

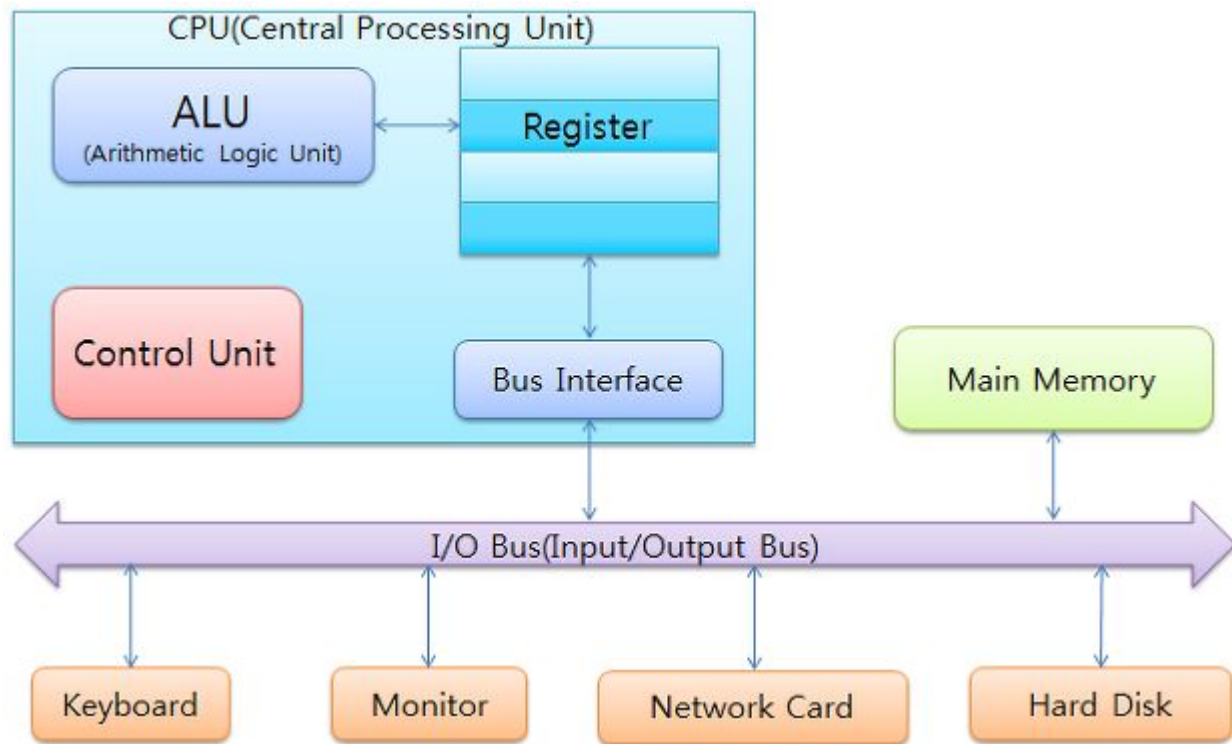
Java

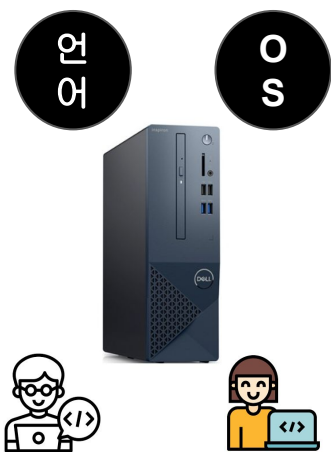


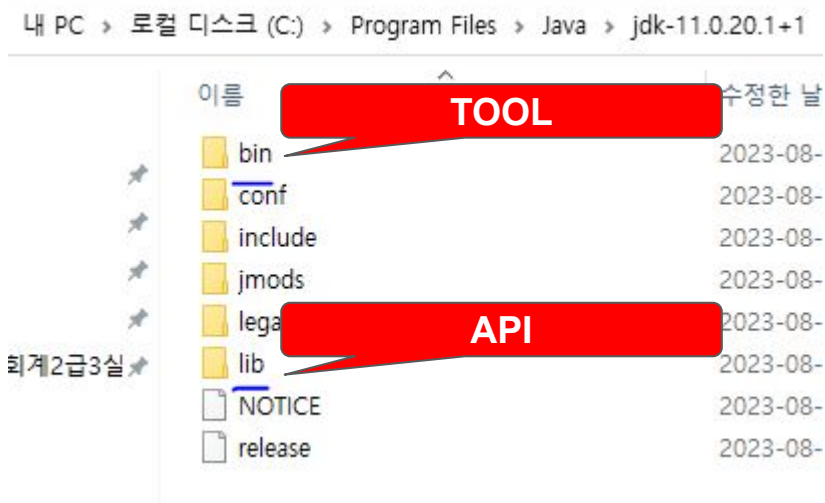
서버

인터넷

클라이언트







JDK (자바개발환경)
javac, javap

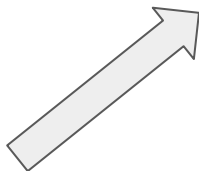
JRE (자바실행환경)
java, javaw, library(API)

JVM (자바가상머신)
JIT 컴파일러

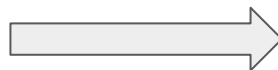
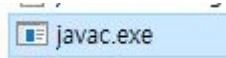


```
public class Hello {  
    public static void main(String[] args)  
    {  
        System.out.println("Hello Wolrd!");  
    }  
}
```

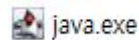
프로그래밍언어
- 자바



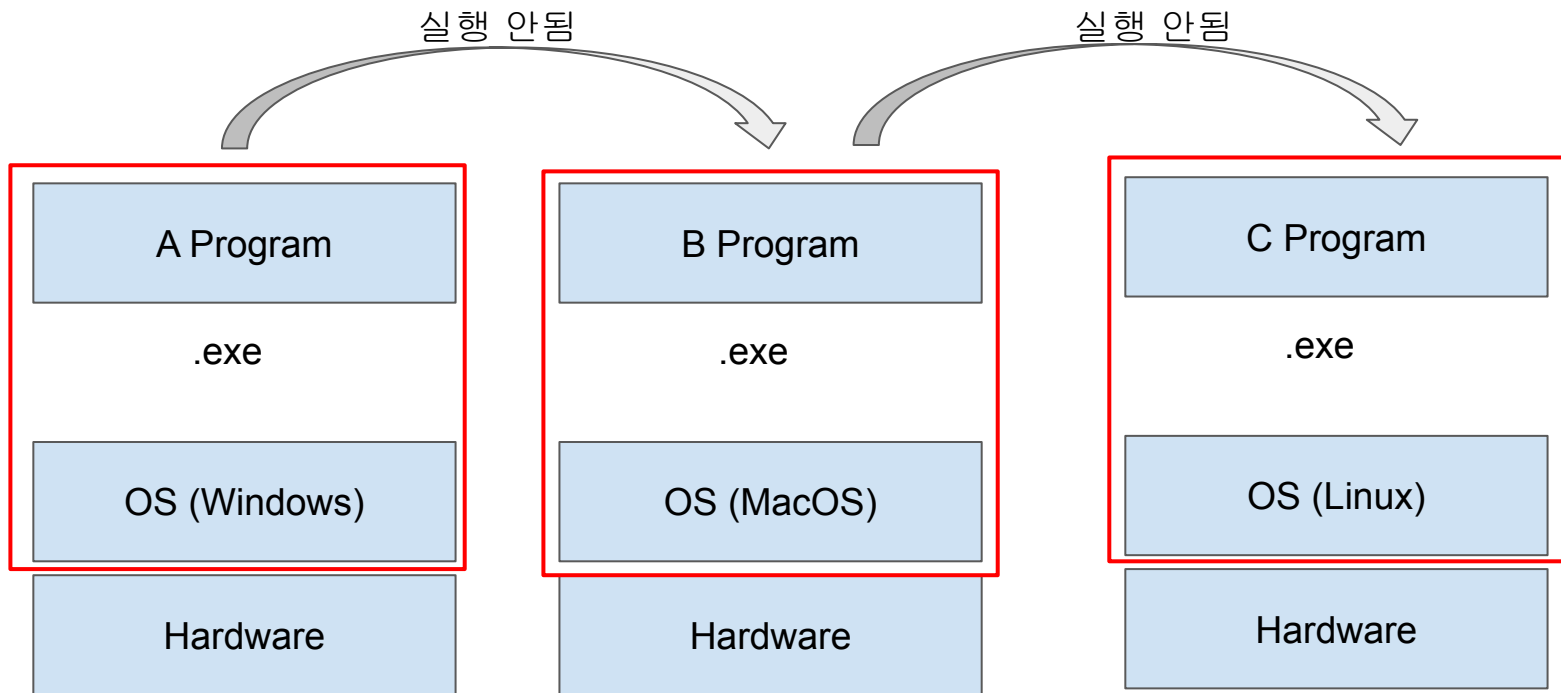
JDK에 포함된
컴파일러



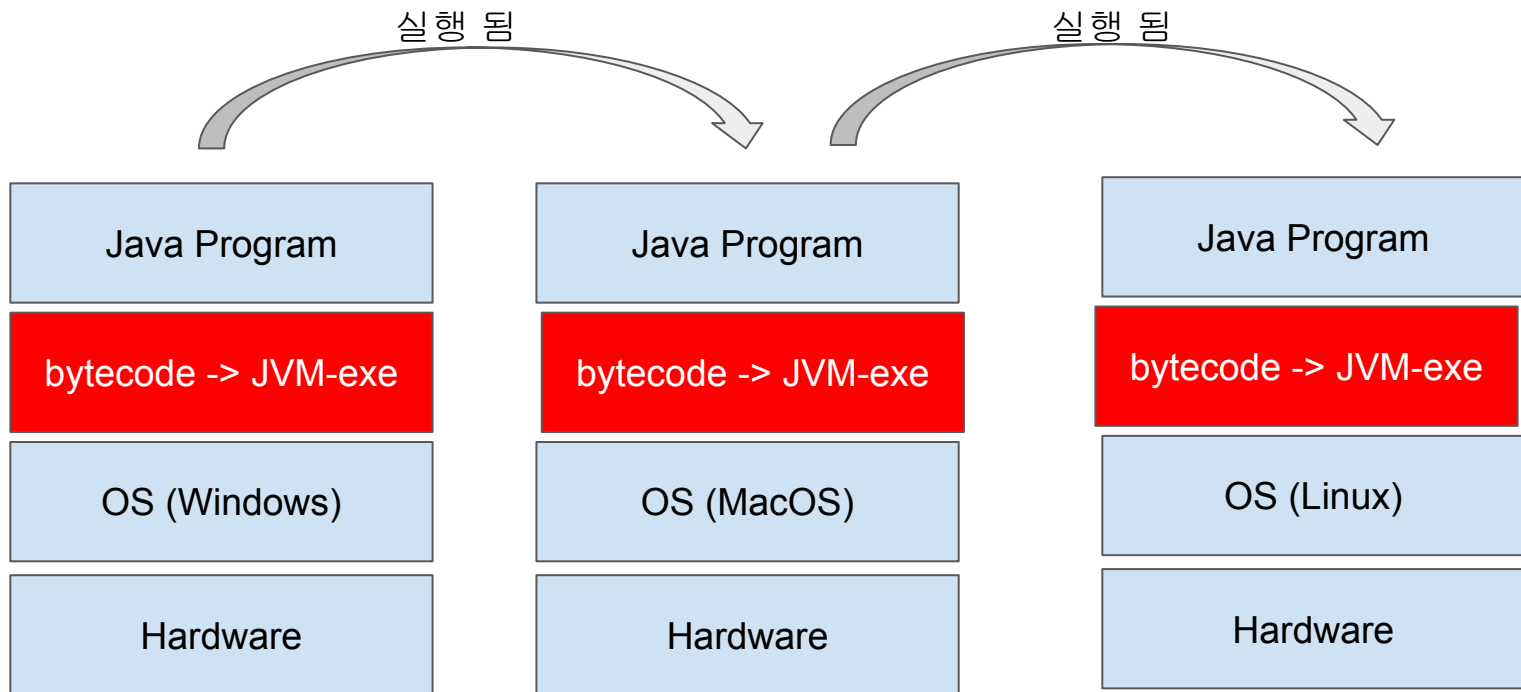
JDK에 포함된 실행



0010101111000011010
0001101000000001111
0000111100111100111



종속적



JDK에서 처리

Java Source
File
(.java)

컴파일
(javac.exe)

Java Byte
Code
(.class)

