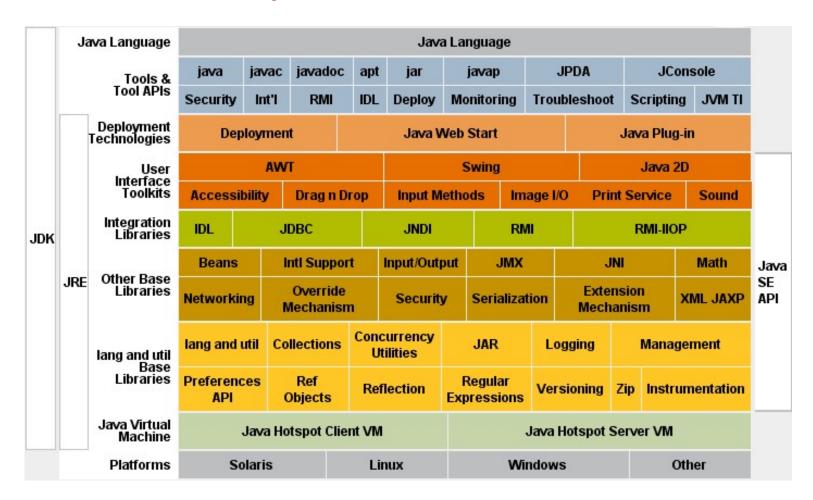
## Figure 1.1 J2SE vs. J2EE vs. J2ME



# Figure 1.1 J2SE vs. J2EE vs. J2ME

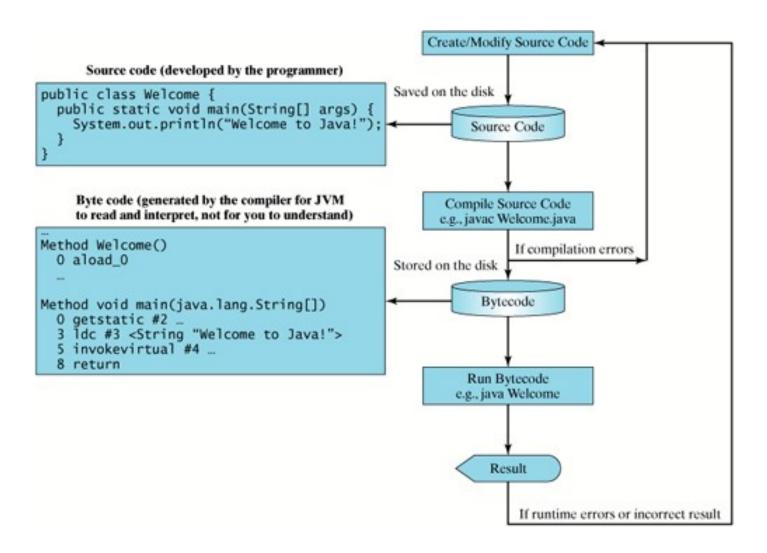
| 이름                       | 약어  | 설명  |
|--------------------------|-----|---|
| Java Development Kit     | JDK | Java 프로그램을 작성하려는 프로그래머를 위한 소프트웨어  |
| Java Runtime Environment | JRE | Java 프로그램을 실행하려는 사용자를 위한 소프트웨어  |
| Standard Edition         | SE  | 데스크톱 및 간단한 서버 애플리케이션을 위한 Java 플랫폼                                       |
| Enterprise Edition       | EE  | 복잡한 서버 애플리케이션을 위한 Java 플랫폼  |
| Micro Edition            | ME  | 휴대폰과 기타 소형기기를 위한 Java 플랫폼   |
| Java2                    | J2  | 1998년부터 2006년까지 Java의 버전을 나타내던 용어<br>지금은 사용되지 않는 표현 (version 1.2 ~ 1.4) |
| Software Development Kit | SDK | 1998년부터 2006년까지 JDK를 나타내던 오래된 용어<br>지금은 사용되지 않는 표현                      |
| Update                   | u   | 버그를 수정한 릴리즈임을 나타내는 Oracle의 용어   |
| NetBeans                 | -   | Oracle에서 제공하는 Java 통합개발환경   |

