* **Object** − Objects have states and behaviors. Example: A dog has states - color, name, breed as well as behavior such as wagging their tail, barking, eating. An object is an instance of a class.
* **Class** − A class can be defined as a template/blueprint that describes the behavior/state that the object of its type supports.
* **Methods** − A method is basically a behavior. A class can contain many methods. It is in methods where the logics are written, data is manipulated and all the actions are executed.
* **Instance Variables** − Each object has its unique set of instance variables. An object's state is created by the values assigned to these instance variables.

Java keywords:

|  |  |  |  |
| --- | --- | --- | --- |
| abstract | assert | boolean | break |
| byte | case | catch | char |
| class | const | continue | default |
| do | double | else | enum |
| extends | final | finally | float |
| for | goto | if | implements |
| import | instanceof | int | interface |
| long | native | new | package |
| private | protected | public | return |
| short | static | strictfp | super |
| switch | synchronized | this | throw |
| throws | transient | try | void |
| volatile | while |  |  |

Basic Syntax:

* **Case Sensitivity** − Java is case sensitive, which means identifier **Hello** and **hello** would have different meaning in Java.
* **Class Names** − For all class names the first letter should be in Upper Case. If several words are used to form a name of the class, each inner word's first letter should be in Upper Case.

**Example:** *class MyFirstJavaClass*

* **Method Names** − All method names should start with a Lower Case letter. If several words are used to form the name of the method, then each inner word's first letter should be in Upper Case.

**Example:** *public void myMethodName()*

* **Program File Name** − Name of the program file should exactly match the class name.

When saving the file, you should save it using the class name (Remember Java is case sensitive) and append '.java' to the end of the name (if the file name and the class name do not match, your program will not compile).

But please make a note that in case you do not have a public class present in the file then file name can be different than class name. It is also not mandatory to have a public class in the file.

**Example:** Assume 'MyFirstJavaProgram' is the class name. Then the file should be saved as *'MyFirstJavaProgram.java'*

* **public static void main(String args[])** − Java program processing starts from the main() method which is a mandatory part of every Java program.
* **Access Modifiers** − default, public , protected, private
* **Non-access Modifiers** − final, abstract, strictfp

Java Variables

* Local Variables
* Class Variables (Static Variables)
* Instance Variables (Non-static Variables)
* **Local variables** − Variables defined inside methods, constructors or blocks are called **local** variables. The variable will be declared and initialized within the method and the variable will be destroyed when the method has completed.
* **Instance variables** − Instance variables are variables within a class but outside any method. These variables are initialized when the class is instantiated. Instance variables can be accessed from inside any method, constructor or blocks of that particular class.
* **Class variables** − Class variables are variables declared within a class, outside any method, with the static keyword.