Run을 하는 순간
(실행하는 순간)
java.exe

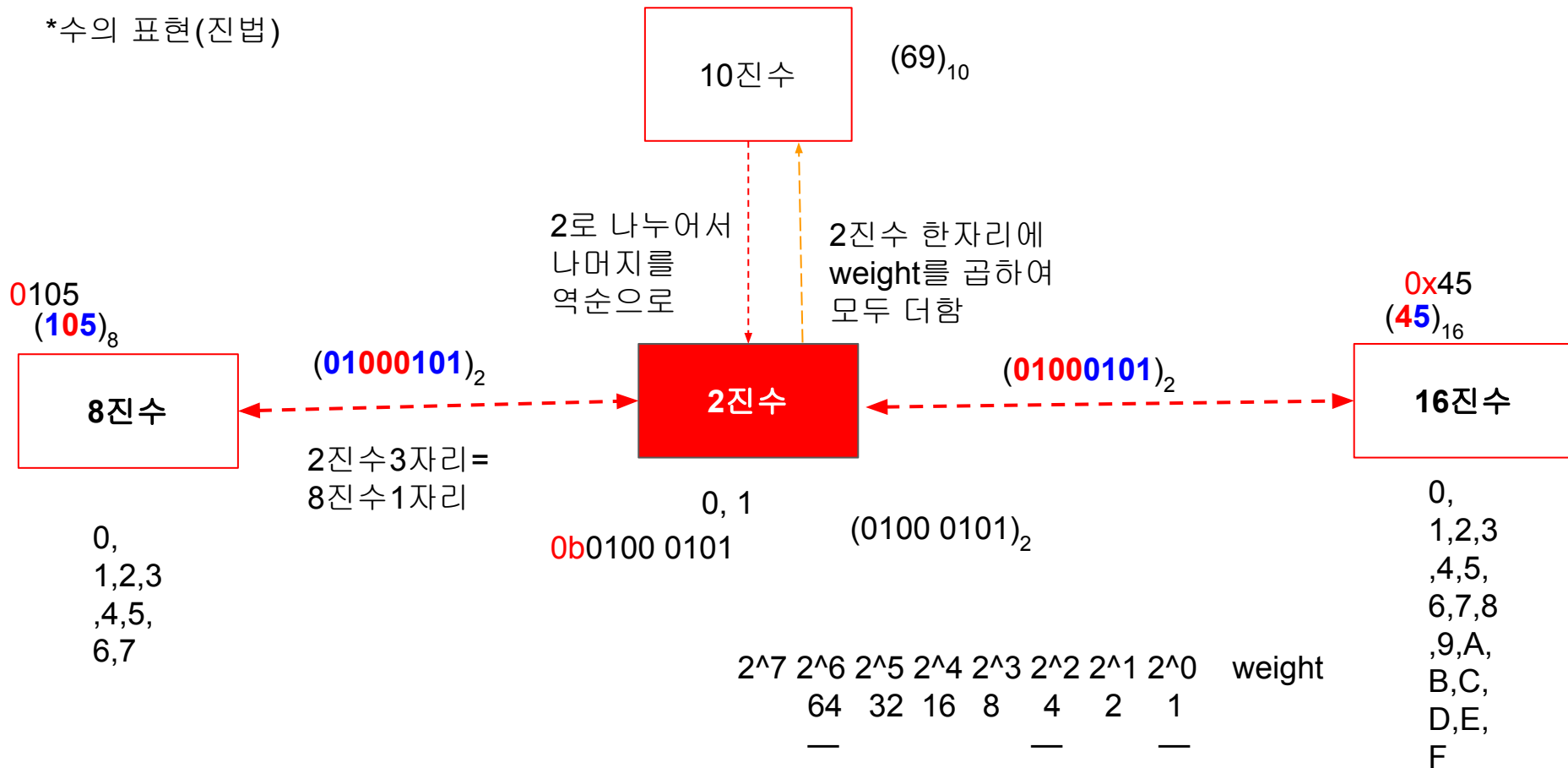
JVM이 동작 함

Class loader

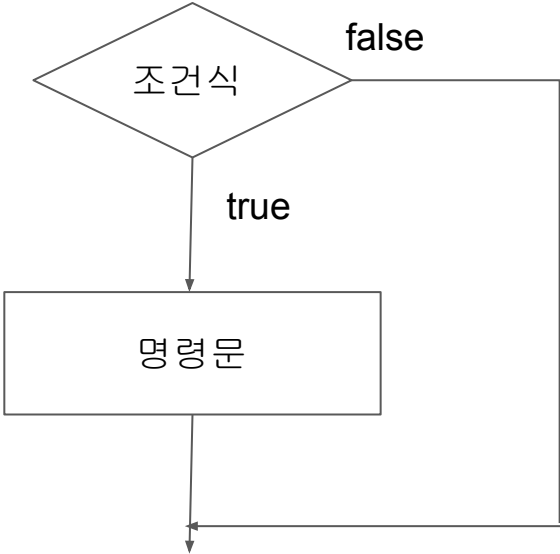
Execute

java.exe Hello (실행)
⇒ 원격프로세서 호출 (JVM)

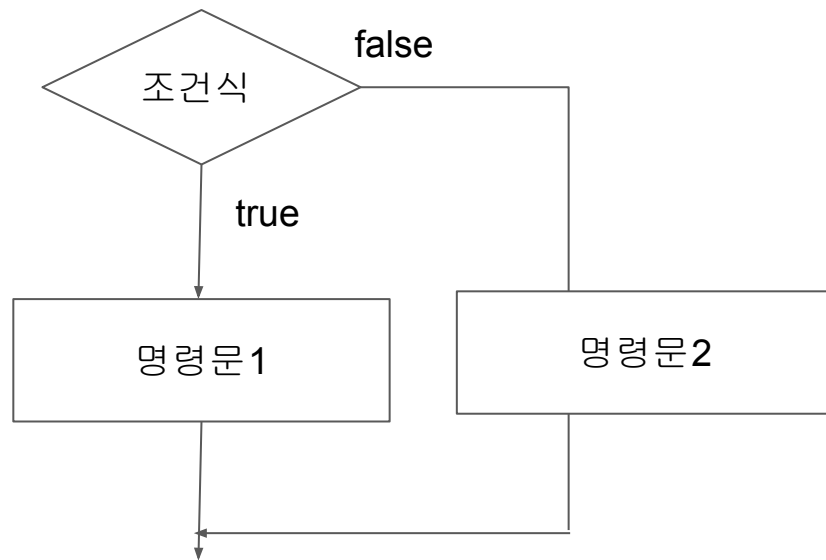
*수의 표현(진법)