#### Figure 1.2 Java SE 6 Platform at a Glance



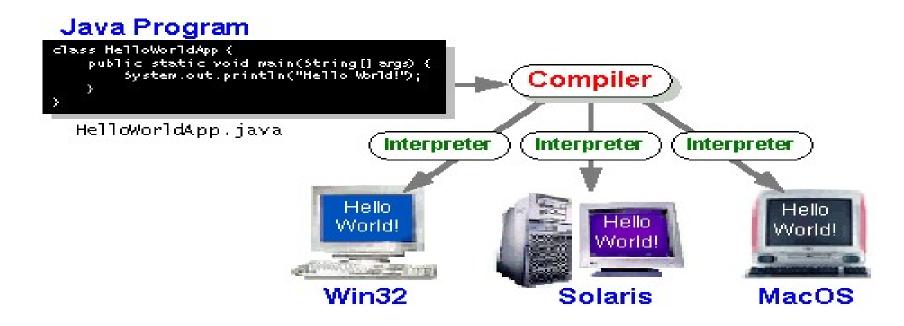
\* <a href="http://java.sun.com/javase/technologies/index.jsp">http://java.sun.com/javase/technologies/index.jsp</a>

## **Development Process**



# **Development Process (Cont.)**

- 1. Create a source file
- 2. Compile the source file into a bytecode file
- 3. Run the program contained in the bytecode file



#### **Creating a Source Code – HelloWorld.java**

```
Author: Henry
      * When : Jul, 1, 2024
      * Objective : Java First Coding
      * Environment : Windows 11 Enterprise Ed., JDK 17.0.10, Microsoft Visual Studio Code 1.87.0
                                                             Java 프로그램 구조
                                                              package 패키지 경로;
     public class HelloWorld {
         Run | Debug
                                                              import 패키지 경로1;
         public static void main(String [] args){
                                                              import 패키지 경로2;
             String str = "Hello, World";
10
                                                              import static 패키지 경로3;
11
             System.out.printf(format:"str = %s\n", str);
                                                              class 클래스명1 {
12
                                                                  내용부;
13
                                                              public class 클래스명2 {
                                                                  내용부;
```

### Creating a Source Code – HelloWorld.java

- ✓ Java 클래스의 main() 메소드는 java 명령어를 통해 처음 실행되는 메소드(method)입니다.
- ✓ 예를 들어, java HelloWorld 를 실행하면, HelloWorld 클래스의 main 메소드가 실행됩니다.
- ✓ main() 메소드는 객체를 생성하지 않고도, 외부에서도 접근할 수 있어야 합니다.
- ✓ main() 메소드는 반환 값이 없으며, java 명령어의 전달인자를 받는 매개변수(parameter)를 갖습니다.

public 은 외부에서도 접근할 수 있음을 타나내는 접근 제한자입니다. java 명령 어가 main() 메소드를 실행하기 위해 해당 메소드에 접근 가능함을 명시합니 다. public 이외의 접근 제한자를 사용 하면 실행할 수 없습니다. static은 main 메소드가 객체 생성 없이도 정적으로 로드 될 수 있음을 나 타냅니다.

main은 Java 프로그램의 시작점을 나타내는 메소드 이름입니다.

```
public class HelloWorld {
   public static void main (String[] args) {
      ...
   }
}
```

void 는 반환하는 값이 없음을 나타내는 키워드 입니다. main 메소드는 실행 후 반환하는 값이 없습니다. (String[] args) 는 메소드가 java 명 령어를 통해 실행될 때 전달하는 인자 들에 대한 매개변수를 나타냅니다. 전 달인자가 여러 개일 수 있으므로 배열 을 사용합니다.

# Compiling the Source Code – HelloWorld.java

■ Java Compiler - javac.exe

```
instructor@Ubuntu64-00:~/JavaRoom$ ls
HelloWorld.java
instructor@Ubuntu64-00:~/JavaRoom$ javac HelloWorld.java
instructor@Ubuntu64-00:~/JavaRoom$
instructor@Ubuntu64-00:~/JavaRoom$ ls
HelloWorld.class HelloWorld.java
```

#### Interpreting the *bytecode* – HelloWorld.class

■ Java Interpreter - java.exe

```
instructor@Ubuntu64-00:~/JavaRoom$ ls
HelloWorld.class HelloWorld.java
instructor@Ubuntu64-00:~/JavaRoom$
instructor@Ubuntu64-00:~/JavaRoom$
instructor@Ubuntu64-00:~/JavaRoom$ java HelloWorld
msg = Hello, World
instructor@Ubuntu64-00:~/JavaRoom$
```

#### **Command Line Tools**

- JDK provides several command-line tools.
- Commonly used tools is a compiler, launcher/interpreter, archiver, documenter.
- Refer to https://docs.oracle.com/en/java/javase/17/docs/spe cs/man/index.html

