

# 1

## Introduction to Java

# Objectives

After completing this lesson, you should be able to do the following:

- Identify the key elements of Java
- Describe the role of the Universal Virtual Machine (UVM)
- Describe how Java is used to build applications
- Identify the key components of the Java SE Java Development Kit (known as JDK or SDK)
- List Java deployment options



# What Is Java?

Java:

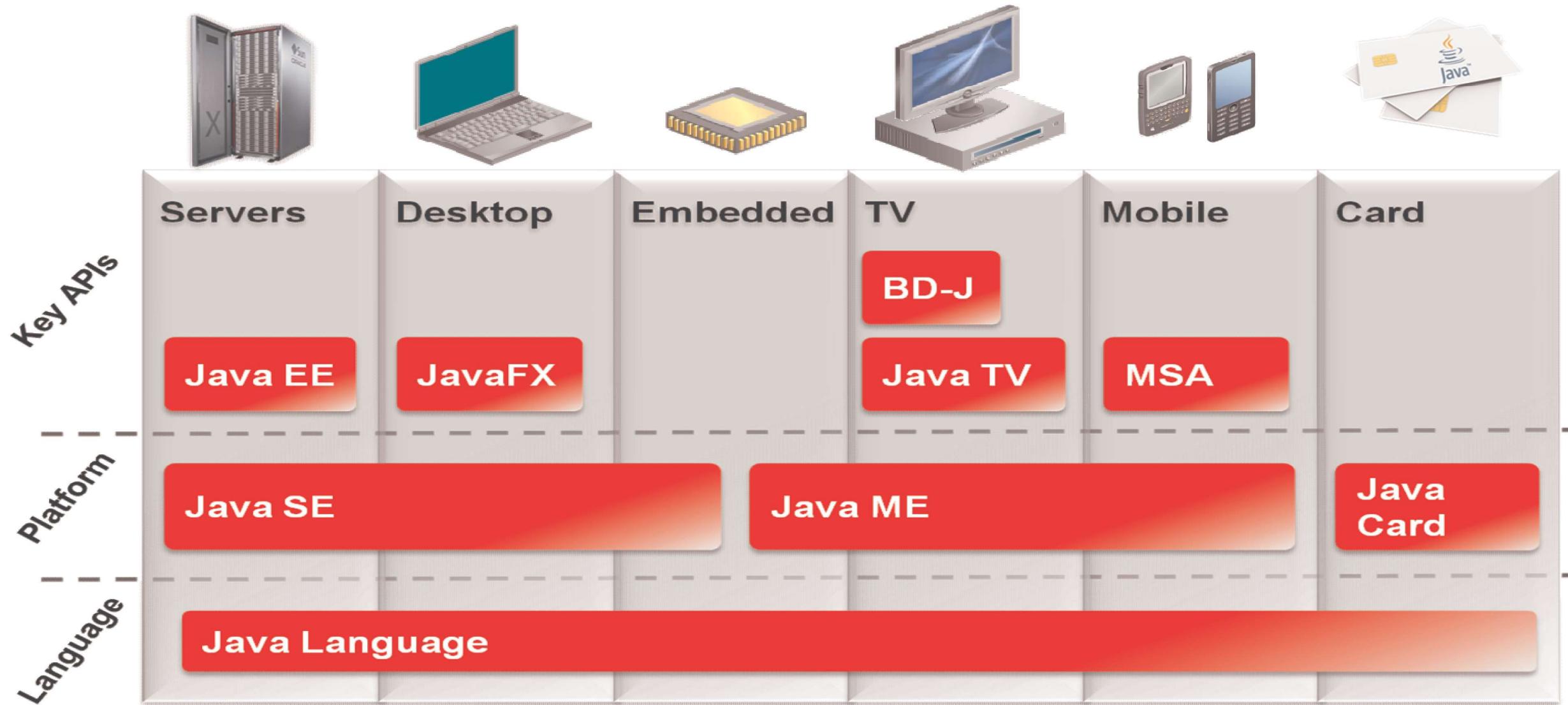
- Is a platform and an object-oriented language
- Was originally designed by Sun Microsystems for consumer electronics
- Contains a class library
- Uses a virtual machine for program execution

# Key Benefits of Java

- Object oriented
- Interpreted and platform independent
- Dynamic and distributed
- Multithreaded
- Robust and secure



# Java Technology Product Groups

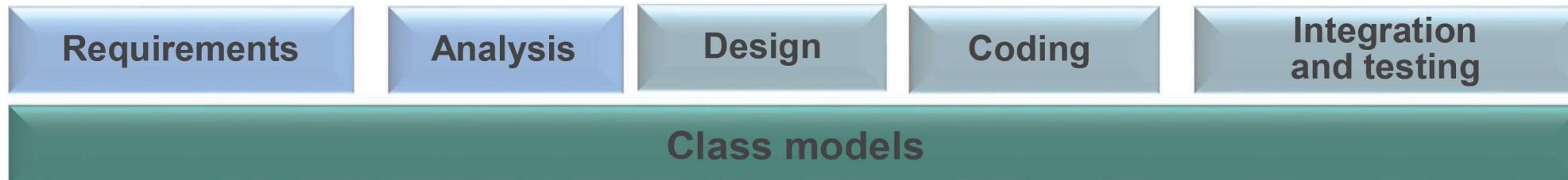


# Java SE Platform Versions

Year	Developer Version (JDK)	Platform
1996	1.0	1
1997	1.1	1
1998	1.2	2
2000	1.3	2
2002	1.4	2
2004	1.5	5
2006	1.6	6
2011	1.7	7
2014	1.8	8
2018	11	11