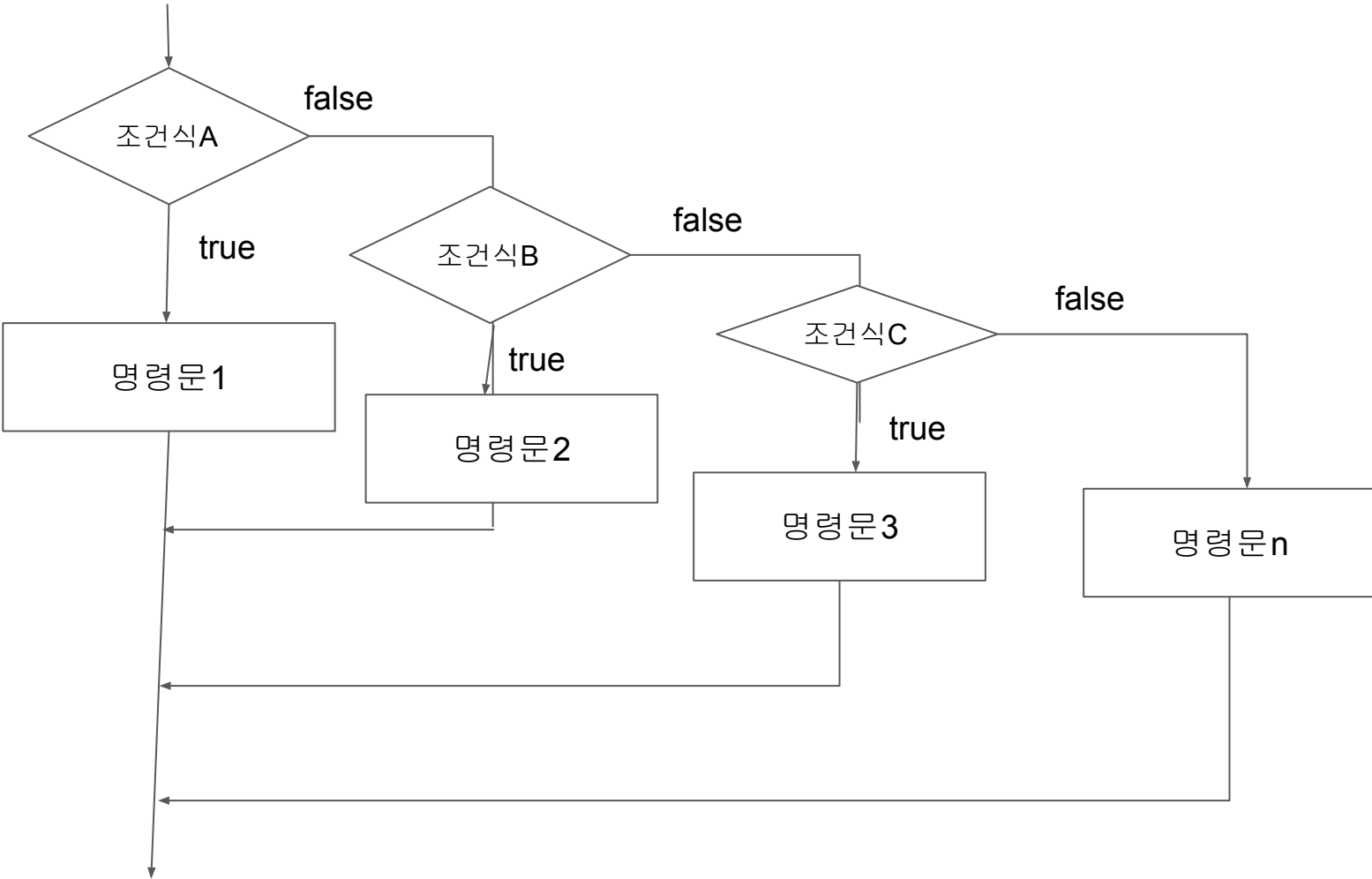


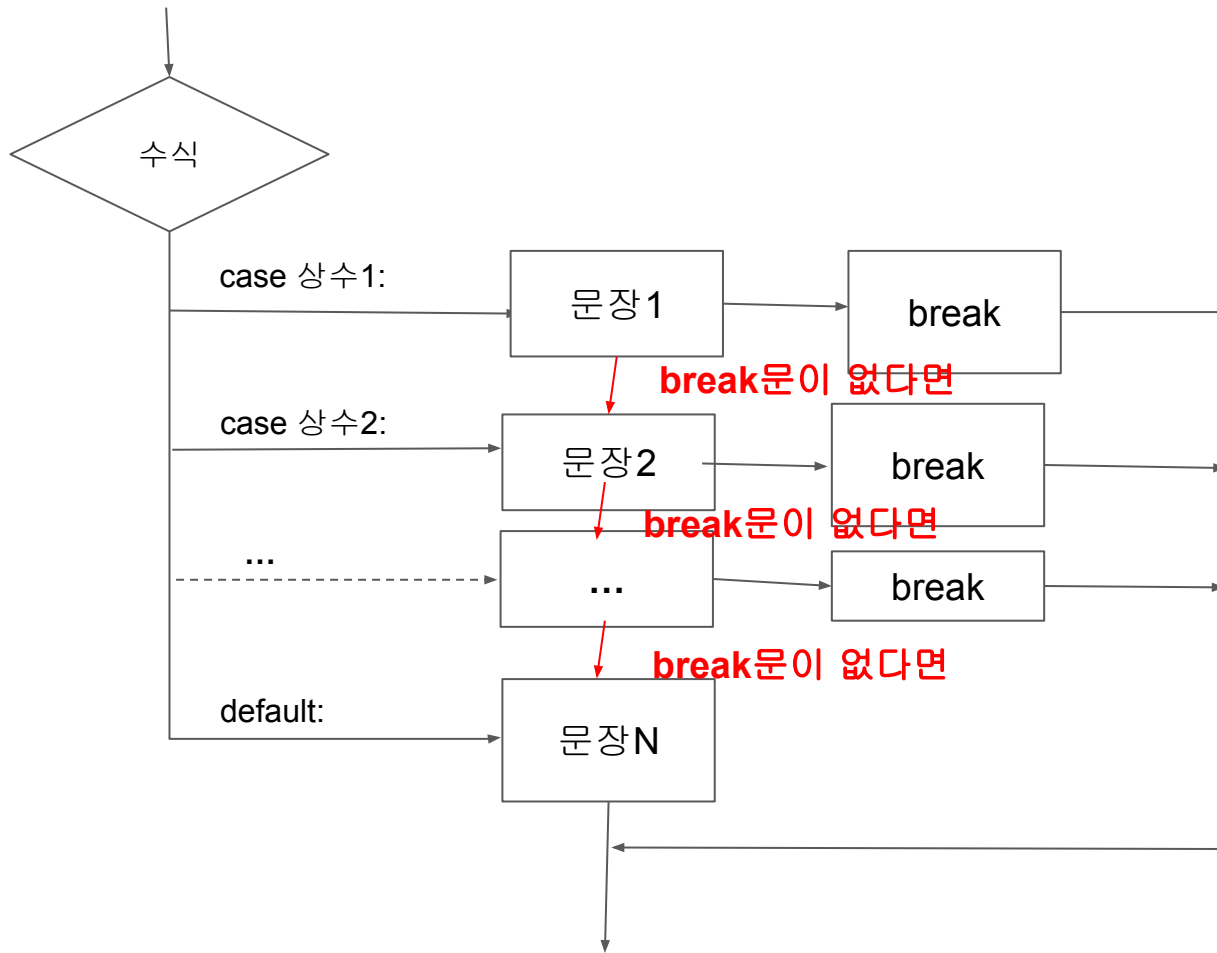
if문



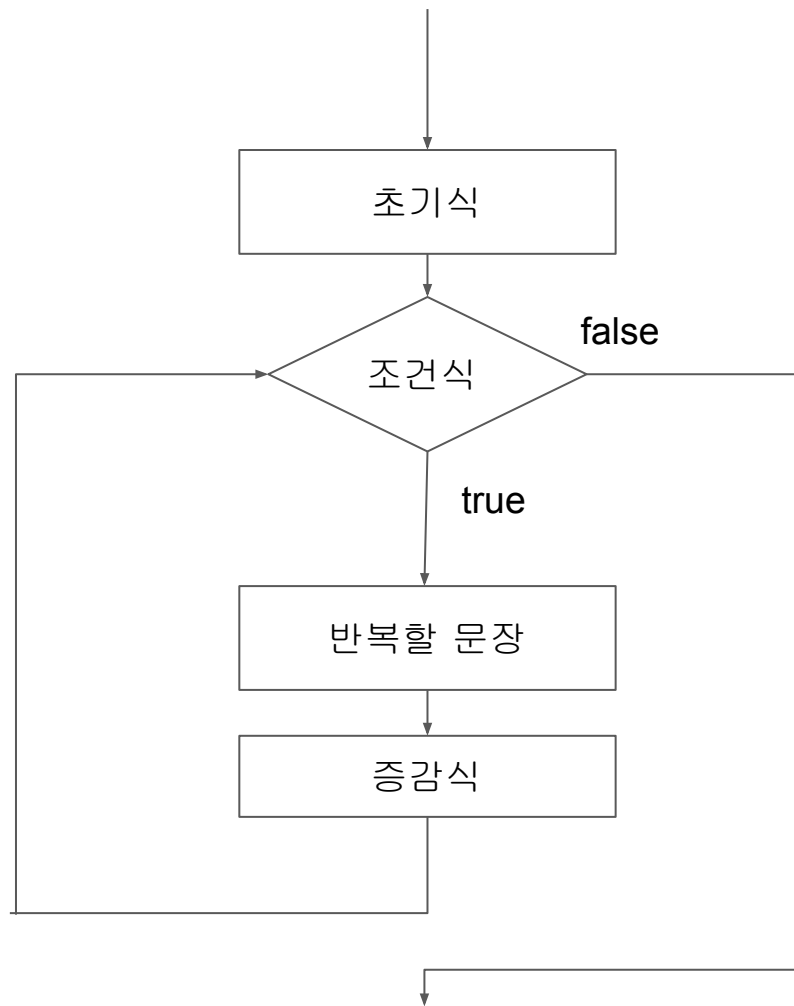
if ~ else 문



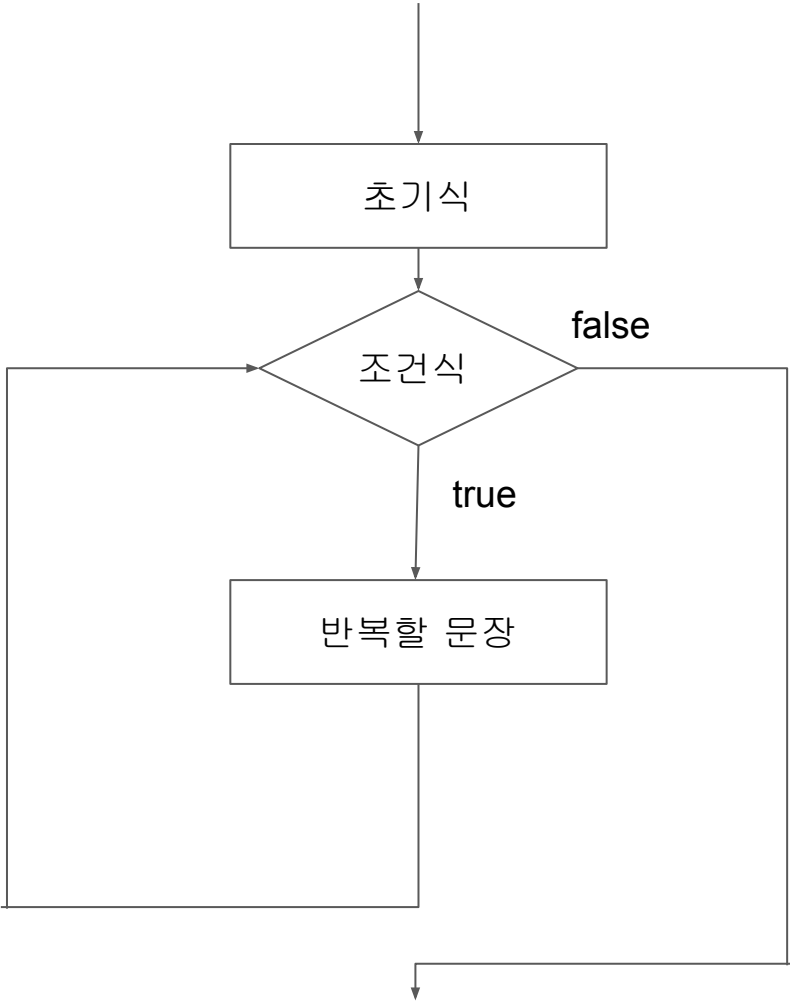




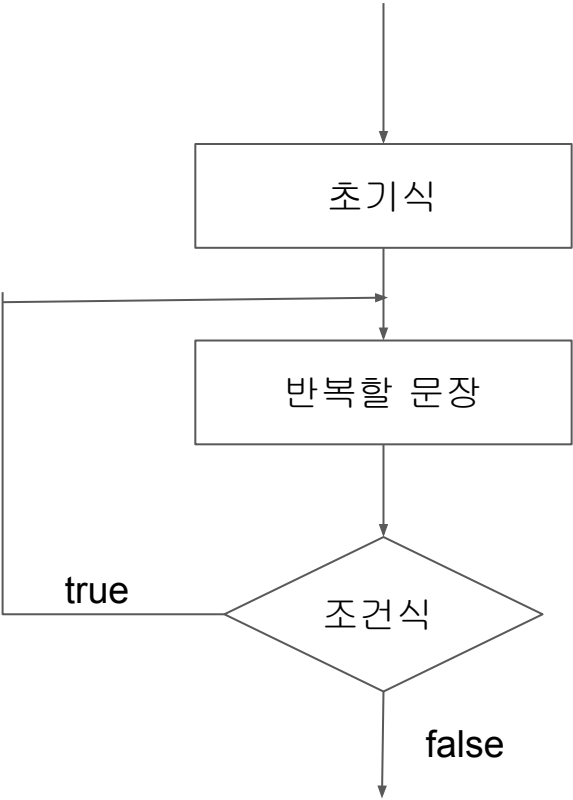
for문



while문



do-while문



JDK에서 처리

Java Source
File
(.java)

컴파일
(javac.exe)

Java Byte
Code
(.class)

Run을 하는 순간
(실행하는 순간)
java.exe

JVM이 동작 함

Class loader

Execute

java.exe Hello (실행)
⇒ 원격프로세서 호출 (JVM)

JVM의 Memory model (Runtime Data Area)

Thread

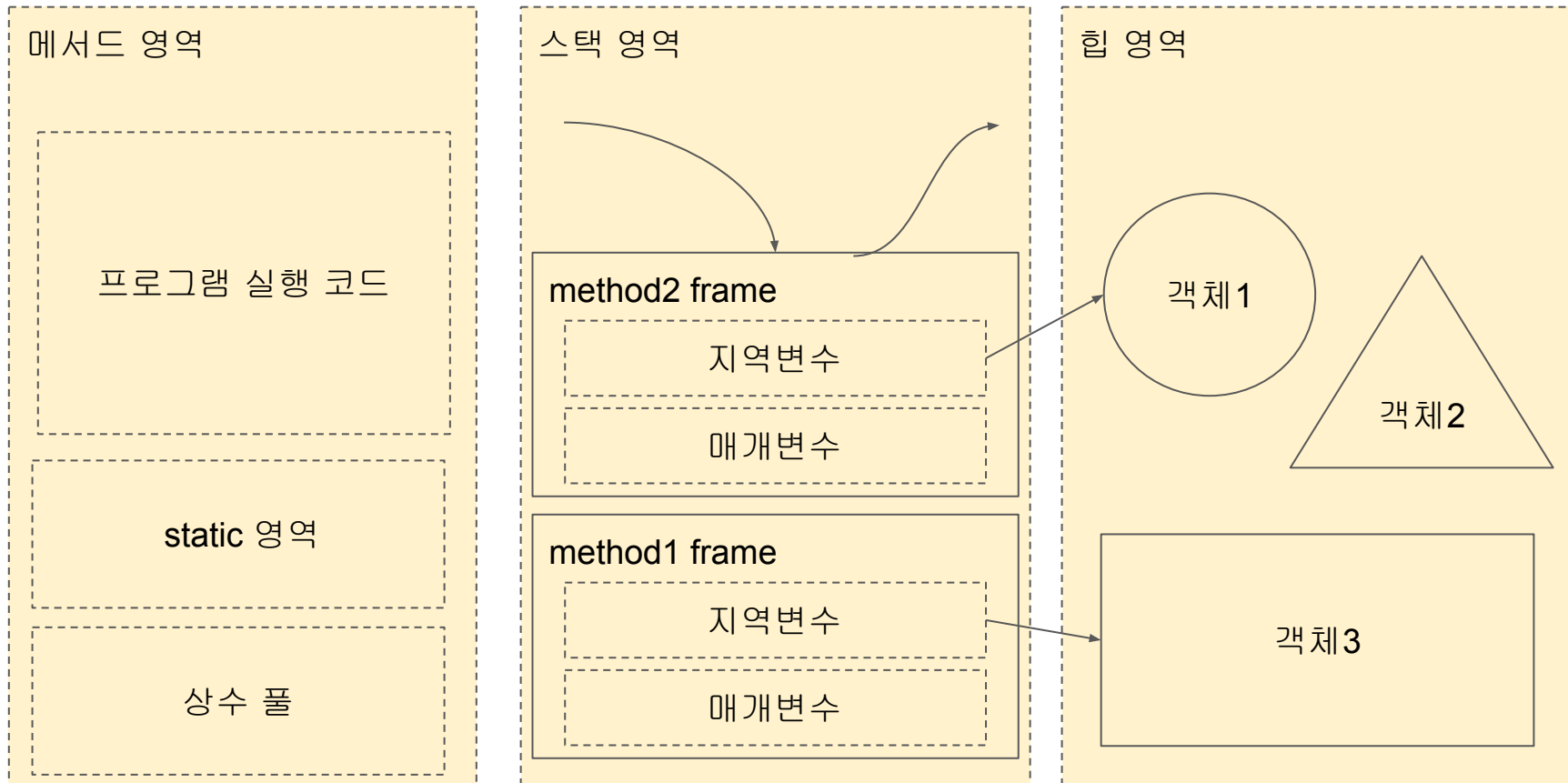
Method Area

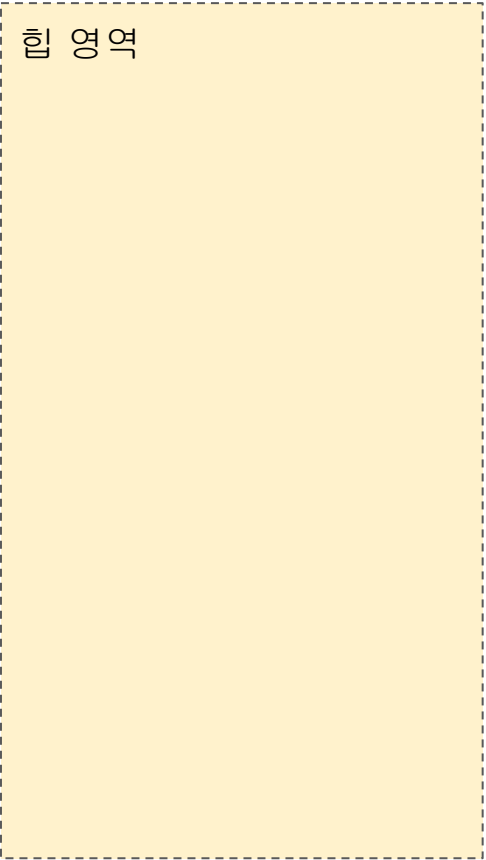
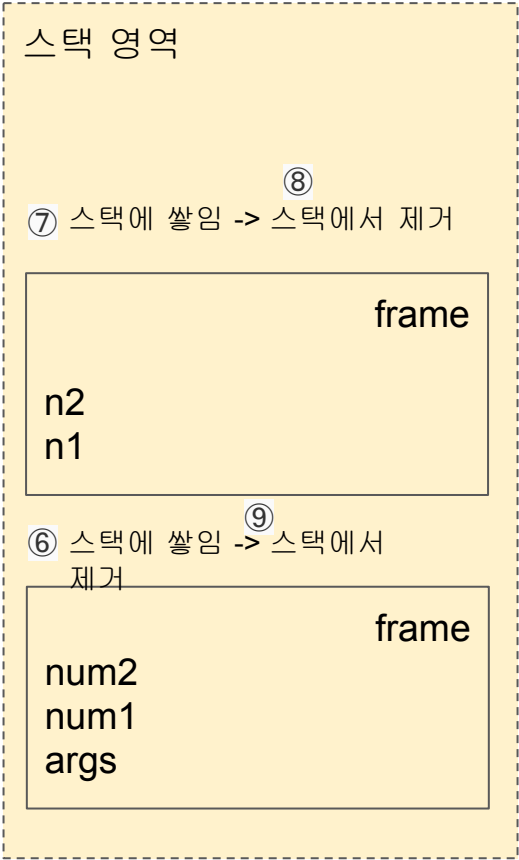
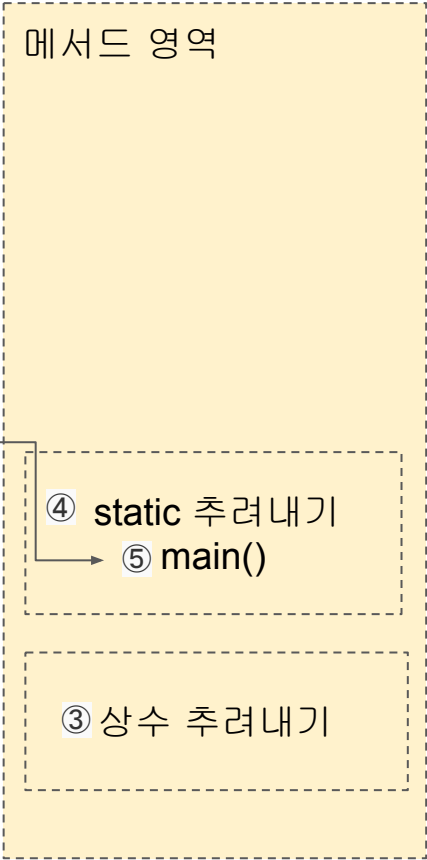
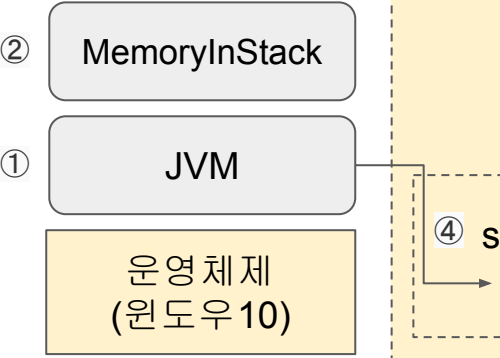
Heap Area

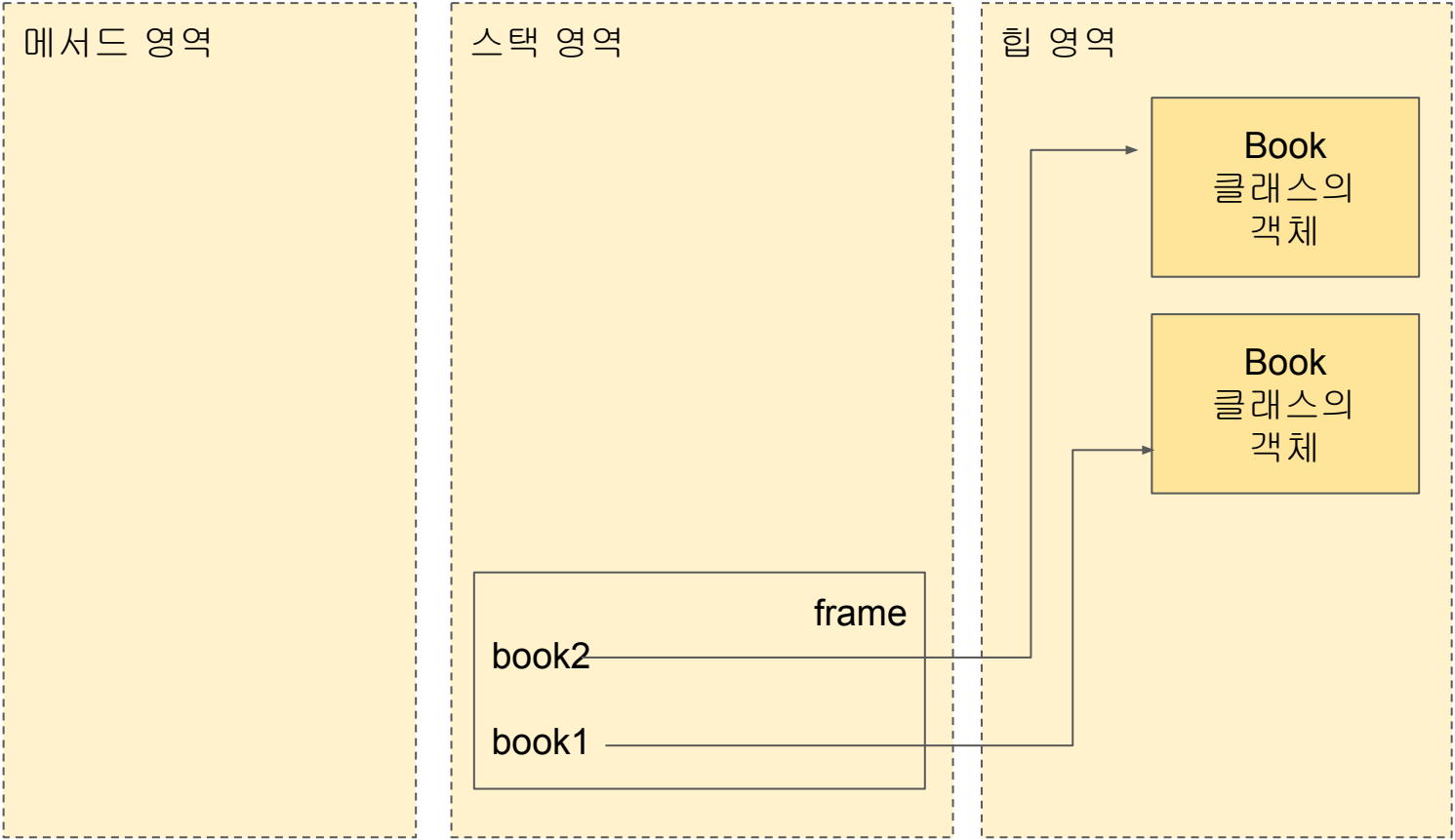
Stack Area
(Call Stack Frame
Area)