# **Command Line Tools - Compiler**

- Translates Java source files into Java bytecode.
- Creates a bytecode file with the same name as the source file but with the .class extension.
- javac [-options] [source files]
  - javac HelloWorld.java
  - javac -cp ./dir/classes/ HelloWorld.java
  - javac -d ./opt/hwapp/classes HelloWorld.java
  - javac -source 1.4 HelloWorld.java
  - javac -version
  - javac -help
- Refer to <a href="https://bluemond.tistory.com/entry/22">https://bluemond.tistory.com/entry/22</a>

## **Command Line Tools - Interpreter**

- Handles the program execution, including launching the application.
- java [-options] class [arguments...] or java [-options] jar jarfile [arguments...]
  - java HelloWorld
  - java -cp .:./dir/Classes HelloWorld
  - java -ea HelloWorld
  - java -version
  - java -help
  - javaw <classname>
- Refer to <a href="https://bluemond.tistory.com/entry/23">https://bluemond.tistory.com/entry/23</a>

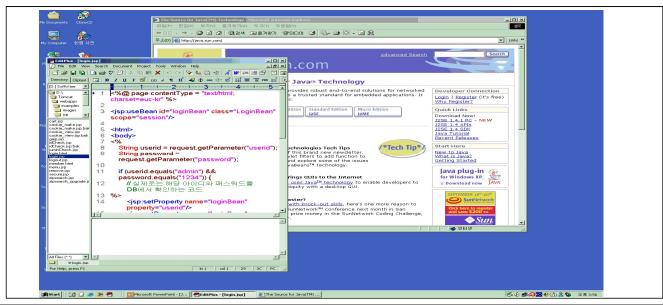
## **Command Line Tools - Packager**

- JAR, Java Archive, utility is an archiving and compression tool.
- Used to combine multiple files into a single file called a JAR file.
- JAR consists of a ZIP archive containing a manifest file (JAR content describer) and optional signature files (for security).
- jar [options] [jar-file] [manifest-files] [entry-point]
  [-C dir] files...
  - jar cf files.jar HelloWorld.java kr/co/javaexpert/HelloWorld.class
  - jar tfv files.jar
  - jar xf files.jar
- Refer to <a href="https://bluemond.tistory.com/entry/24">https://bluemond.tistory.com/entry/24</a>

#### **Command Line Tools – JAR Execution**

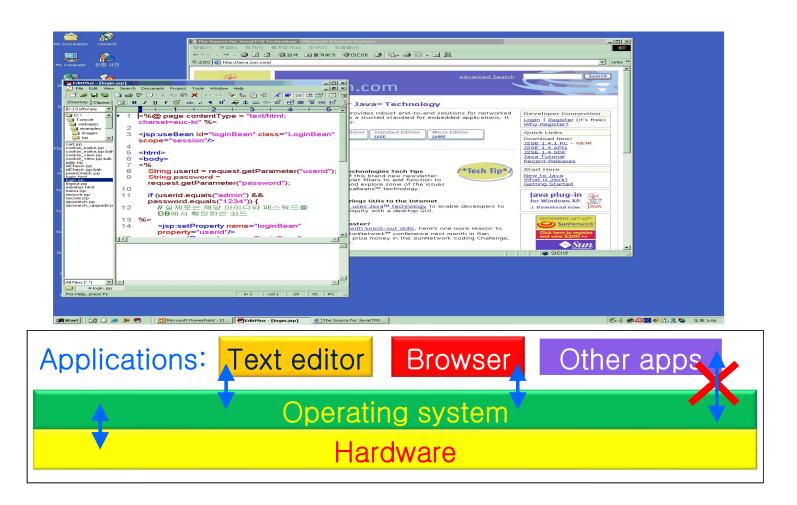
- Can be created to be executable.
- Specifies the file within the JAR where the main class resides.
- Refer to <a href="https://bluemond.tistory.com/entry/25">https://bluemond.tistory.com/entry/25</a>
- 1. Compile . java file with package option.
- 2. Create a file Manifest.txt using editor.
- 3. Create a JAR file that adds the Manifest.txt contents to the manifest file, MANIFEST.MF.
- 4. Display the contents of the JAR file.
- 5. Execute the JAR file using java -jar option.