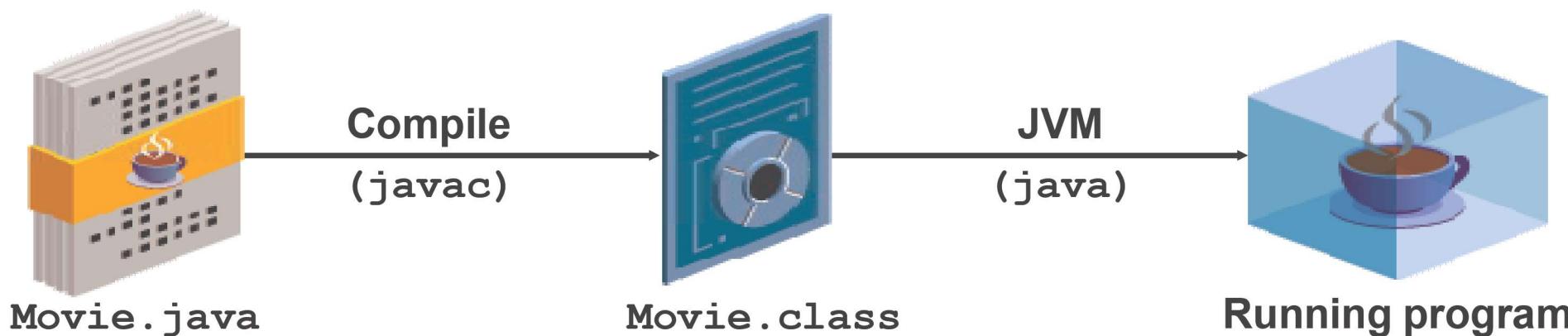
# Object-Oriented Approach

- Objects and classes:
  - An object is a run-time representation of a “thing.”
  - A class is a “static definition of things.”
- Class models elaborate:
  - Existing classes and objects
  - Behavior, purpose, and structure
  - Relationships between classes
  - Relationships between run-time objects
- Same models exist throughout the project.

