

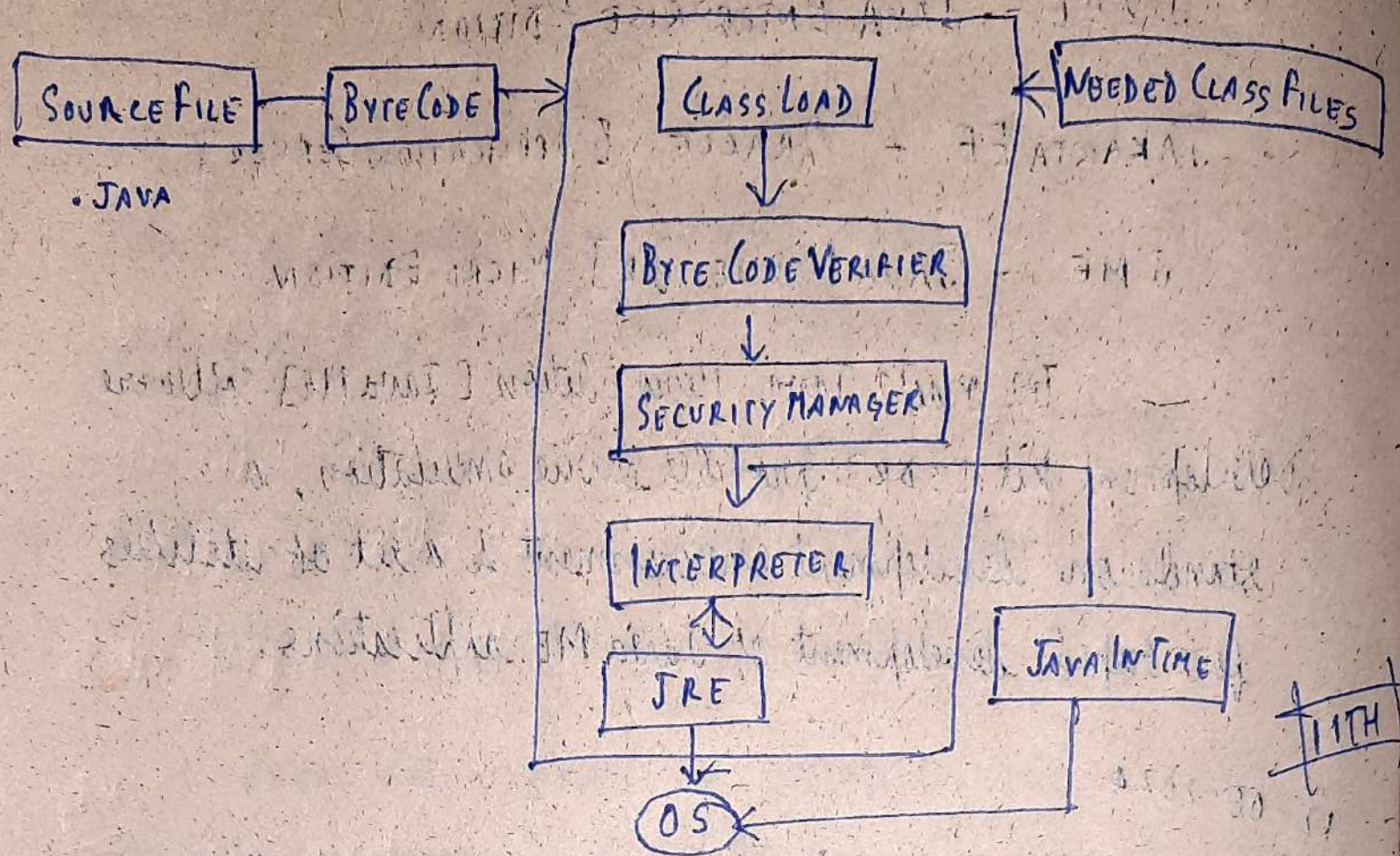
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FEATURES OF JAVA :-

- High Security
- High Performance
- Architectural Neutral
- Platform independent
- Portable
- Simple
- Object oriented
- Robust [very strong]
- Threaded
- Distributed
- Dynamic
- Buzz words of Java

JVM ARCHITECTURE=>



<https://www.oracle.com/java/technologies/javase/codeconventions-namingconventions.html>

JAVA NAMING CONVENTIONS =>

IDENTIFIER TYPE:-

* Packages

* classes

* Interfaces

* Methods

* Variables

* Constants

1. PACKAGES =>

RULES FOR NAMING:-

→ The prefix of a unique package name is always written in all-lowercase ASCII letters & should be one of the top-level domain names.

→ Subsequent components of the package name vary according to an organization's own internal naming conventions.

Such conventions might specify that certain directory name components be division, department, project, machine or login names.

Ex:-

com. sun. eng

com. apple. quicktime. v2

edu. cmu. cs. bovik. chess

2. CLASSES =>

RULES FOR NAMING:-

- > Class names should be nouns, in mixed case with the first letter of each internal word capitalized.
- > Try to keep your class names simple & descriptive.
- > Use whole words - avoid acronyms & abbreviations [Unless the abbreviation is much more widely used than the long form, such as URL [OR] HTML]

Ex:-

```
class Raster;
```

```
class ImageSprite;
```

3. INTERFACES =>

Interface names should be capitalized like class names.

Ex:- interface RasterDelegate;

```
interface Storing;
```

4. METHODS =>

Methods should be verbs, in mixed case with the first letter lowercase, with the first letter of each internal word capitalized.

Ex:- run();

```
runFast();
```

```
getBackground();
```


5. VARIABLES =>

RULES FOR NAMING:-

Except for variables, all instances, class & class constants are in mixed case with a lowercase first letter.

Internal words starts with capital letters. Variable names should not start with underscore - [OR] dollar sign \$ characters, even though both are allowed.

Variable names should be short yet meaningful. The choice of a variable name should be mnemonic - that is designed to indicate to the casual observer the intent of its use.

1-character variable names should be avoided except for temporary variables are i, j, k, m and n for integers; c, d and e for characters

Ex:-

```
int    i;  
char   c;  
float  myWidth;
```


6. CONSTANTS \Rightarrow

RULES FOR NAMING:-

The names of variables declared class constants and of ANSI [AMERICAN NATIONAL STANDARDS INSTITUTE in 1983] constants should be all uppercase with words separated by underscores (" _ ").

ANSI constants should be avoided, for ease of debugging.

Ex:-

```
static final int MIN_WIDTH = 4;
```

```
static final int MAX_WIDTH = 999;
```

```
static final int GET_THE_CPU = 1;
```