Ques 1. What is Programming language?

Ans:- A programming language is a formal language used to write computer programs or instructions that can be executed by a computer. It provides a set of rules and syntax for expressing algorithms and computations, allowing programmers to communicate their instructions to a computer system.

Ques 2. Why do need a programming language ?

Ans:- Programming languages are essential because they serve as a means of communication between humans and computers. They allow developers to write instructions and algorithms in a format that computers can understand and execute. Here are some key reasons why programming languages are needed.

Ques 3. Features of Java?

Ans:- The primary objective of [Java programming](https://www.javatpoint.com/java-tutorial) language creation was to make it portable, simple and secure programming language. Apart from this, there are also some excellent features which play an important role in the popularity of this language. The features of Java are also known as Java buzzwords.A list of the Most important features of the Java language is given below.

1. [Simple](https://www.javatpoint.com/features-of-java#Simple)
2. [Object-Oriented](https://www.javatpoint.com/features-of-java#Object-Oriented)
3. [Portable](https://www.javatpoint.com/features-of-java#Portable)
4. [Platform independent](https://www.javatpoint.com/features-of-java#Platform-independent)
5. [Secured](https://www.javatpoint.com/features-of-java#Secured)
6. [Robust](https://www.javatpoint.com/features-of-java#Robust)
7. [Architecture neutral](https://www.javatpoint.com/features-of-java#Architecture-neutral)
8. [Interpreted](https://www.javatpoint.com/features-of-java#Interpreted)
9. [High Performance](https://www.javatpoint.com/features-of-java#High-Performance)
10. [Multithreaded](https://www.javatpoint.com/features-of-java#Multithreaded)
11. [Distributed](https://www.javatpoint.com/features-of-java#Distributed)
12. [Dynamic](https://www.javatpoint.com/features-of-java#Dynamic)

Ques 4. What is an Object?

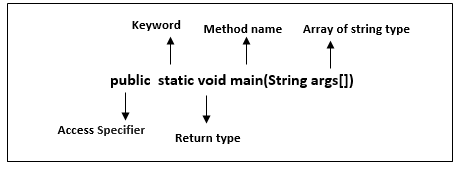
Ans:-In Java, an object is an instance of a class. It represents a real-world entity, concept, or data structure and serves as a fundamental building block of object-oriented programming.

Ques 5. What is a class?

In Java, a **class** is a basic building block. It can be defined as template that describes the data and behaviour associated with the class instantiation. Instantiating is a class is to create an object (variable) of that class that can be used to access the member variables and methods of the class.

Ques 6. Explain about the java Main() method?

Ans:- The main() is the starting point for JVM to start execution of a Java program. Without the main() method, JVM will not execute the program. The syntax of the main() method is:



**public:** It is an access specifier. We should use a public keyword before the main() method so that JVM can identify the execution point of the program. If we use private, protected, and default before the main() method, it will not be visible to JVM.

**static:** You can make a method static by using the keyword static. We should call the main() method without creating an object. Static methods are the method which invokes without creating the objects, so we do not need any object to call the main() method.

**void:** In Java, every method has the return type. Void keyword acknowledges the compiler that main() method does not return any value.

**main():** It is a default signature which is predefined in the JVM. It is called by JVM to execute a program line by line and end the execution after completion of this method. We can also overload the main() method.

**String args[]:** The main() method also accepts some data from the user. It accepts a group of strings, which is called a string array. It is used to hold the command line arguments in the form of string values.