Hola mundo

public class HolaMundo {  
 public static void main(String[] args) {  
 System.*out*.println("hOLA PERRA")**;** //sout ATAJO  
 }  
}

ejemplo declarar una variable

public class Variables {  
 public static void main(String[] args) {  
 //declarando una variable  
 int speed**;** //asignamos un valor a una variable  
 speed = **10;** System.*out*.println(speed)**;** int salary = **1000;** System.*out*.println(salary)**;** // crear una variable de tipo String  
 String employeeName = "juan el duro"**;** System.*out*.println(employeeName)**;** }  
}

actualizando variables

public class UpdatingVariables {  
 public static void main(String[] args) {  
 int salary = **1000;** //recive un bono de $200  
 //salary = salary + 200;  
 salary += **200;** System.*out*.println(salary)**;** //pension: $50 descuento  
 salary = salary - **50;** System.*out*.println(salary)**;** //2 horas extra $30 c/u  
 //cupon de comida: $45  
 salary = salary + (**30**\***2**) - **45;** System.*out*.println(salary)**;** //actualizando cadenas de texto  
 String employeeName = "Sebastian"**;** //concatenar texto  
 employeeName = employeeName + " Ricaurte Gonzalez"**;** System.*out*.println(employeeName)**;** employeeName= "Juan " + employeeName**;** System.*out*.println("tu nombre es: " + employeeName)**;** }  
}

Convención de Nombres en Java, Técnica de Naming: Camel Case

//UPPER CAMEL CASE los nombres empiezan en mayuscula = NamingJava  
public class NamingJava {  
 public static void main(String[] args) {  
 int celphone = **33337777;** int celPhone = **55553333;** System.*out*.println(celphone)**;** System.*out*.println(celPhone)**;** String $countryName = "Spain"**;** String \_backgroundColor = "Green"**;** String backgroun\_Color = "verde"**;** int POSITION = -**5;** int MAX\_WIDTH = **9999;** int MIN\_WIDTH = **1;** // LOWER CAMEL CASE lso nombres empiezan en minuscula = fullName  
  
 String fullName = "Jaun Sebastian ricaurte"**;** int sizeInCentimeters = **26;** }  
}

Tipos de datos char y boolean y datos numericos

ublic class DataTypes {  
 public static void main(String[] args) {  
  
 // tipo de dato byte=1byte, short=2bytes, int=4bytes, long=8bytes  
 int n = **1234567890;** long nL=**12345678901L;** //decimales float=4bytes, double=8bytes  
 double nD = **123.456;** float nF = **123.456F;** //tipo var  
 var salary = **1000;** //int  
 //pension 3%  
 var pension = salary\***0.03;**// double  
 var totalSalary = salary - pension**;** System.*out*.println(salary)**;** System.*out*.println(pension)**;** System.*out*.println(totalSalary)**;** var employeeName = "Juan Sebastian"**;** System.*out*.println("EMPLOYEE: " + employeeName + "SALARY: " + totalSalary)**;** }  
}

Operadores de Asignación, Incremento y Decremento

public class incrementDecrement {  
 public static void main(String[] args) {  
  
 int lives = **5;** lives = lives - **1;** System.*out*.println(lives)**;** //4  
  
 lives--**;** //Decremento  
 System.*out*.println(lives)**;** //3  
  
 lives++**;** // Incremento  
 System.*out*.println(lives)**;** //4  
  
 //Prefija  
 // gana un regalo por ganar una vida  
 int gift = **100** + lives++**;** //posfijo  
 System.*out*.println(gift)**;** System.*out*.println(lives)**;** //5  
 int gift2 = **100** + lives++**;** // prefijo  
 System.*out*.println(gift2)**;** }  
}