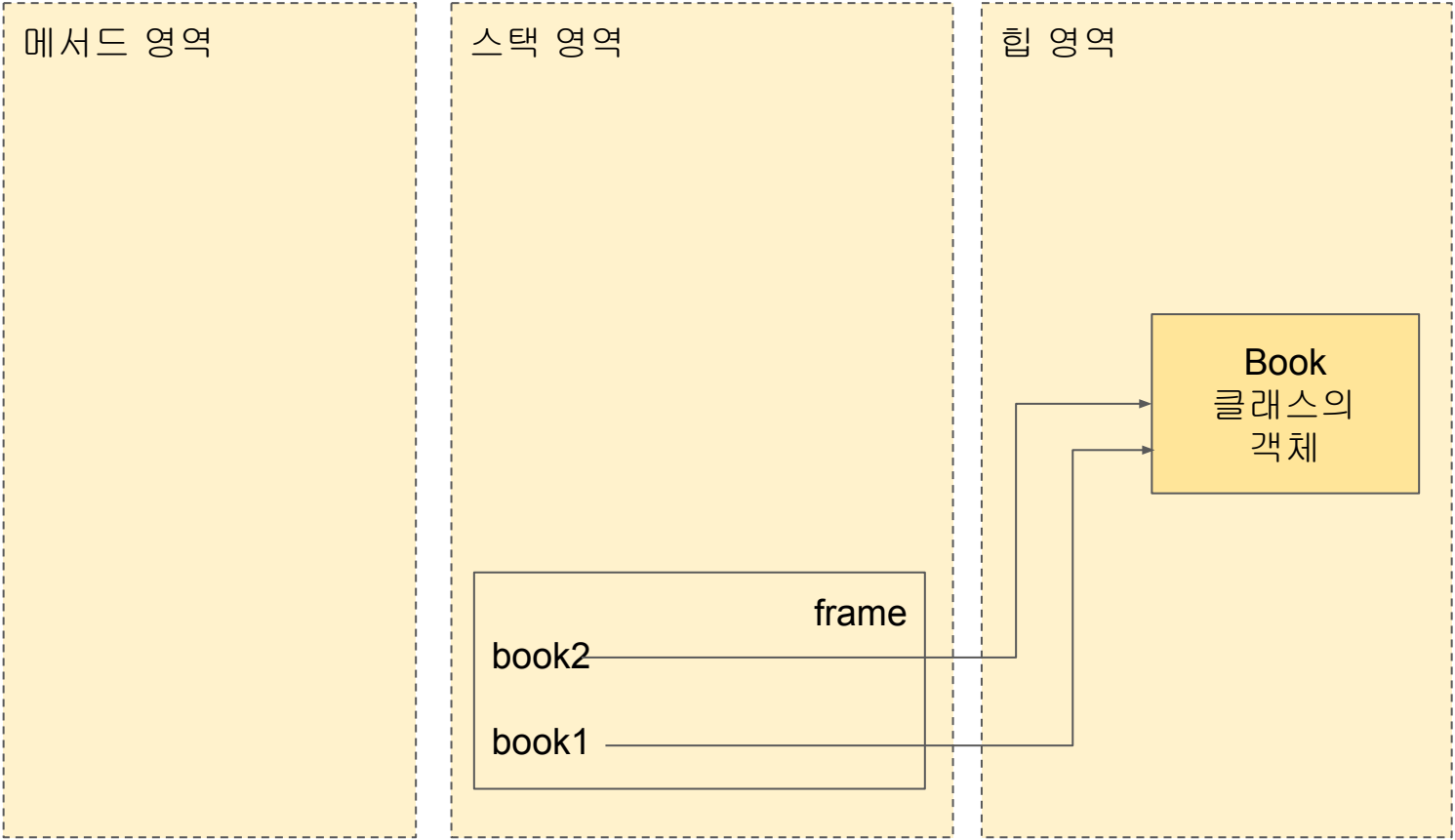
Runtime Constant
Pool
(Literal Pool)

런타임 data 영역들









기본자료형

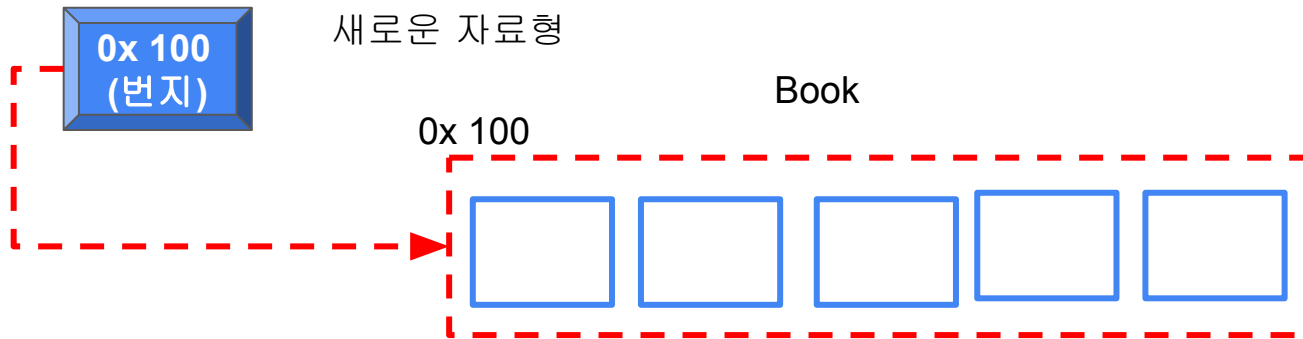


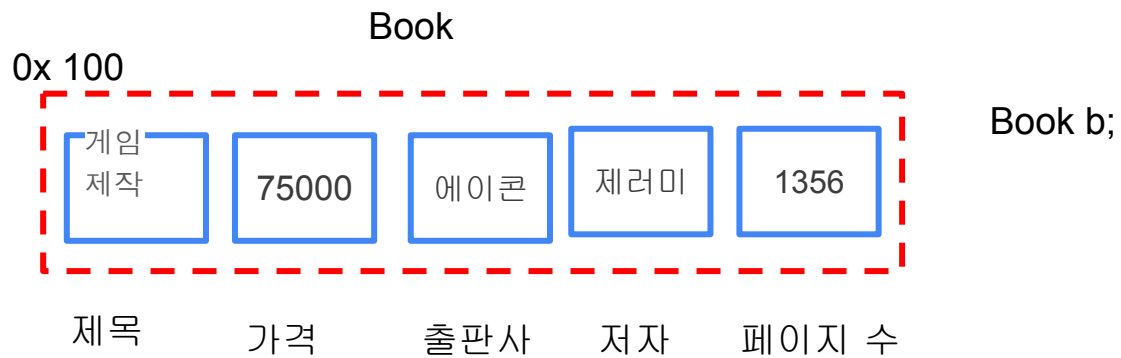
int a;

새로운 자료형

Book

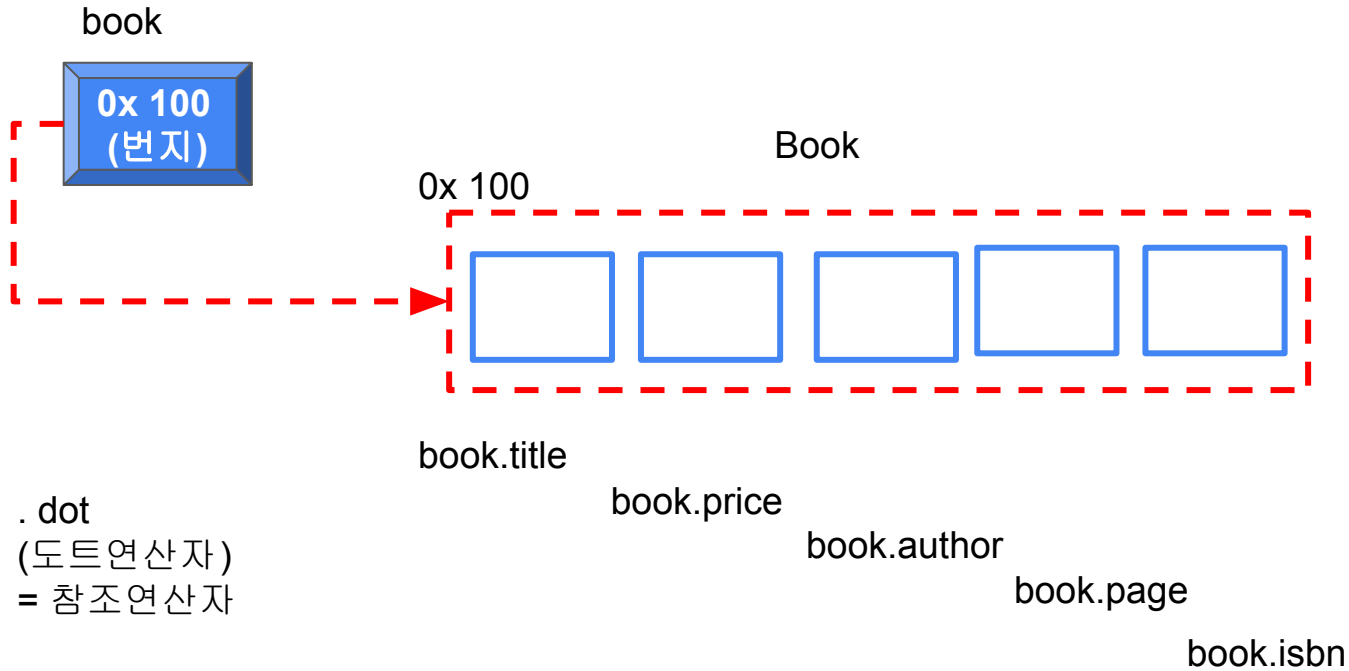
Book b;



