

# Basics of JAVA

- \* Java is a programming language and a platform.
- \* Any hardware or software environment in which a program runs is called platform.

## Uses

- ① Desktop Application (Acrobat Reader, Media player)
- ② web Application
- ③ Enterprise Application (Banking apps)
- ④ Mobile
- ⑤ Embedded System
- ⑥ Smart Card
- ⑦ Robotics
- ⑧ Games

## Types of Applications

### ① Standalone application

Also called as Desktop application or window-based applications.

### ② web Application

An application that runs on the server side and creates dynamic page is called web Application.

### ③ Enterprise Application

It is useful in Banking operations for high level security, Load Sharing and clustering.

EJB - Enterprise Java Base Beans.



## ① Mobile Application

Android and Java ME (Java platform MicroEd)

Q1 Write in Brief the History of Java?

Ans ① Java team members also known as Green team, developed a language for digital devices such as set-top boxes, Television etc.

② Currently, Java is used in mobile devices, Internet programming, games and e-business solutions etc.

(a) James Gosling

(b) Mike Sheridan

(c) Patrick Norton Naughton

Started Java research in 1991 (June)

③ It was also called as GREENTALK by James Gosling and used extension (.gt)

④ Later on, It was called as OAK. OAK is a symbol of strength and chosen as a national <sup>tree in</sup> country in many countries.

⑤ Acc. to James Gosling, JAVA was one of the top choices along with SIKK, since, JAVA was unique so most of the team members chose JAVA.

⑥ Originally developed by James Gosling, at Sun Microsystems which is now subsidiary of Oracle Corp., released in 1995.

JAVA Version History



## JDK (Java Deve. Kit)

J2SE (Java to Standard Edition)

code  
Name

Page No. \_\_\_\_\_

Date \_\_\_\_\_

- ① JDK  $\alpha$  &  $\beta$  (1995)
- ② JDK 1.0 (23<sup>rd</sup> Jan, 1996) - Oak
- ③ JDK 1.1 (19<sup>th</sup> Feb, 1997)
- ④ J2SE 1.2 (8<sup>th</sup> Dec, 1998) - Playground
- ⑤ J2SE 1.3 (8<sup>th</sup> May, 2000) - Kestrel
- ⑥ J2SE 1.4 (6<sup>th</sup> Feb, 2002) - Merlin
- ⑦ J2SE 5.0 (30<sup>th</sup> Sep, 2004) - Tiger
- ⑧ Java SE 6 (11<sup>th</sup> Dec, 2006) - Mustang
- ⑨ Java SE 7 (28<sup>th</sup> July, 2011) - Dolphin
- ⑩ JDK ~~20~~ 13

## Features of Java (Java Buzzwords)

- Simple
- Object-oriented
- Platform Independent
- Secured
- Robust (Strong)
- Architectured Neutral
- Portable
- Dynamic
- Interpreted
- High performance
- Multi-threaded
- Distributive

### Simple

- ① Syntax is based on C++ so it is similar.
- ② It removed rarely used features like explicit pointers, operator overloading etc.
- ③ No need to remove unreferenced object because there is automatic garbage collection in JAVA.



## Object Oriented

→ Object has 3 main characteristics:

- (1) Identity
- (2) State
- (3) Behaviour

Identity: The name associated with Obj. helps in identifying the object.

State: The state of an object.

Behaviour: It means what the object or what is capable of doing.

## Data Abstraction & Encapsulation

Encapsulation is a way of combining data and functions into an independent entity called class.

Class is a data type and it can be used to create objects of its type.

Basic concepts of OOPS are:

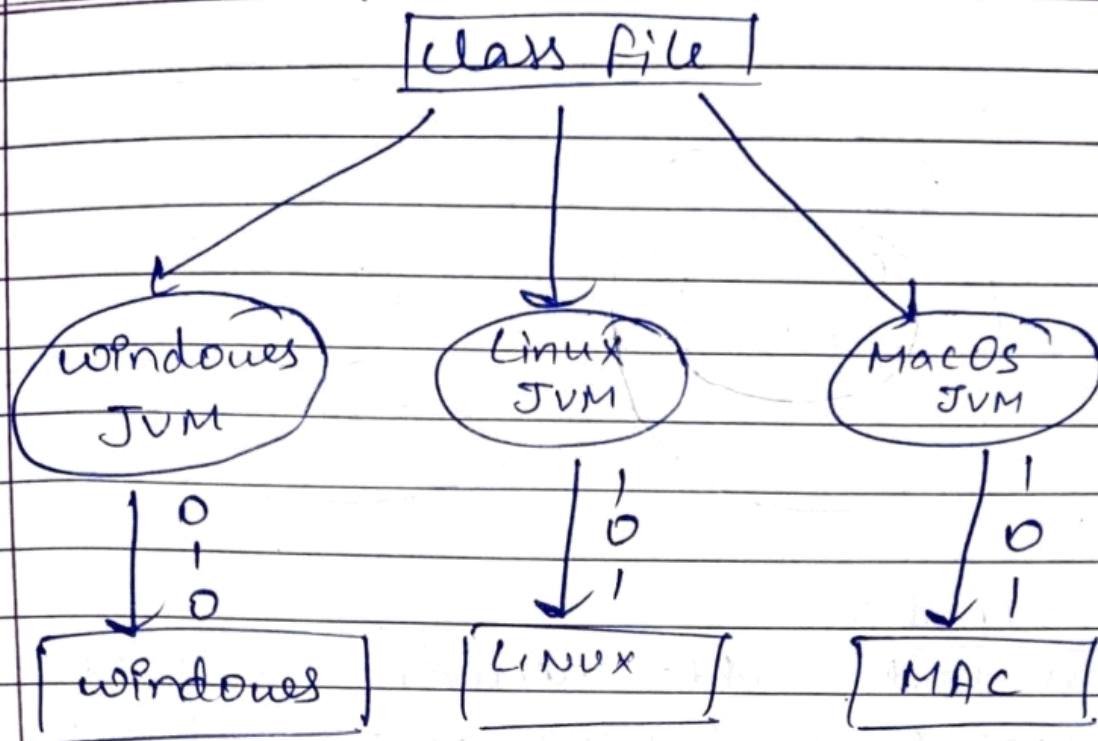
- (a) Object
- (b) Class
- (c) Inheritance
- (d) Polymorphism
- (e) Abstraction
- (f) Encapsulation

## Platform - Independent

It has 2 components:

- (1) Runtime Environment.
- (2) Application programming Interface (API)





Note:

Java code is compiled by the compiler and converted into byte code.

Bytecode is a platform-independent code because it can run on multiple platforms i.e. WORA (Write Once Run Everywhere).

### Secured

- No explicit pointers
- Programs run inside virtual machine box.
- Bytecode verifier checks the code fragments for illegal code.
- Security manager determines what resources a class can access like reading or writing to the disc etc.

### Robust

- It has strong memory management.
- Lack of pointers avoids security problem.
- Automatic garbage collection.
- Exception handling, Type checking mechanism etc.



