# In Java, every application begins with a class name, and that class must match the filename.

#Every line of code that runs in Java must be inside a class. In our example, we named the class **Main**. A class should always start with an uppercase first letter.

#every program must contain the main() method.

Example: public static void **main**(String[] args)

#Each code statement must end with a semicolon.

#Single-line comments start with two forward slashes (//).

Multi-line comments start with /\* and ends with \*/.

In Java, there are different **types** of variables, for example:

* String - stores text, such as "Hello". String values are surrounded by double quotes
* int - stores integers (whole numbers), without decimals, such as 123 or -123
* float - stores floating point numbers, with decimals, such as 19.99 or -19.99
* char - stores single characters, such as 'a' or 'B'. Char values are surrounded by single quotes
* boolean - stores values with two states: true or false

Declaring (Creating) Variables

### **Syntax**

*type variable = value;*

*example: int a= 15;*

*system.out.println(a);*

int myNum = 5;

float myFloatNum = 5.99f;

char myLetter = 'D';

boolean myBool = true;

String myText = "Hello";

## String Methods

length()

toUpperCase()

toLowerCase()

indexOf()

concat()

escape sequences

\n new line

\r Carriage Return

\t tab

\b back space

\f from feed