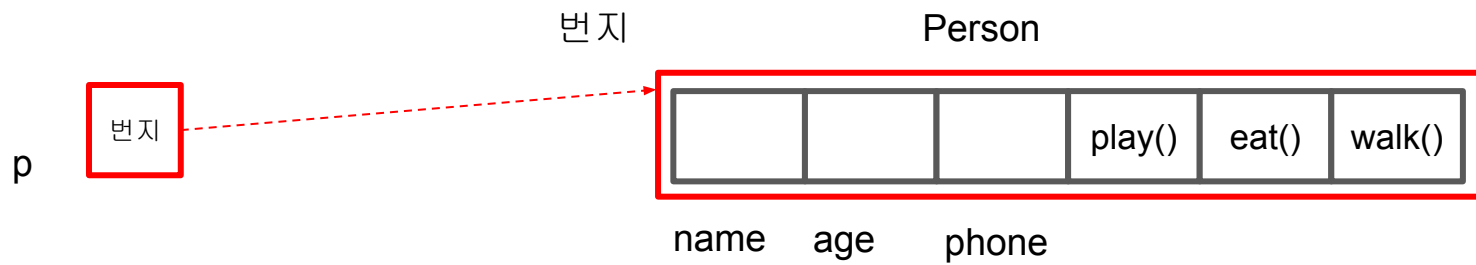


기억공간을 하나의 구조(객체)


```
Book book = new Book();
```

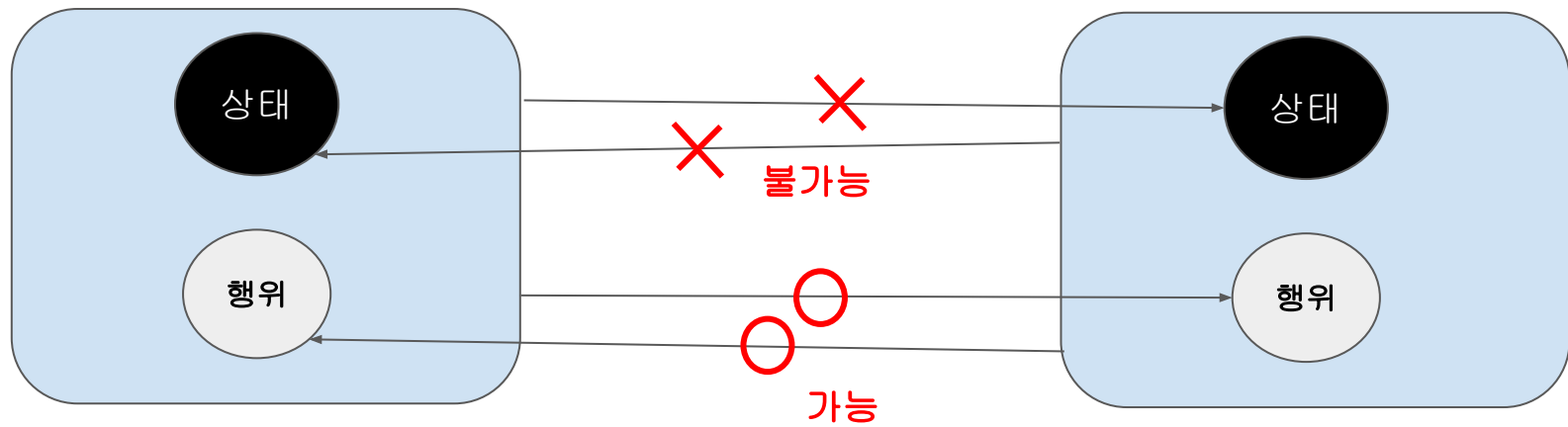


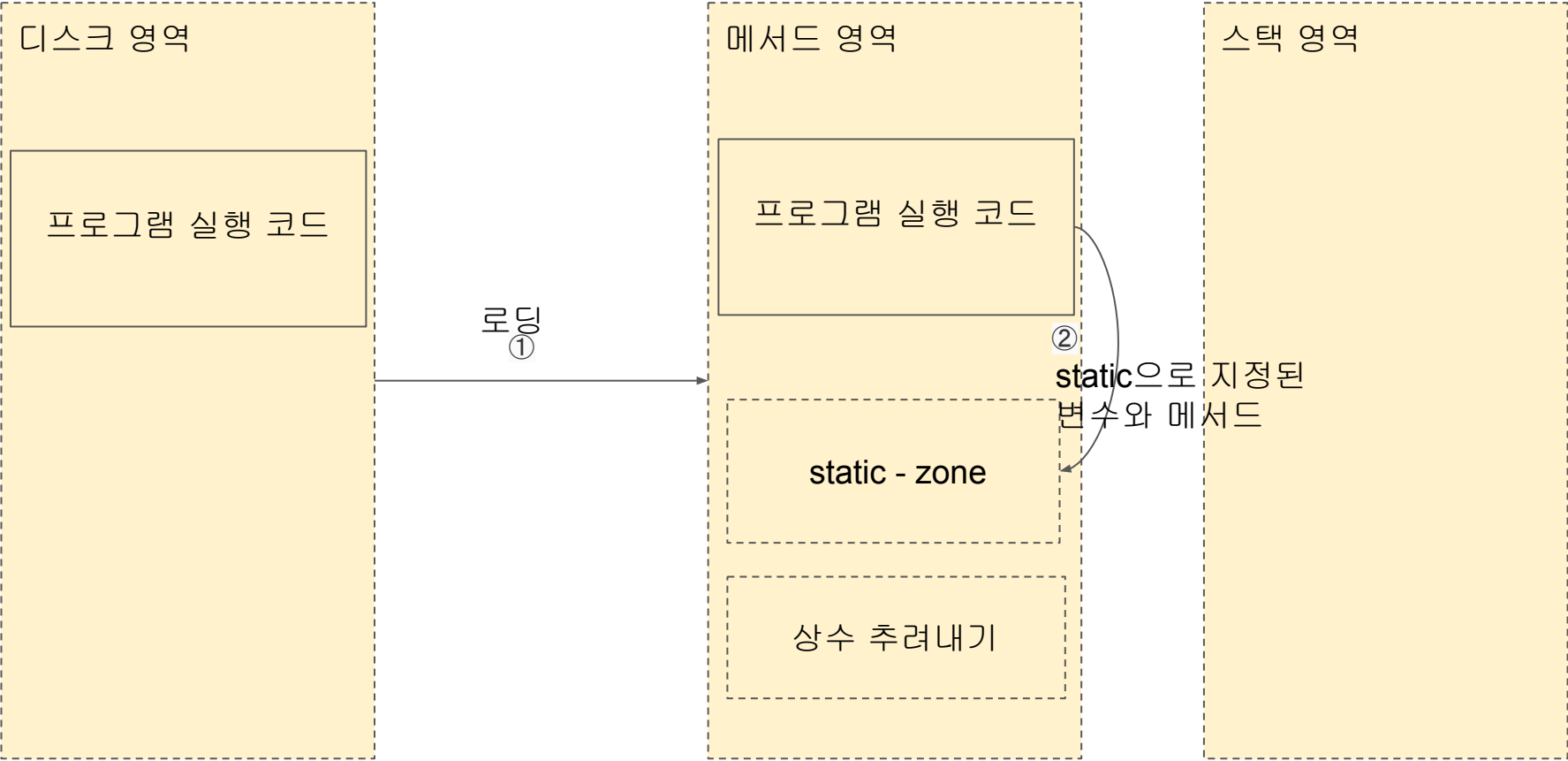
```
Person p = new Person();
```

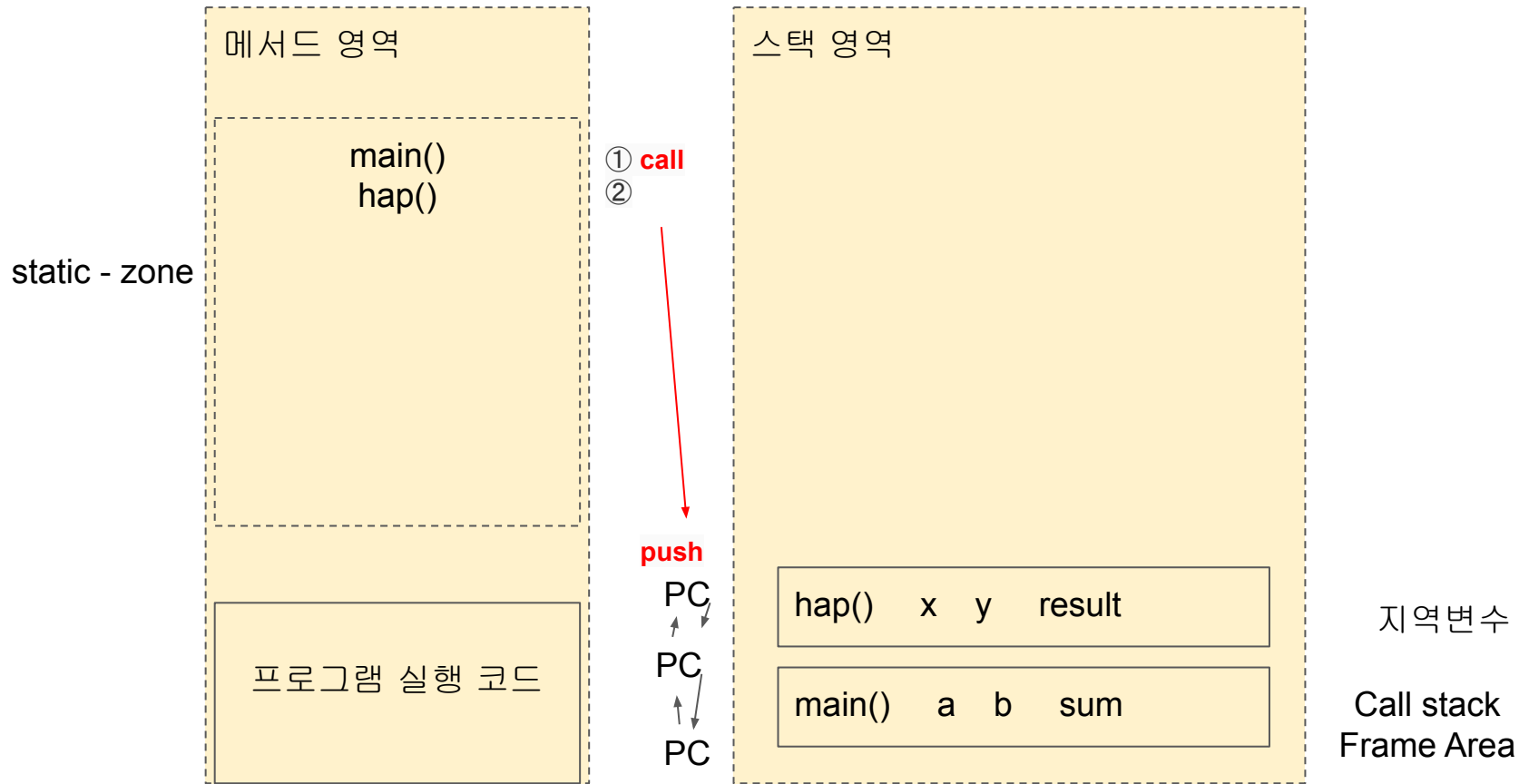


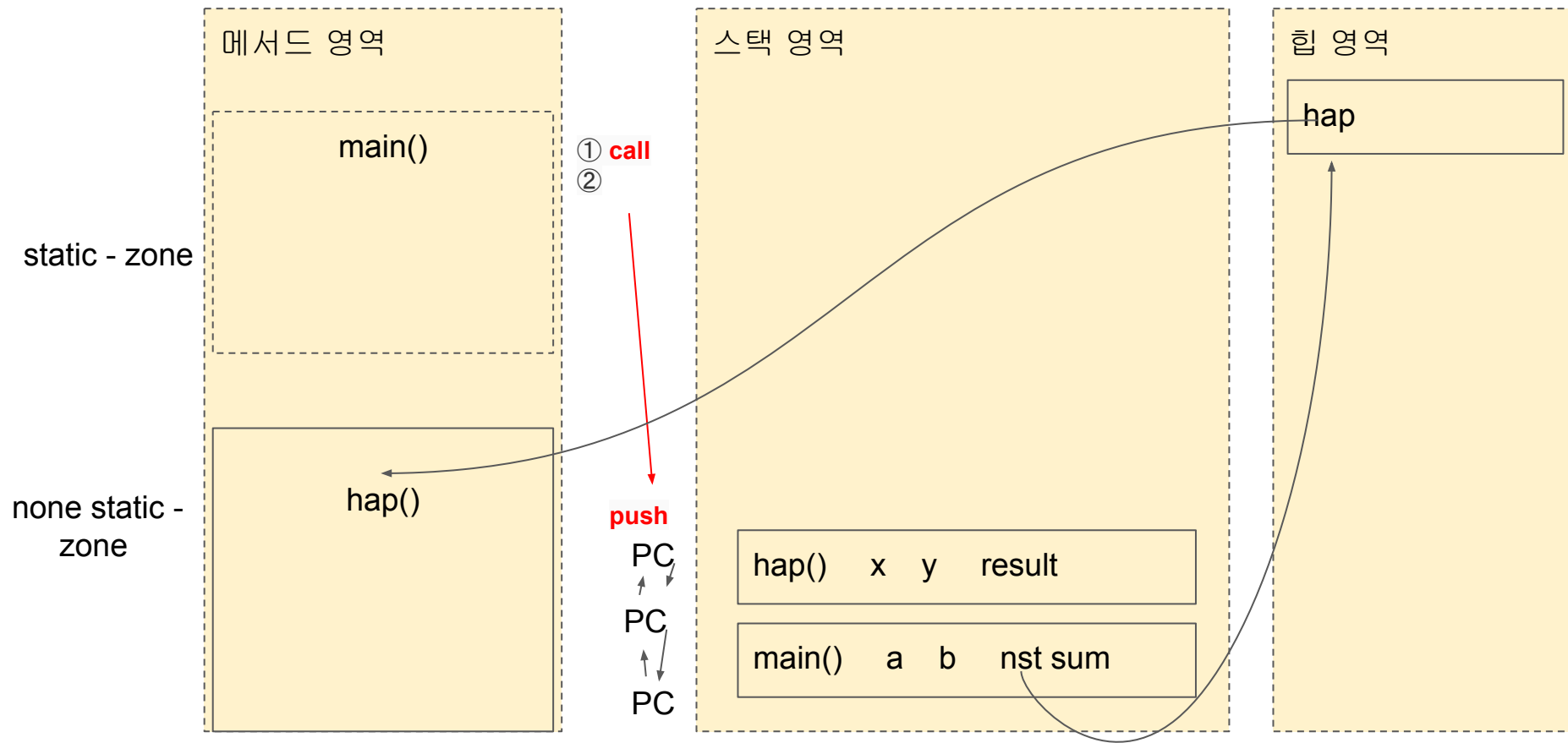
A class

B class









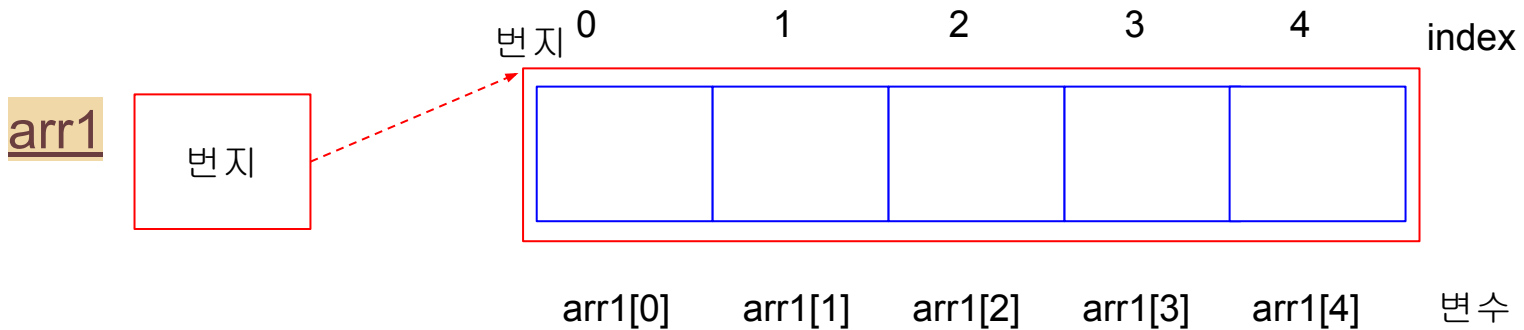
`int[]` `int` 여러 개 자료형



`new int[3];`

1차원 배열 = []

2차원 배열 = [][]



movies

번지

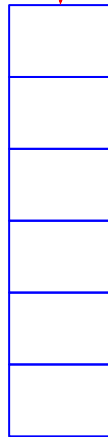
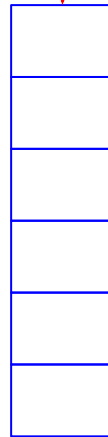
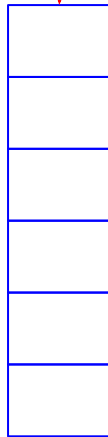
movies[0] movies[1] movies[2]
번지

번지

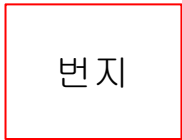
번지

null

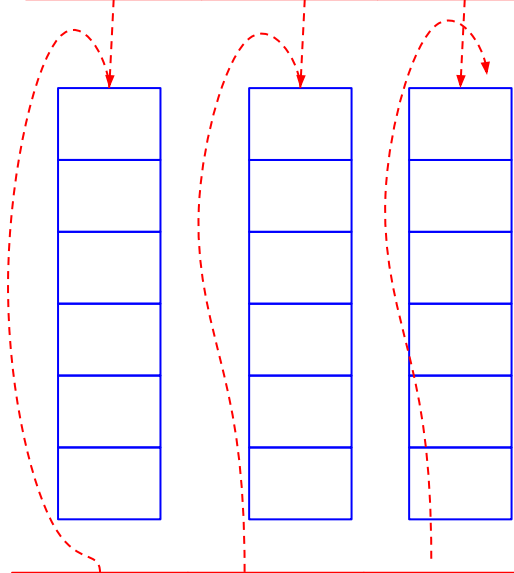
변수



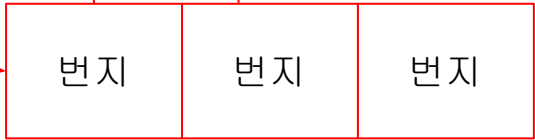
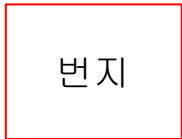
libray