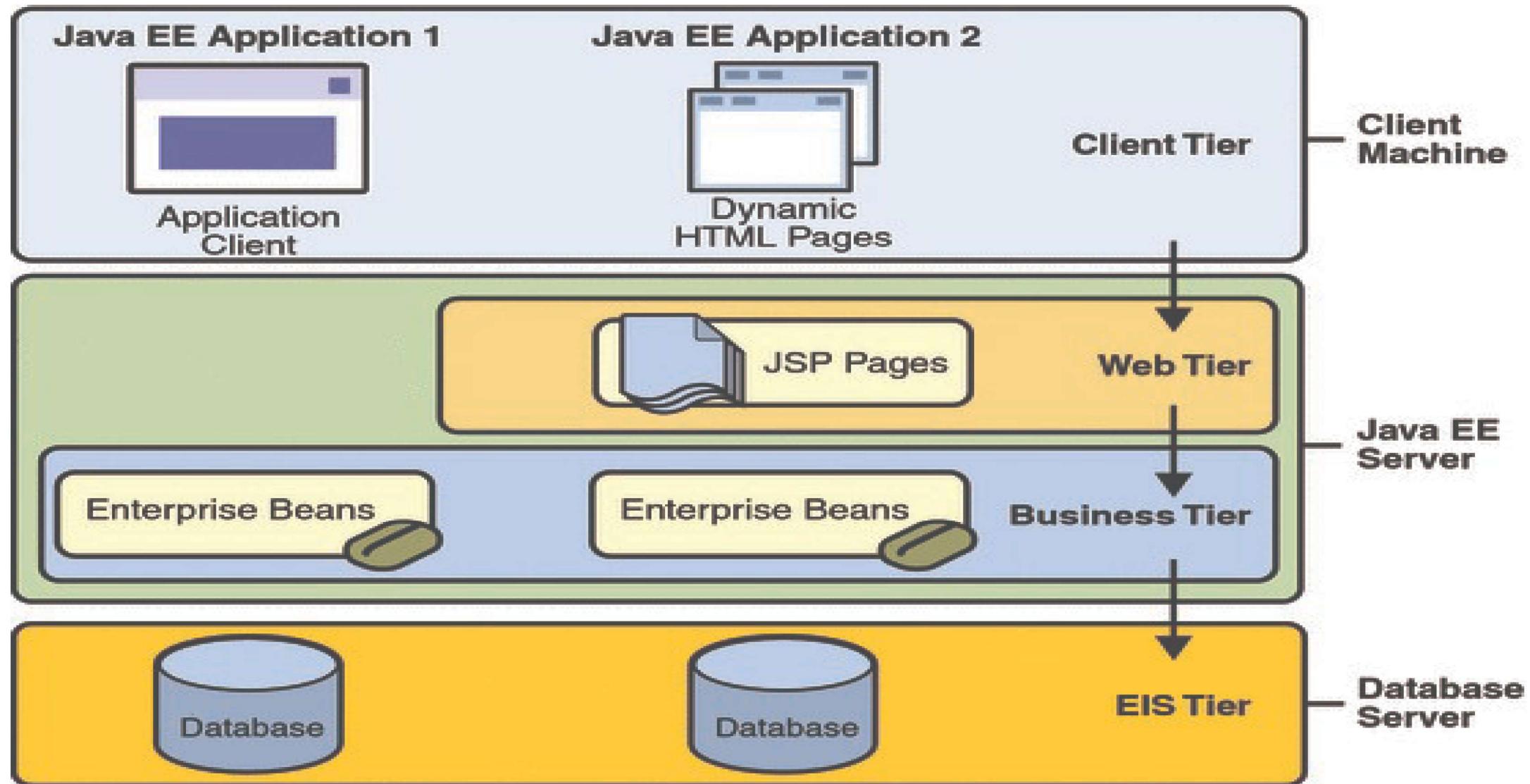


# Platform Independence

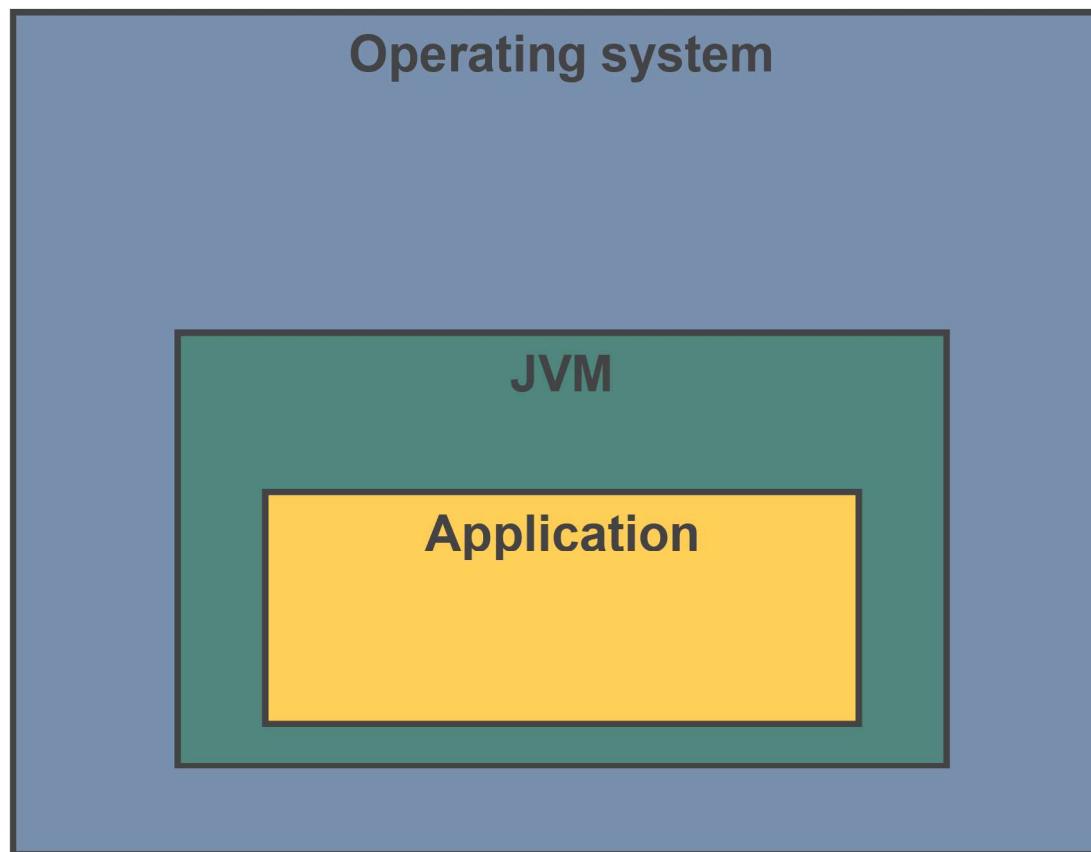
- Java source code is stored as text in a `.java` file.
- The `.java` file is compiled into `.class` files.
- A `.class` file contains Java bytecodes (instructions).
- The bytecodes are interpreted at run time.
  - The Java `.class` file is the executable code.