# Figure 1.3. shows an examples of this basic communication.





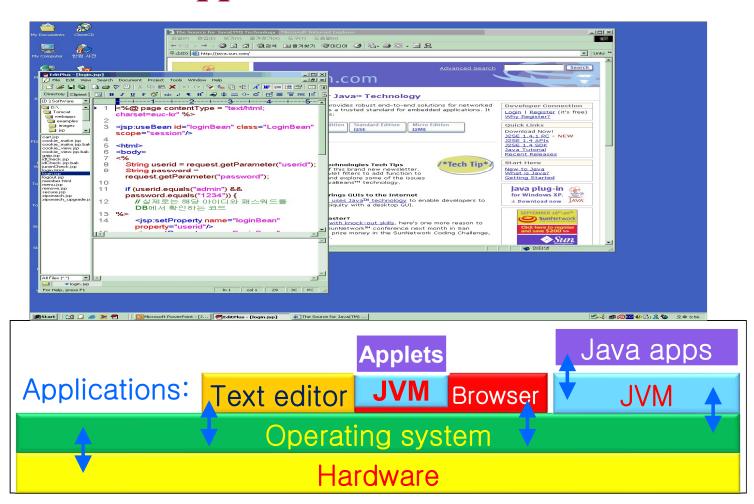
## Figure 1.4. Computer Communication Problem



## How Java Technology Solves the Communication Problem

- Uses compiling and interpretation.
- A little slower than compiled programs, but runs on any operating system.
- Compiles source code to bytecode.
- Uses Java virtual machine (JVM<sup>TM</sup>), interprets *bytecode*.
- Uses a different JVM for every operating system.

# Figure 1.5. How the JVM Interacts With the Operating System and Java Applets

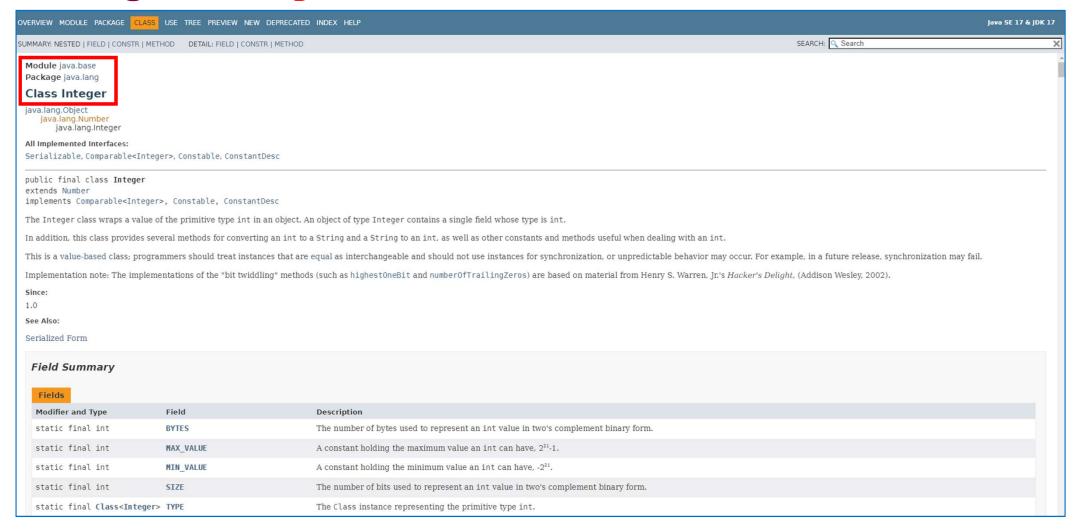


#### **Java API Documentation**

- Detailed information API
- Very valuable resource: download, or view online at:

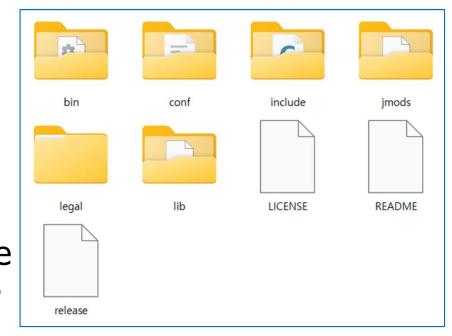
https://docs.oracle.com/en/java/javase/17/docs/api/index.ht ml

# Figure 1.6. Java 2 Platform Specification, java.lang Package, Integer Class



#### **JDK File Structure**

- bin: contains the tools used for developing a Java application including the compiler and JVM.
- include : contains header files used to interact with C applications.
- lib/src.zip: includes the actual code for the core classes, called the SD K.



#### **Additional Resource**

- Java Technology : An Early History
  - http://oracle.com.edgesuite.net/timeline/java/
  - http://www.cs.umd.edu/class/spring2002/cmsc434-0101/MUIseum/applic ations/index.html
- Java Language and Virtual Machine Specifications
  - http://docs.oracle.com/javase/specs/
- Java SE6 API Hangul Documentation
  - http://docs.xrath.com/java/se/6/docs/ko/
  - http://docs.xrath.com/java/se/6/docs/ko/api/index.html
- Comparison of Java and C++
  - http://en.wikipedia.org/wiki/Comparison\_of\_Java\_and\_C%2B%2B
  - http://verify.stanford.edu/uli/java\_cpp.html