Book[0] Book[1] Book[2]
변지

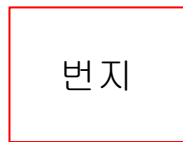


copylib



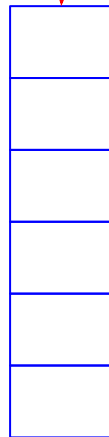
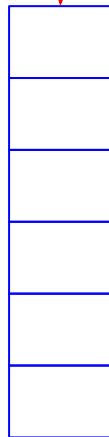
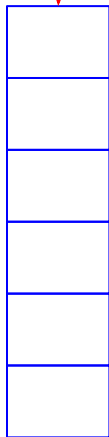
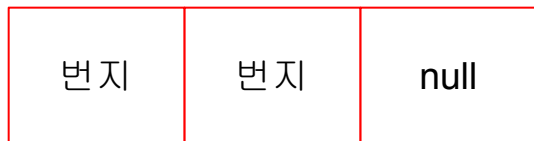
변수

movies



번지

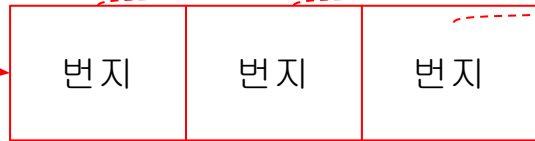
movies[0] movies[1] movies[2]



copylib



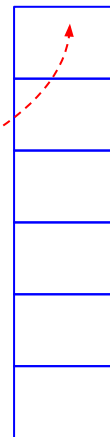
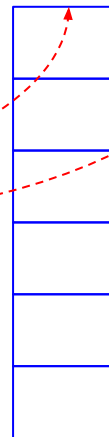
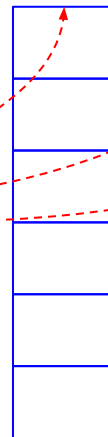
번지



번지

번지

번지



변수

arr[0][0]

arr[0][1]

arr[0][2]

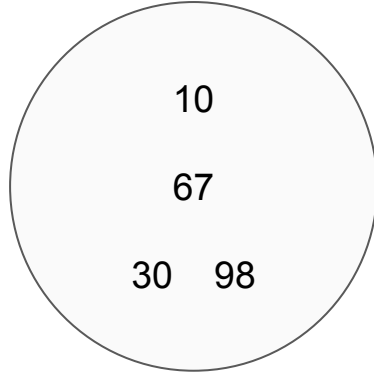
arr[1][0]

arr[1][1]

arr[1][2]

동일한 데이터 타입

정수 데이터



array

이질적인 데이터 타입

학생 데이터



class

일반 사원

이름,나이,
전화번호,주소,
입사일,근무부서
부동산

관리 사원

이름,나이,
전화번호,주소,
입사일,관리부서
부동산

비서

이름,나이,
전화번호,주소,
입사일,사무부서
부동산

일용직

이름,나이,
전화번호,주소,
입사일,근로계약
부동산

사원

이름,나이,
전화번호,주소,
입사일,부동소수점



일반 사원

사원의 정보를
사용가능

관리 사원

사원의 정보를
사용가능

관리부서

비서

사원의 정보를
사용가능

상급자

일용직

사원의 정보를
사용가능

고용기간

Employee

name,age,phone,a
ddr,empDate,dept

extends

RegularEmpDTO

사원의 정보를
사용가능

MEmpDTO

사원의 정보를
사용가능

mdept

SEmpDTO

사원의 정보를
사용가능

senior

DEmpDTO

사원의 정보를
사용가능

period

부모

name,age,phone,a
ddr,empDate,dept

extends : 부모가 자식들에게 자신의
것을사용하라고 허락해 주는 것

자식A

사원의 정보를
사용가능

자식B

사원의 정보를
사용가능

mdept

자식C

사원의 정보를
사용가능

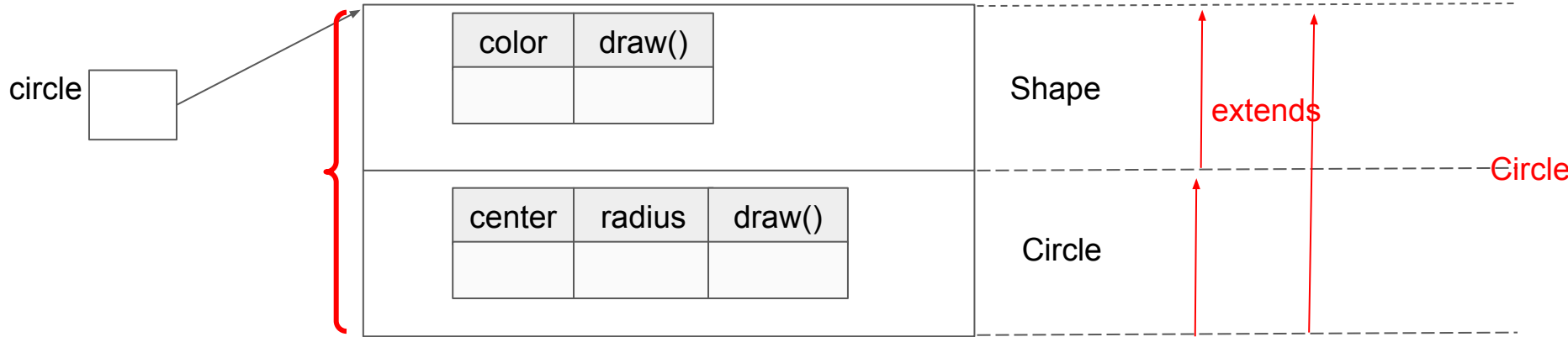
senior

자식D

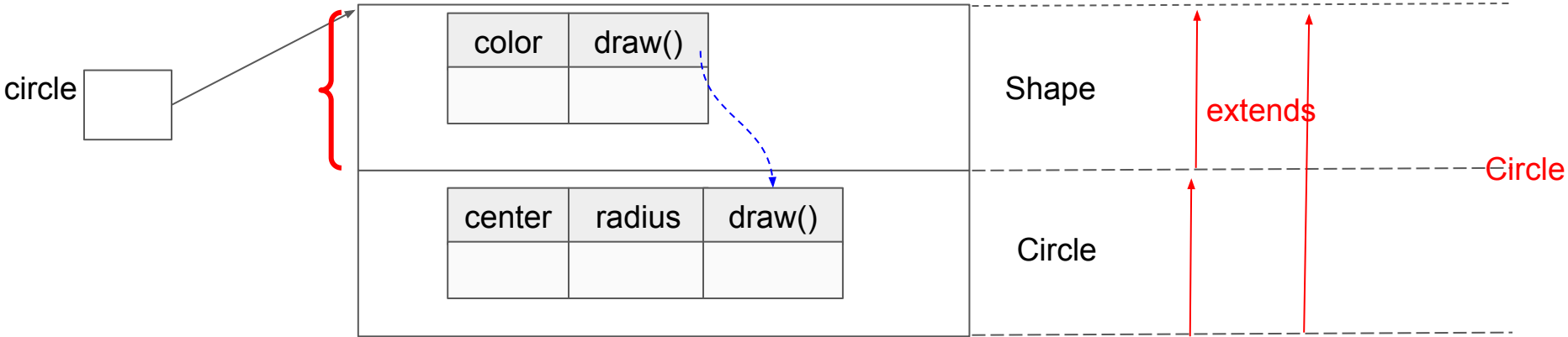
사원의 정보를
사용가능

period

```
Circle circle = new Circle();
```



```
Shape circle = new Circle();
```

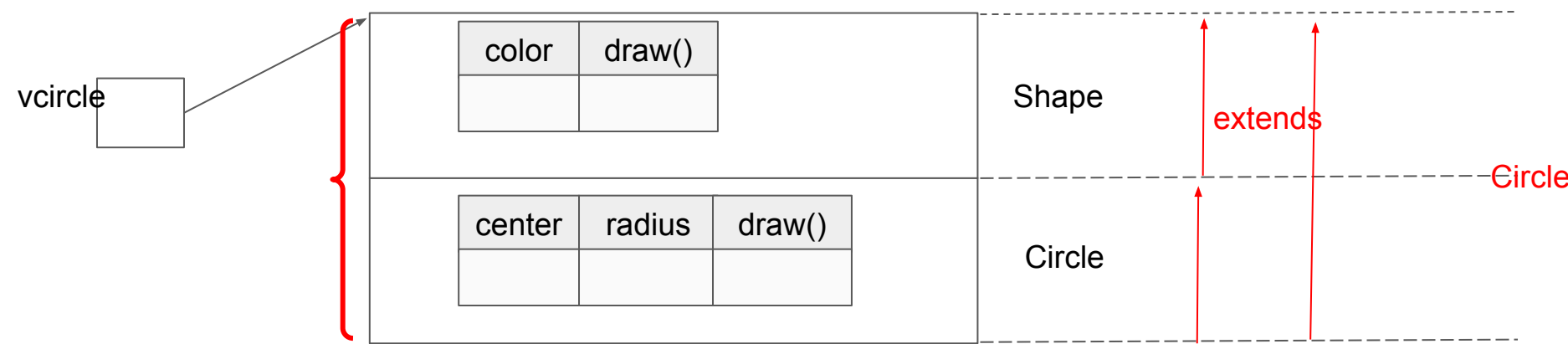


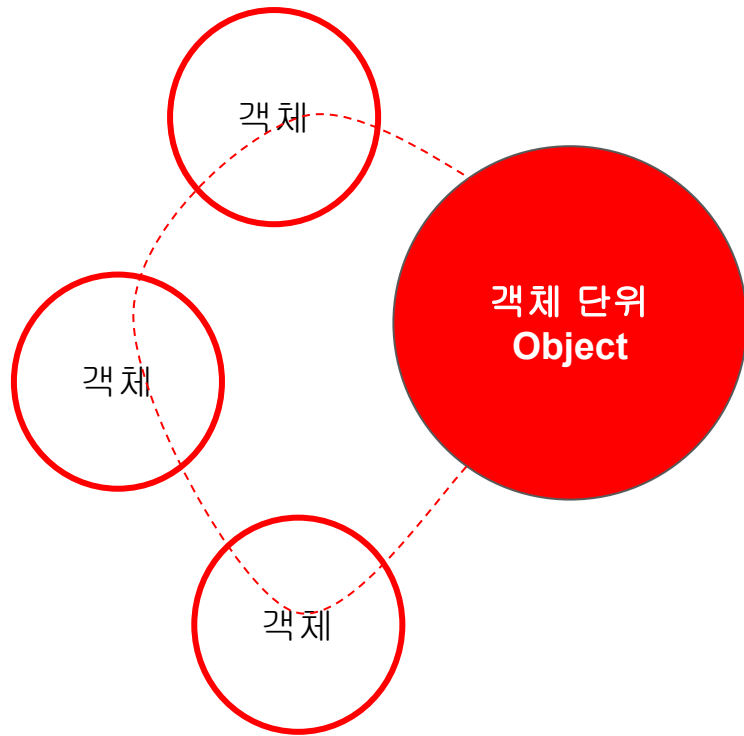
```
Shape circle = new Circle();
```

upcasting

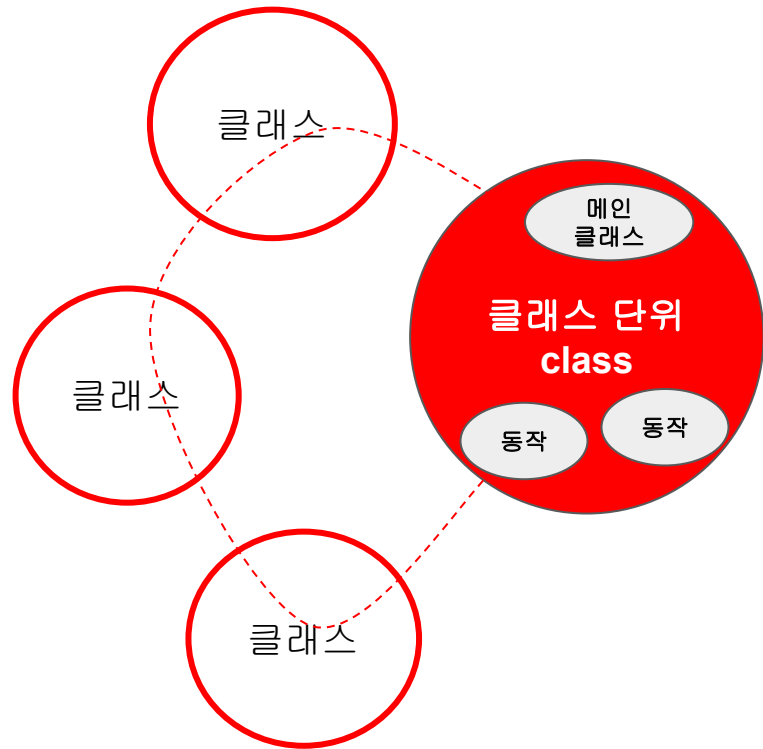
```
Circle vCircle = (Circle) circle ;
```

downcasting



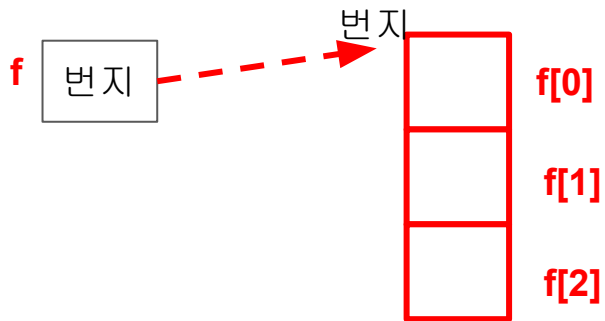


객체지향 프로그래밍



기본배열

```
float[ ] f = new float[3];
```



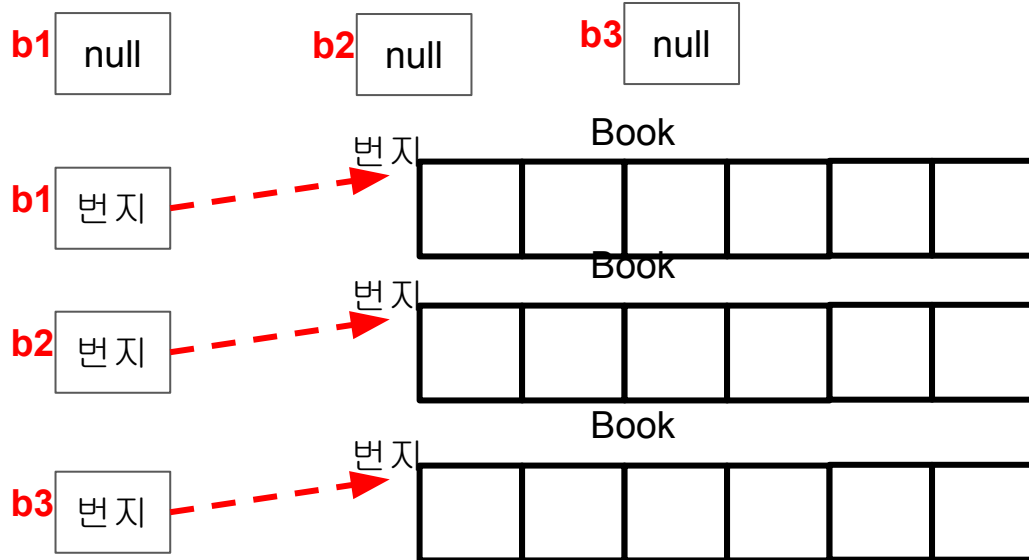
객체

```
Book b1, b2, b3;
```

```
b1 = new Book();
```

```
b2 = new Book();
```

```
b3 = new Book();
```