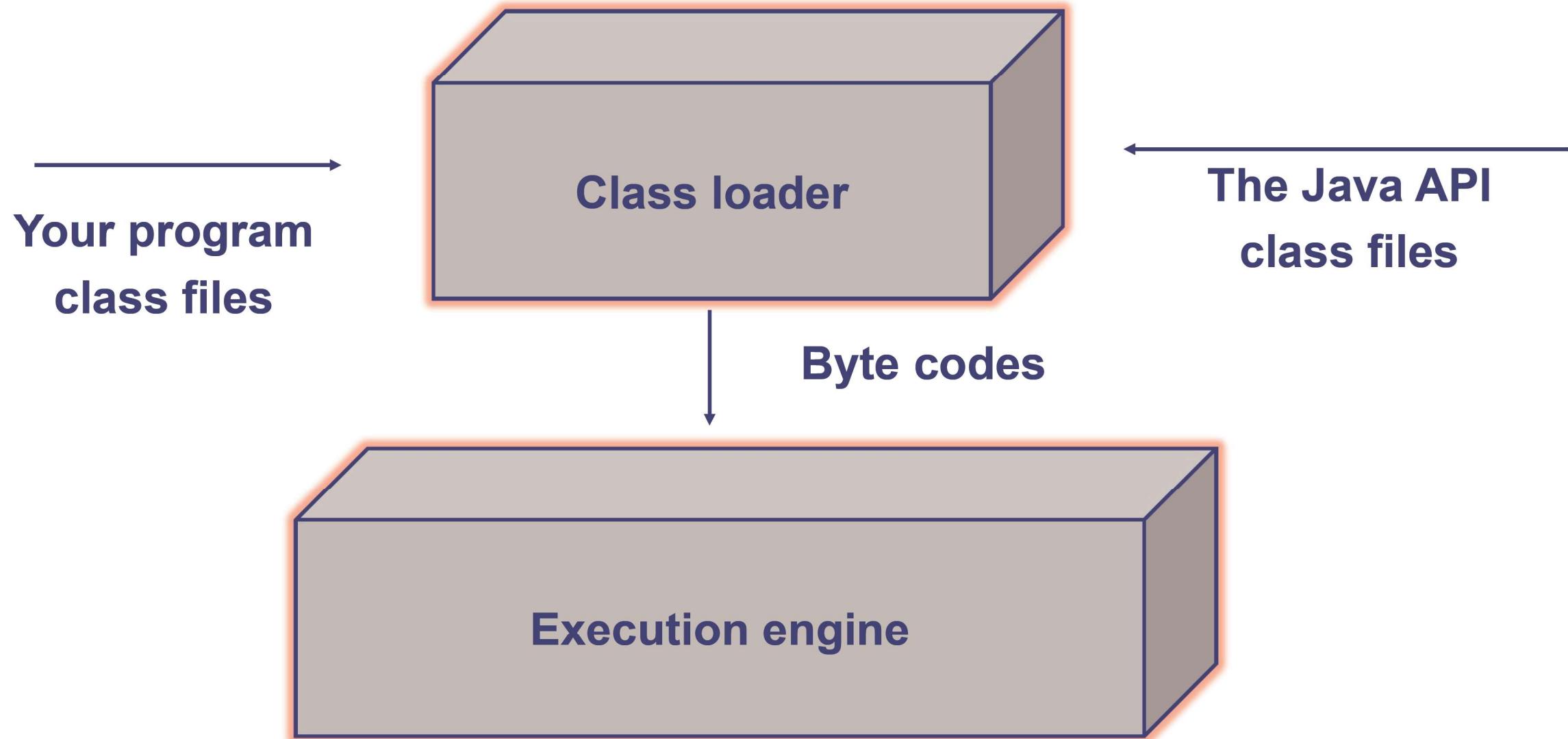


# Using Java with Enterprise Internet Computing

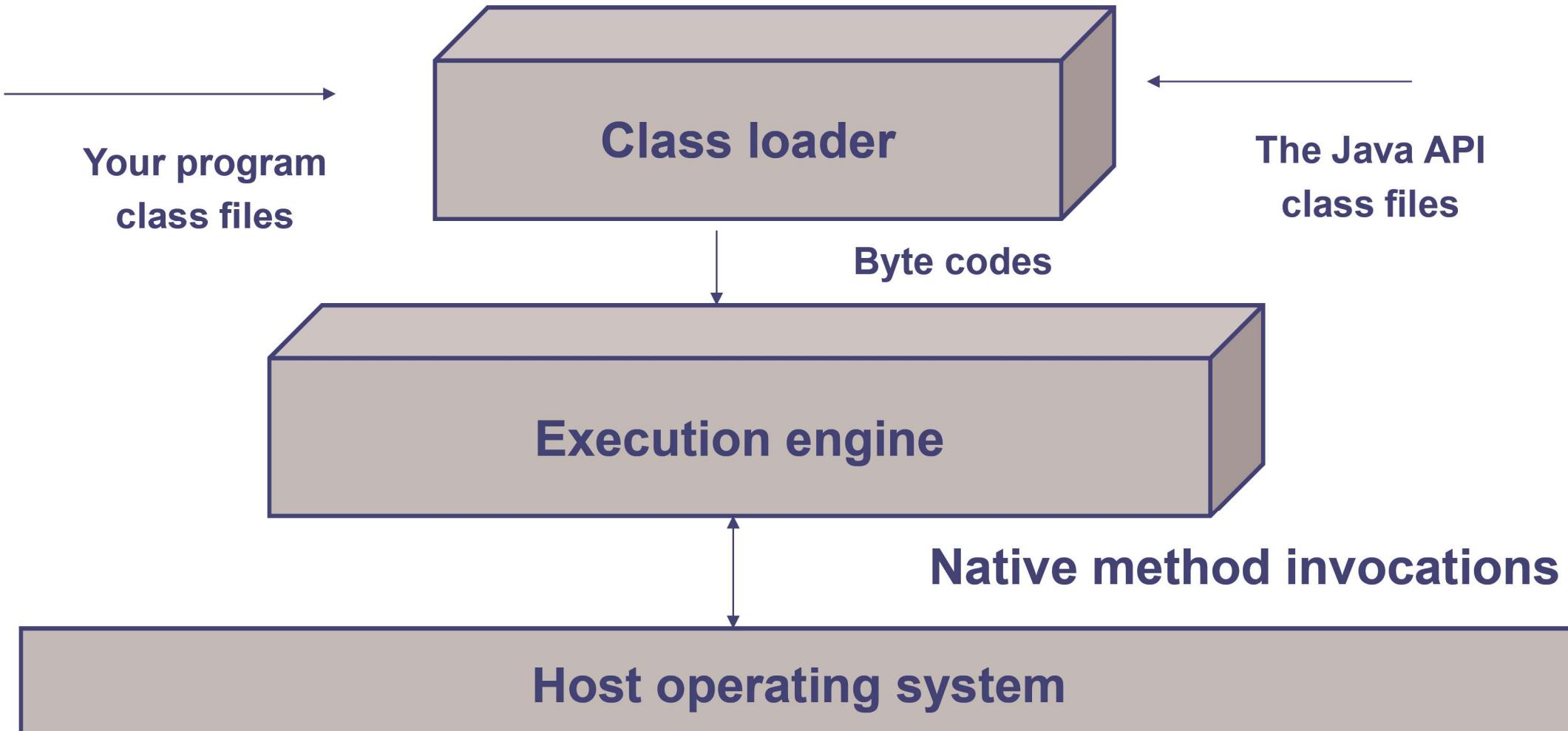


# Using the Java Virtual Machine





**Basic block diagram of the Java virtual machine**



A Java virtual machine implemented in software on top of a host operating system

# How Does the JVM Work?

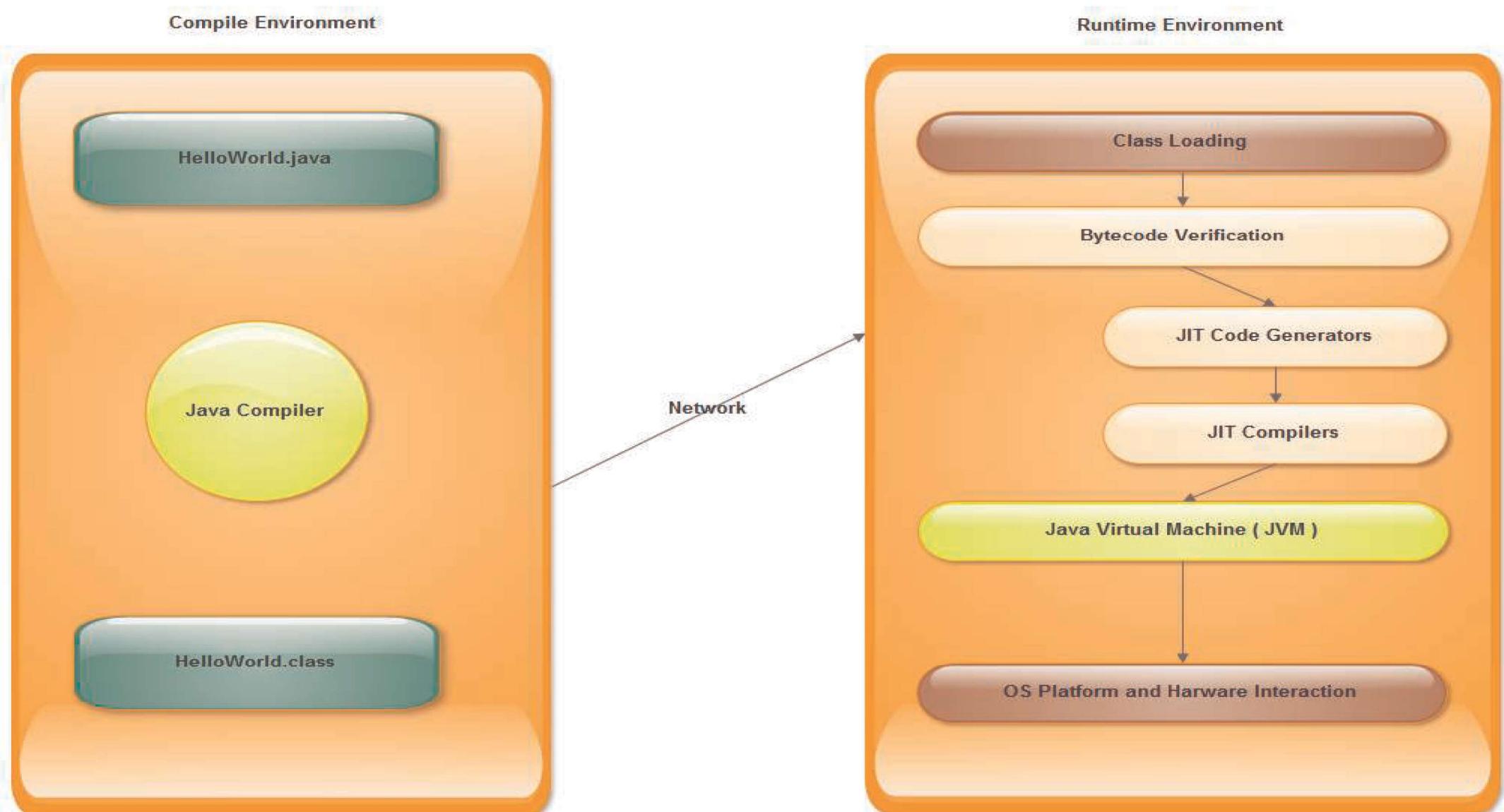
- Class loader loads all required classes.
  - JVM uses a CLASSPATH setting to locate class files.
- JVM Verifier checks for illegal bytecodes.
- JVM Verifier executes bytecodes.
  - JVM may invoke a just-in-time (JIT) compiler.
- Memory Manager releases memory used by the dereferenced object back to the OS.
  - JVM handles garbage collection.

