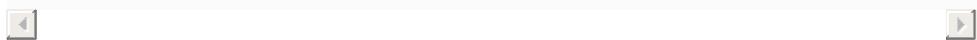# 2.1 Introduction

This chapter introduces Java programming. We begin with examples of programs that display (output) messages on the screen. We then present a program that obtains (inputs) two numbers from a user, calculates their sum and displays the result. You'll learn how to instruct the computer to perform arithmetic calculations and save their results for later use. The last example demonstrates how to make decisions. The application compares two numbers, then displays messages that show the comparison results. You'll use the JDK command-line tools to compile and run this chapter's programs. If you prefer to use an integrated development environment (IDE), we've also posted getting-started videos at

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http://www.deitel.com/books/jhtp11
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for the three most popular Java IDEs—Eclipse, NetBeans and IntelliJ IDEA.