The 7 Basis of Programming

The seven aspects that form the basis of programming are primitive types, statements, Arrays, static methods, Strings, inputs and outputs, and data abstraction. Each aspect builds on the one before it to form programs in Java.

To start, there are primitive types which are the most fundamental types of code. They are used to establish variables that can store information. A line of code that uses primitive types to perform an action is a statement. Without statements, the primitive variables just hold information and the program does not return any output.

Next, there are arrays and static methods. Arrays help to organize primitive types into groups. Static methods are a group of statements that can be called using one statement.Together, they build on primitive types and statements to perform more complex actions with larger amounts of data.

From there, String and inputs/outputs are used to interact with the user. Strings are ways for the java program to store text and can be used to return an explanation of what a line of code did. Inputs/ouputs help to make a program more efficient by offering the user a chance to interact with the program.

Finally, there is data abstraction where all these smaller elements are used to create a complex program that functions and produces a desired output. Without all the smaller pieces working together, a program can not reach this level. It is important to keep all these elements in mind when working on a java program.