# Benefits of Just-In-Time (JIT) Compilers

JIT compilers:

- Improve performance
- Are useful if the same bytecodes are executed repeatedly
- Translate bytecodes to native instructions
- Optimize repetitive code, such as loops
- Use Java HotSpot VM for better performance and reliability

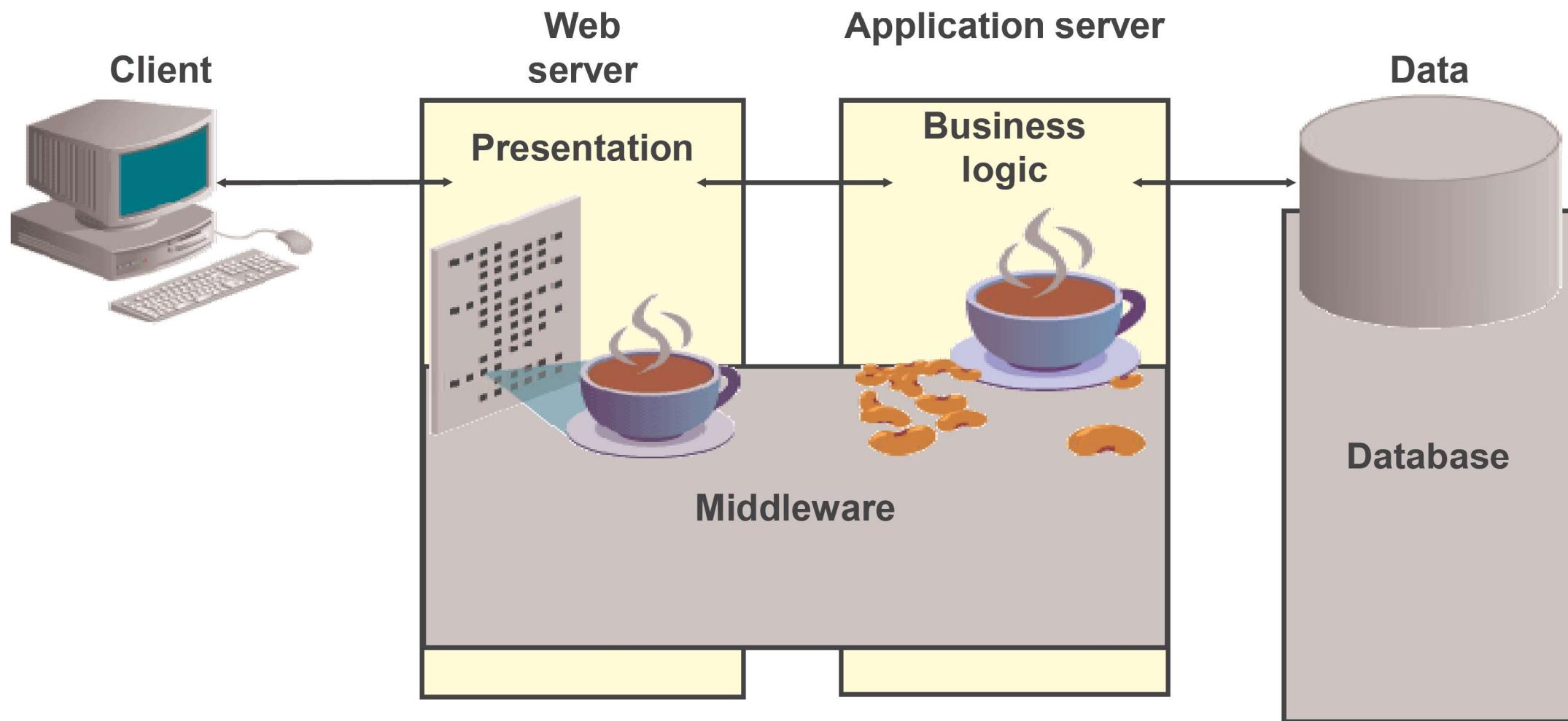
# Implementing Security in the Java



# Deployment of Java Applications

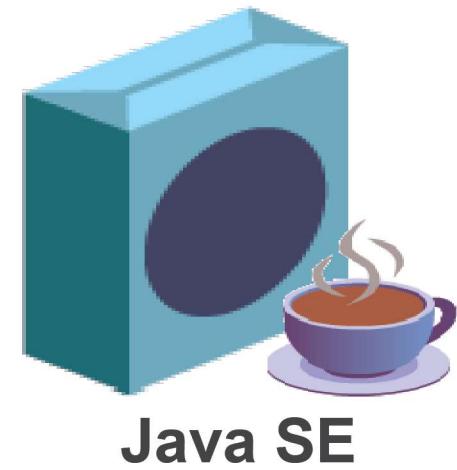
- Client-side deployment:
  - JVM runs stand-alone applications from the command line.
  - Classes are loaded from a local disk, thereby eliminating the need to load classes over a network.
- Server-side deployment:
  - Serves multiple clients from a single source
  - Is compatible with a multitier model for Internet computing

# Using Java with Oracle 11g



# Java Software Development Kit

- Sun Java SE (known as JDK and Java SDK) provides:
  - Compiler (`javac`)
  - Core class library
    - `rt.jar`
  - Debugger (`jdb`)
  - Bytecode interpreter: JVM (`java`)
  - Documentation generator (`javadoc`)
  - Java Archive utility (`jar`)
  - Others



# Using the Appropriate Development Kit

Java comes in three sizes:

- Java ME (Micro Edition): Version specifically targeted to the consumer space
- Java SE (Standard Edition): Complete ground-up development environment for the Internet
- Java EE (Enterprise Edition): Everything in Java SE plus an application server and prototyping tools
- Previous releases of Java used the following naming convention: J2ME, J2SE, and J2EE.

