**Sintaxis Java**

////////////////////////////////////////

Sebastian Bedoya 311 786 3286

Juan Durango 301 392 5911

Jhon Sanchez iroh314@gmail.com

///////////////////////////////////////////////////

Its used to develop mobile apps, web apps, desktop apps, games and much more

public class MyClass {

public static void main(String[] args) {

System.out.println("Hello World");

}

}

MyClass myObj = new MyClass();

Math.max(x,y)

Trabaja en diferentes plataformas

Open-source

Free

Gran comunidad

Es OO

java -version

Bajar java:

<https://www.oracle.com/java/technologies/javase-jdk15-downloads.html>

En las variables del sistema en windows > Variables de entorno > Variables del sistema > path > Editar > Nuevo > C:\Program Files\Java\jdk-15\bin

Every application begins with a class name, and that class must match the filename

Compilar:

javac MyClass.java

Ejecutar:

java MyClass

/////////////////////////////////////////

Every line of code that runs in Java must be inside a class

A class should always start with an uppercase first letter

Is case-sensitive

Every program must contain the main() method

String double quotes

int

float

char - single characters surrounded by single quotes

boolean -true or false

String name = "John";

int myNum = 15;

final no pueden ser modificadas

float myFloatNum = 5.99f;

double myNum = 19.99d;

char myLetter = 'D';

Válidos:

nombre1

flauta\_2

$mouse

\_hoja

Inválidos

Nombre

tieneEspacioAlINicio

int

///////////////////////////////////////

Two groups:

Primitive data types: byte, short, int, long, float, double, boolean and char

Has always a value

Cannot call methods to perform certain operations

Starts with a lowercase letter

The size of depends on the data type

Non-primitive data types:

String, Arrays and Classes

Called reference types because they refer to objects

Are created by the programmer

Can be used to call methods to perform certain operations

Can be null

Starts with an uppercase letter

They all have the same size

byte 1 byte -128 to 127

short 2 bytes -32,768 to 32,767

int 4 bytes -2,147,483,648 to 2,147,483,647

long 8 bytes -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807

float 4 bytes 6 to 7 decimal digits

double 8 bytes 15 decimal digits

boolean 1 bit

char 2 bytes a single character/letter or ASCII values

With long you should end the value with an "L"

Float can store fractional numbers from 3.4e−038 to 3.4e+038

The precision of float is only six or seven decimal digits, while double variables have a precision of about 15 digits

Scientific number:

float f1 = 35e3f;

double d1 = 12E4d;

ASCII values:

char a = 65

//////////////////////////////////