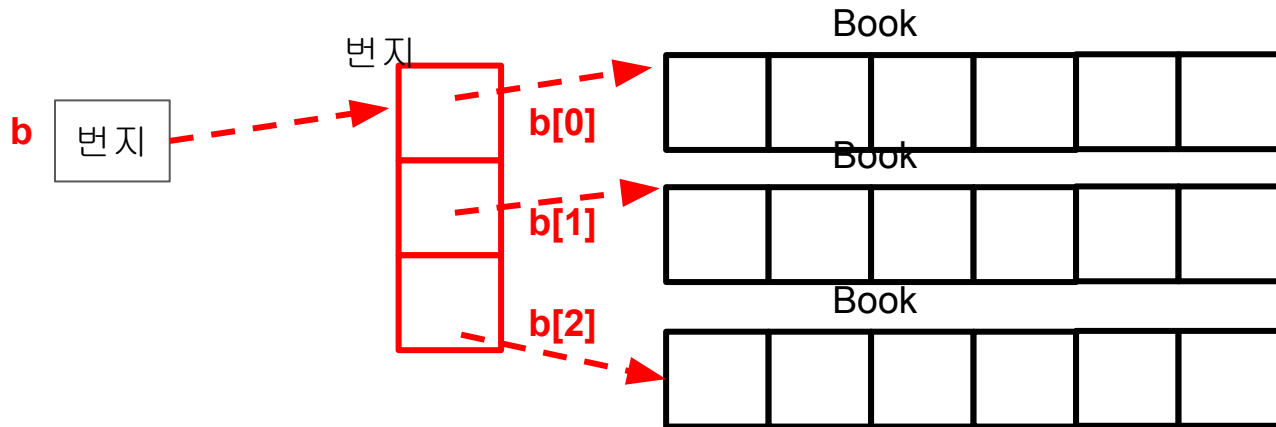
객체배열

```
Book[ ] b = new Book[3];
```

```
b[0] = new Book();
```

```
b[1] = new Book();
```

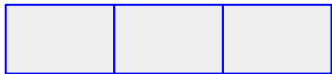
```
b[2] = new Book();
```



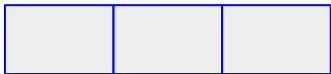
2차원 배열

1차원 배열을 3개 생성

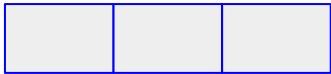
```
int[ ] kor = new int[3];
```



```
int[ ] eng = new int[3];
```

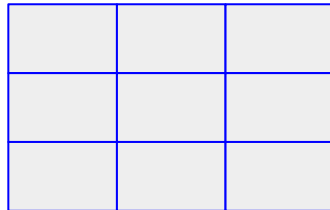


```
int[ ] mat = new int[3];
```



2차원 배열을 1개 생성 (이미지)

```
int[ ][ ] score = new int[3][3];
```



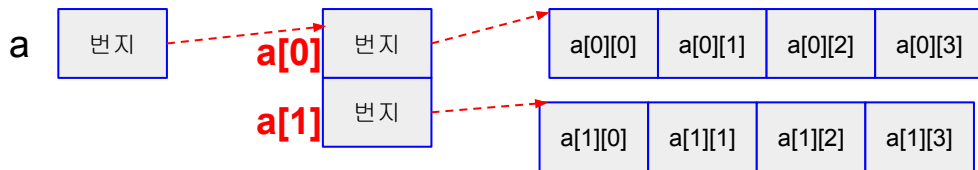
2차원 배열 생성

```
int[ ][ ] a = new int[행][열];  
int[ ][ ] a = new int[2][4];
```

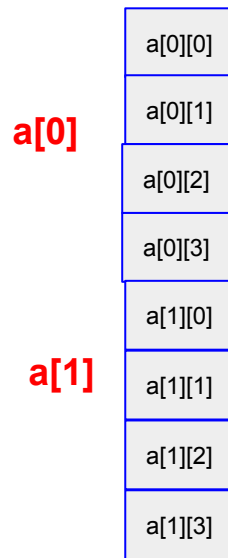
4열

2행

a[0][0]	a[0][1]	a[0][2]	a[0][3]
a[1][0]	a[1][1]	a[1][2]	a[1][3]

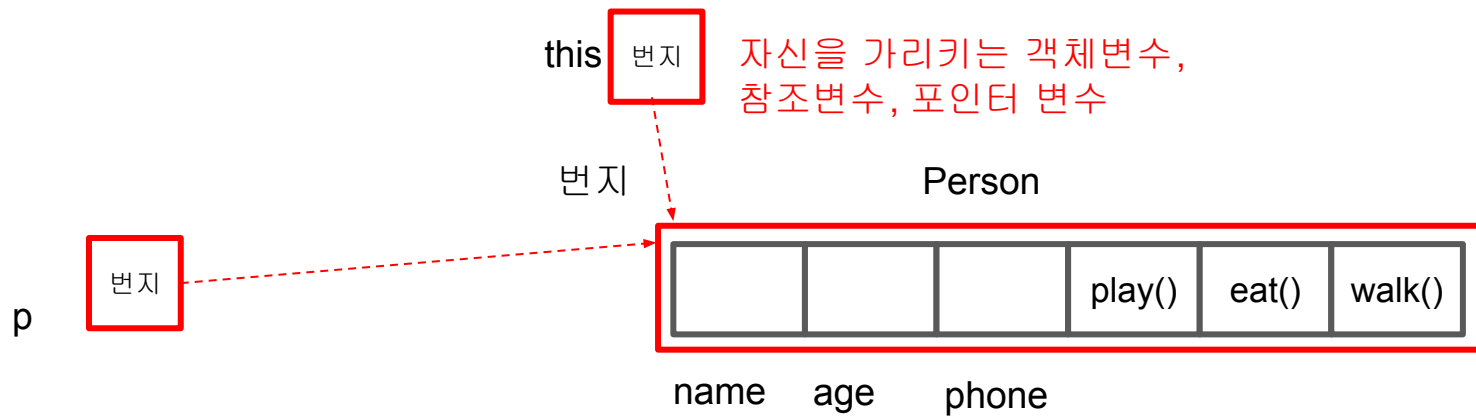


2차원 배열도 연속적인
자료구조

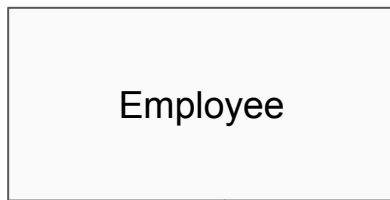


```
Person p = new Person();
```

생성자메서드



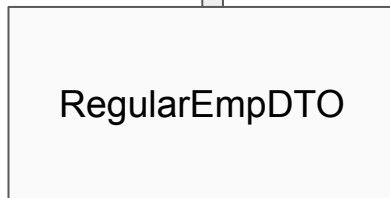
super class
상위 클래스
부모 클래스



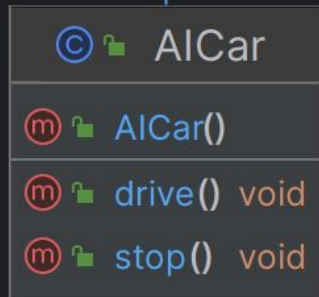
일반화
추상화
개념화
포괄적

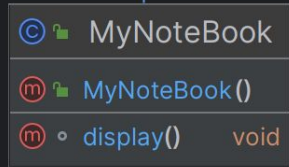
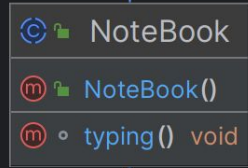
extends 상속, 확장

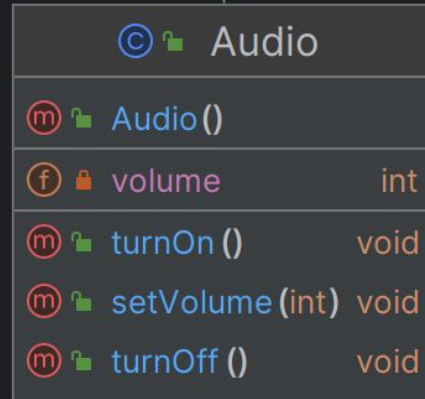
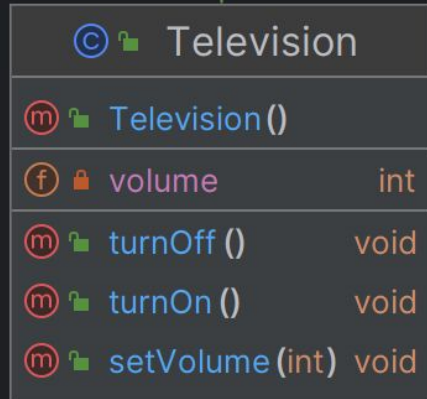
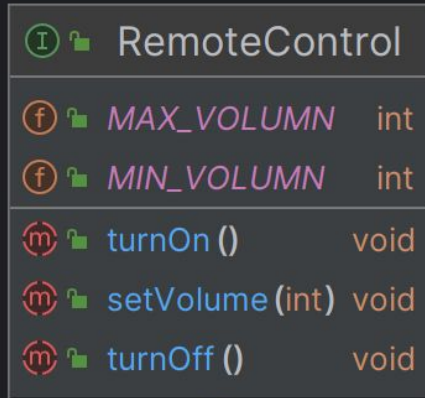
sub class
하위 클래스
자식 클래스
파생 클래스

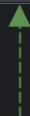
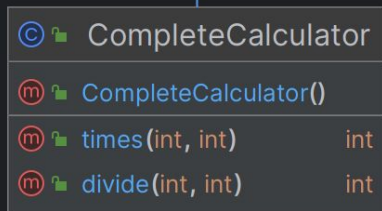
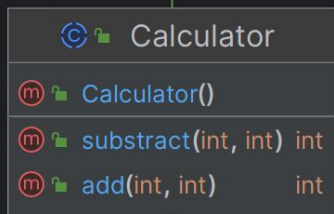
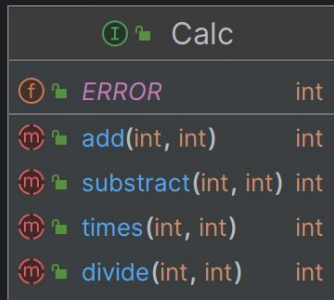