# Integrated Development Environment

# Development

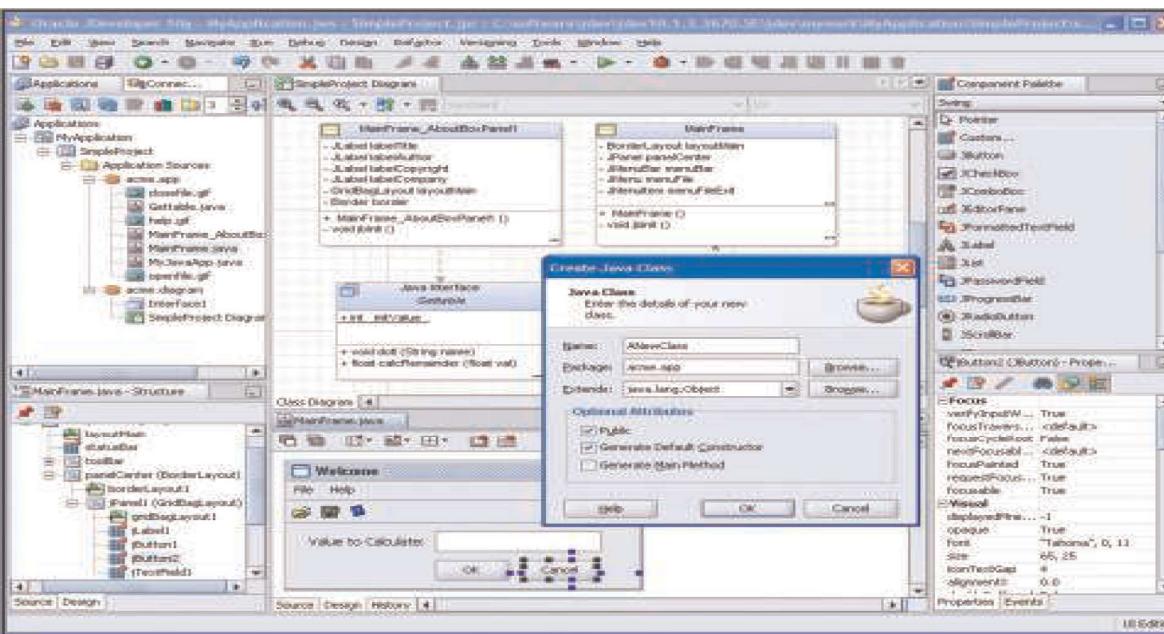
UML

ADF

JSF

EJB

# XML



# Source control

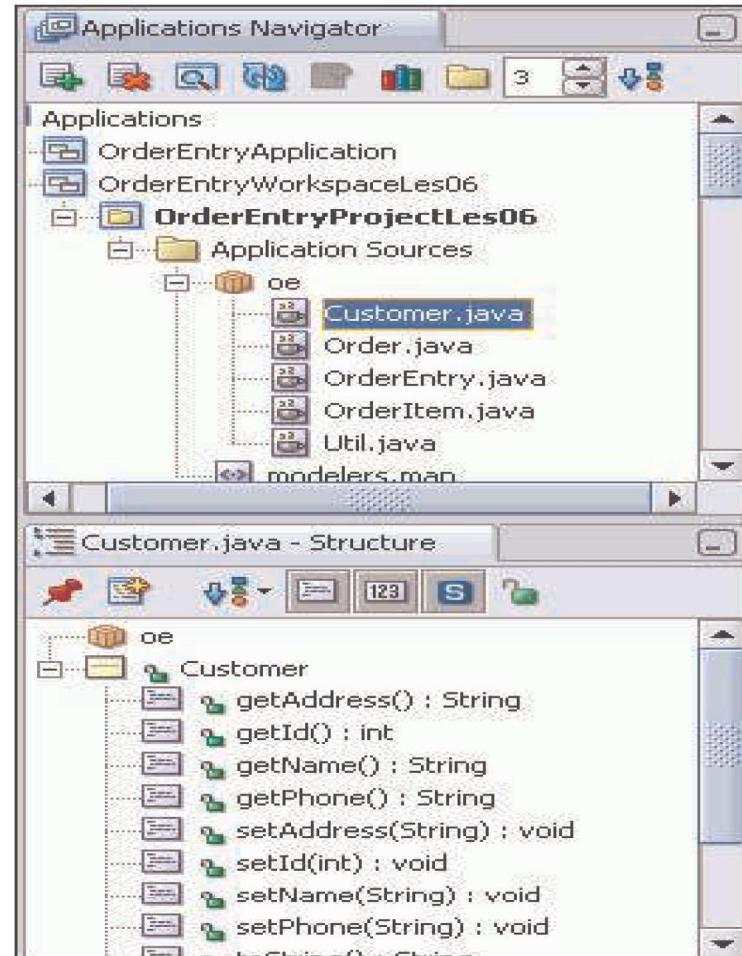
# Deployment

20 of 23

**Topic: Introduction to Java**

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# Exploring the JDeveloper Environment



Applications Navigator  
and Structure window

```
package oe;

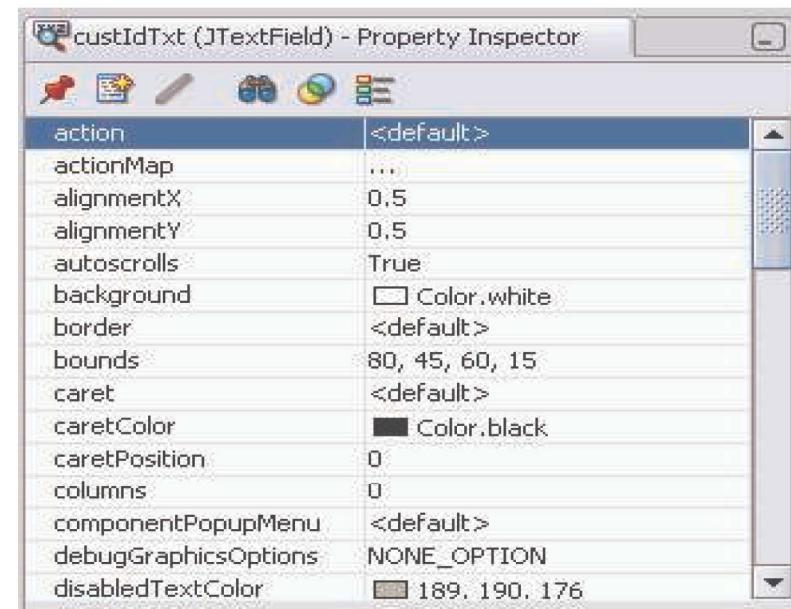
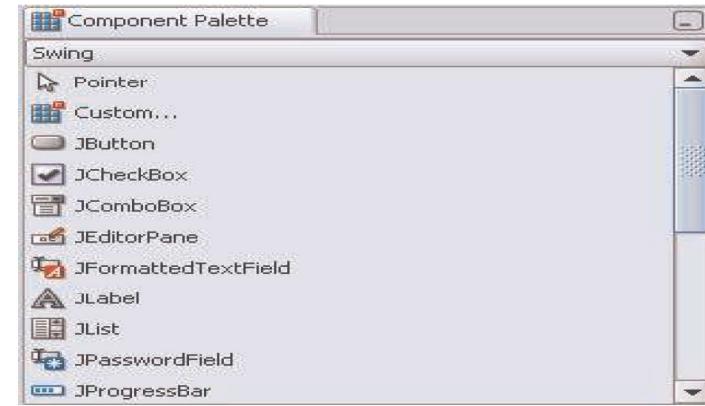
public class OrderEntry
{
    public static void main(String[] args)
    {
        Order order = new Order();
        double orderTotal;
        boolean exceedsLimit;
        double taxRate = 0.0825;
        double taxValue;

        Customer customer1 = new Customer();
        Customer customer2 = new Customer();

        System.out.println("Order Entry Application");
        orderTotal = order.getOrderTotal();
        System.out.println("Order Total: " + orderTotal);
    }
}
```

Code Editor

## Component Palette



Property Inspector

## Summary

In this lesson, you should have learned how to:

- Java code is compiled into platform-independent bytecodes.
- Bytecodes are interpreted by the JVM.
- Java applications can be stand-alone or implemented across an Internet-computing model.



# Practice 1: Overview

This practice covers the following topics:

- There is no practice for this session