구체화
세분화

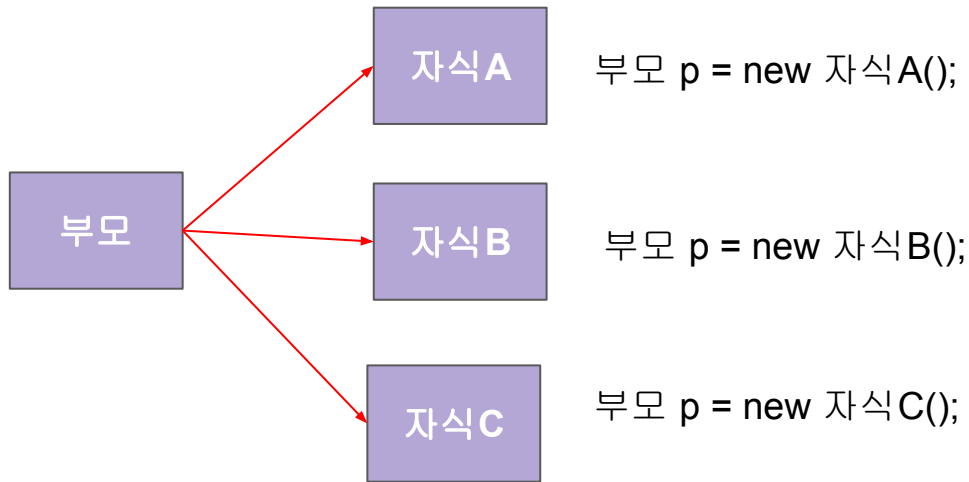




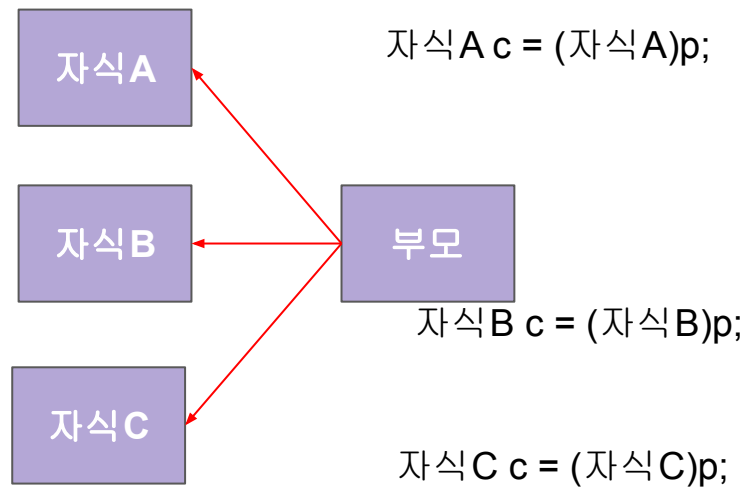


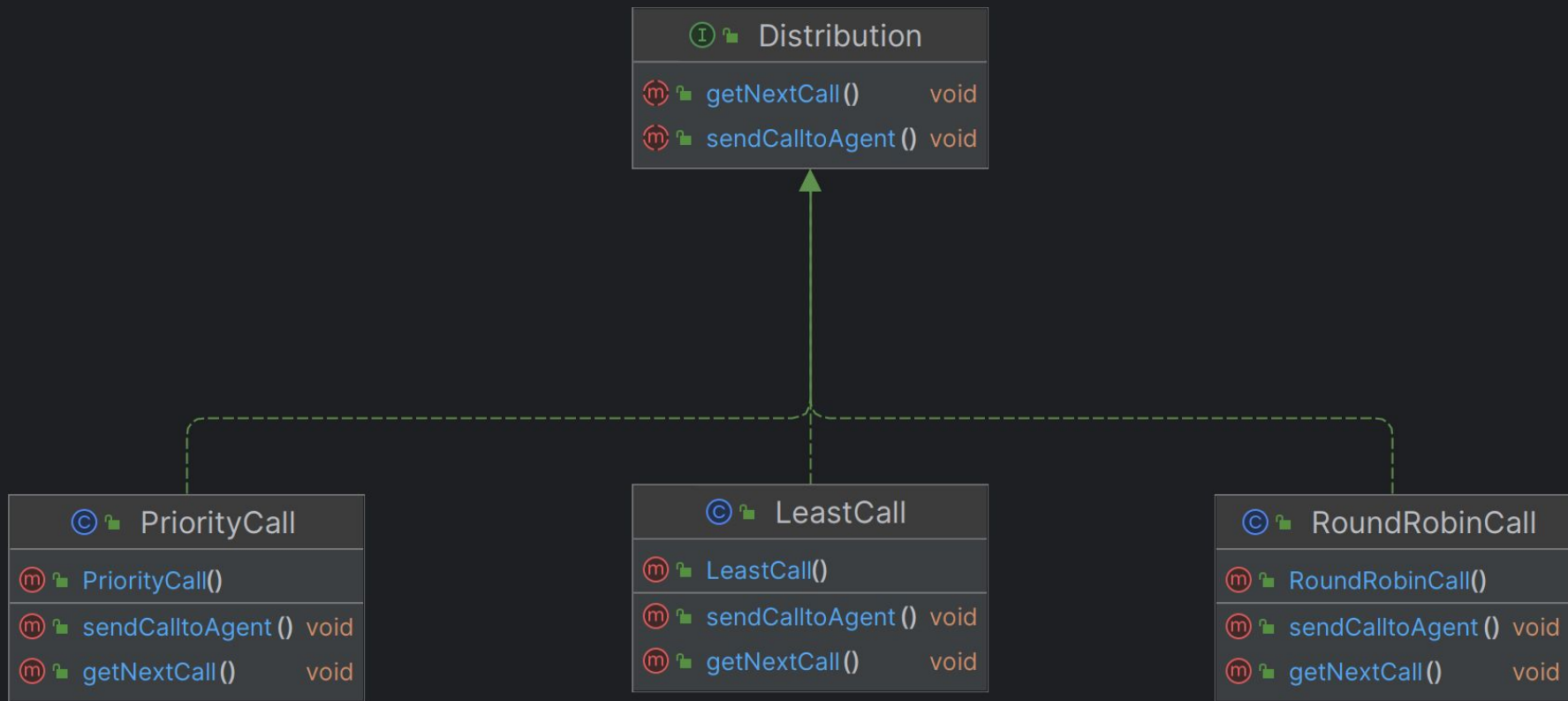


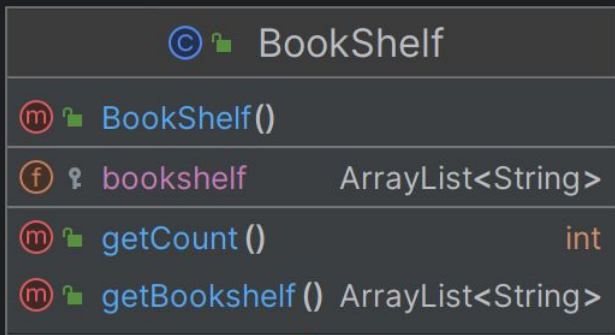
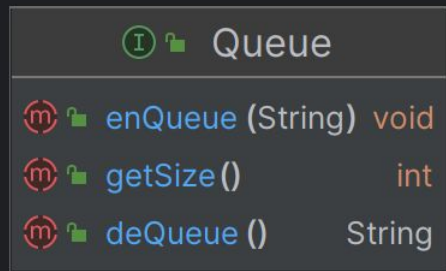
Upcasting

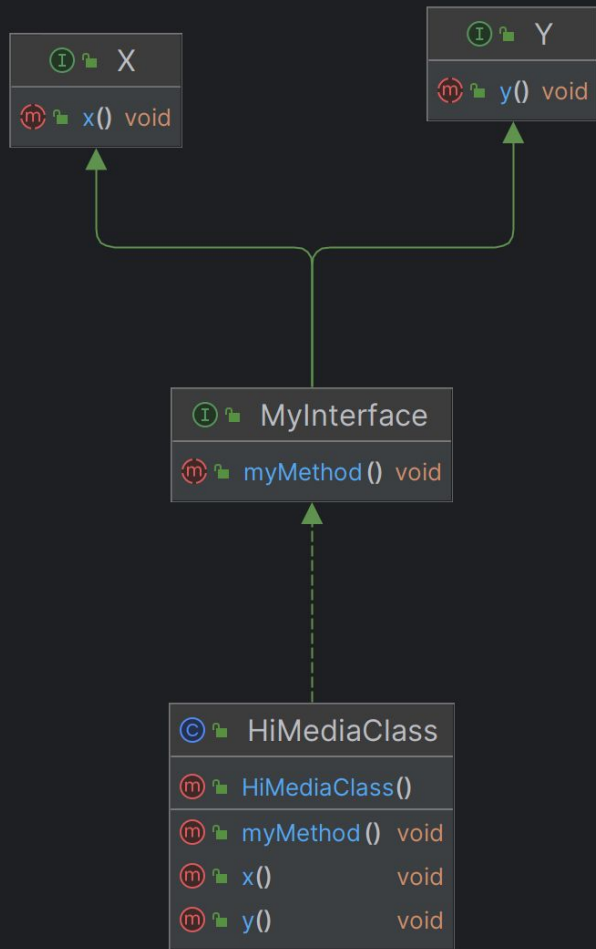


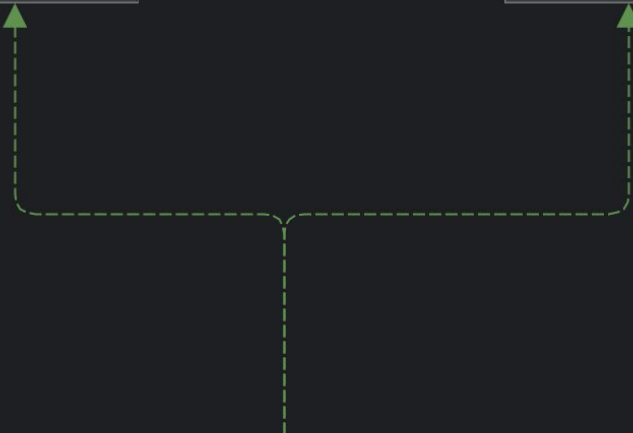
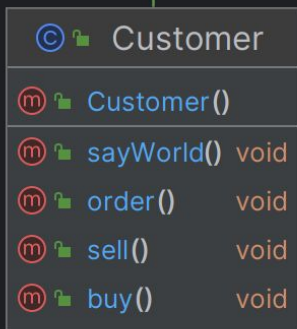
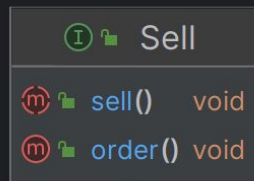
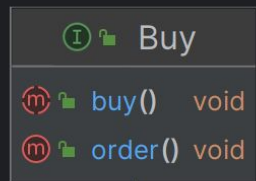
Downcasting



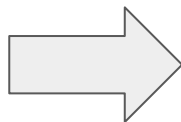
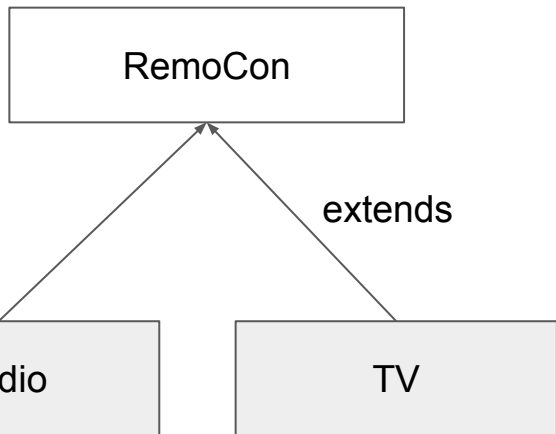




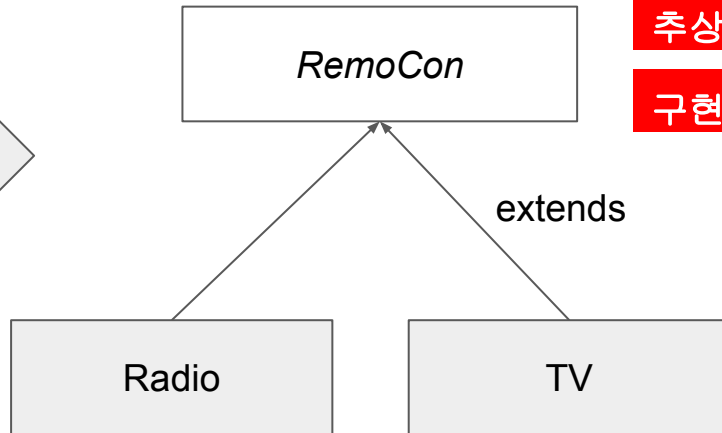




일반클래스



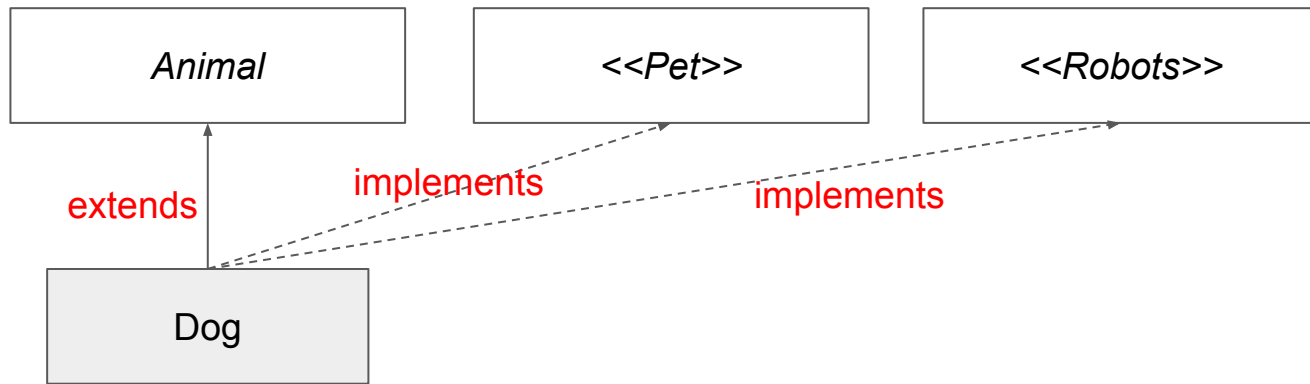
추상클래스



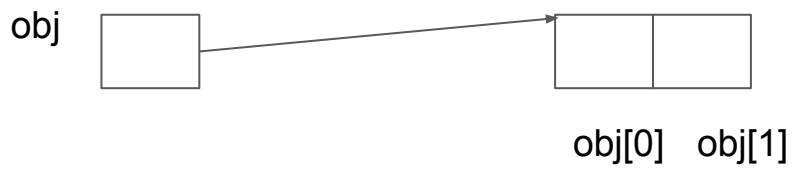
추상메서드

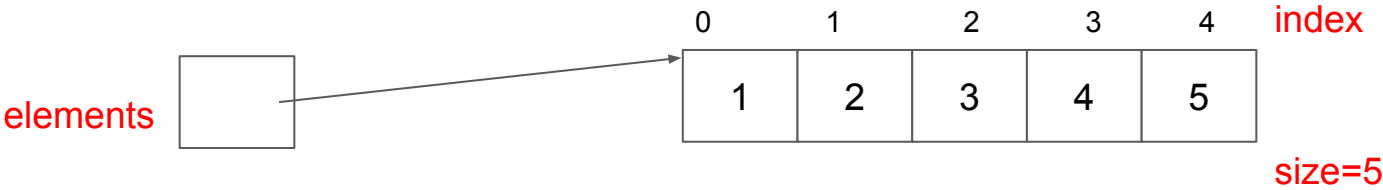
구현메서드

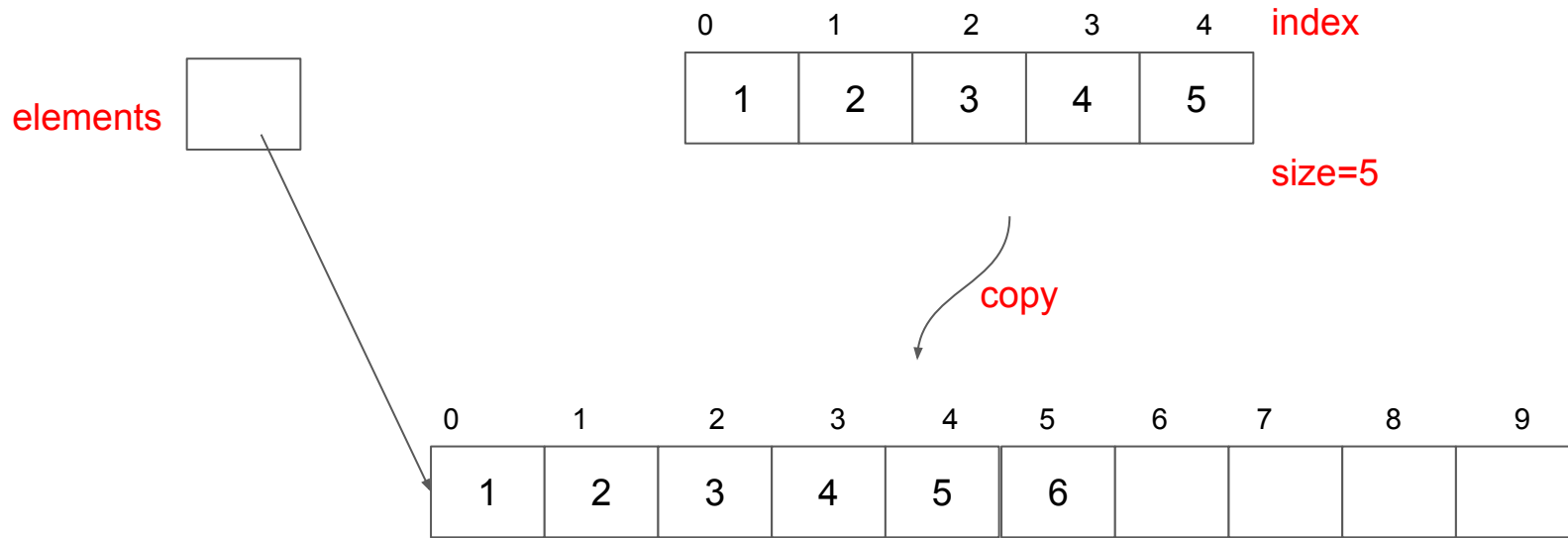
추상클래스



```
public class Dog extends Animal implements Pet, Robots {  
  
}
```







elements



자바	200 00	미디어	이순 신
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0 1 2 3 4 index

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size=5

