Smart Programming : YouTube Channel

An investment in Knowledge pays the best interest….

Java Introduction

=> What is Java ?

1. Programming Language : Java is a HIGH LEVEL OBJECT ORIENTED PROGRAMMING LANGUAGE.

2. Platform : Java is a platform because java has its own runtime environment (JRE)

=> Editions of Java :-

1. J2SE : -> Java 2 Standard Edition (Core Java)

-> In this edition we learn java fundamentals

-> Projects : Standalone Applications

2. J2EE : -> Java 2 Enterprise Edition (Advance Java)

> -> In this edition we learn server side programming

> -> Projects : Enterprise Applications

3. J2ME : -> Java 2 Micro Edition (it has been replaced by Android)

> -> In this edition we learn micro programming

> -> Projects : Mobile Based Applications

=> Java History :-

> -> Company : Sun Microsystems (Oracle)

> -> Designed By : James Gosling & his team

-> Idea : Java idea came because designers wanted to create a language which should be simple, platform independent, tight coded programming language etc

-> Name : Oak (Java)

-> Year : 1991 (development) -> 1995 (release)

-> Symbol : Coffee

=> Versions of Java :-

-> https://en.wikipedia.org/wiki/Java_version_history

=> What is difference between C, C++ & Java :-

1. PROGRAMMING PARADIGM :

-> C : Procedural Language

-> C++ : OOP (Object Oriented Programming)

-> Java : Pure OOP (Object Oriented Programming) - 99%

2. ORIGIN :-

-> C : Based on Assembly Language

-> C++ : Based on C Language

-> Java : Based on C & C++

3. DESIGNED BY/YEAR :-

-> C : Dennis Ritchie / 1972

-> C++ : Bjarne Stroustrup / 1979

-> Java : James Gosling / 1995

4. TRANSLATOR :-

-> C : Compiler

-> C++ : Compiler

-> Java : Interpreter & Compiler

5. FILE GENERATED :-

-> C : .exe file

-> C++ : .exe file

-> Java : .class file

6. STATIC/DYNAMIC PROGRAMMING LANGUAGE :

-> C : Static Programming Language

-> C++ : Static Programming Language

-> Java : Dynamic Programming Language

7. PRE-PROCESSOR DIRECTIVES :-

-> C : Support header files (#include, #define)

-> C++ : Support header files (#include, #define)

-> Java : Use packages (import)

8. PLATFORM DEPENDENT/INDEPENDENT :-

-> C : Platform Dependent

-> C++ : Platform Dependent

-> Java : Platform Independent

9. POINTERS :-

-> C : Support pointers

-> C++ : Support pointers

-> Java : Does not support pointers

10. INHERITANCE :-

-> C : No inheritance

-> C++ : Supports inheritance

-> Java : Supports inheritance but not multiple inheritance

11. OVERLOADING :-

-> C : Does not support overloading

-> C++ : Supports overloading

-> Java : Supports overloading but not operator overloading

12. DESTRUCTORS :-

-> C : Does not support constructor and destructor

-> C++ : Supports destructor

-> Java : Does not support destructor
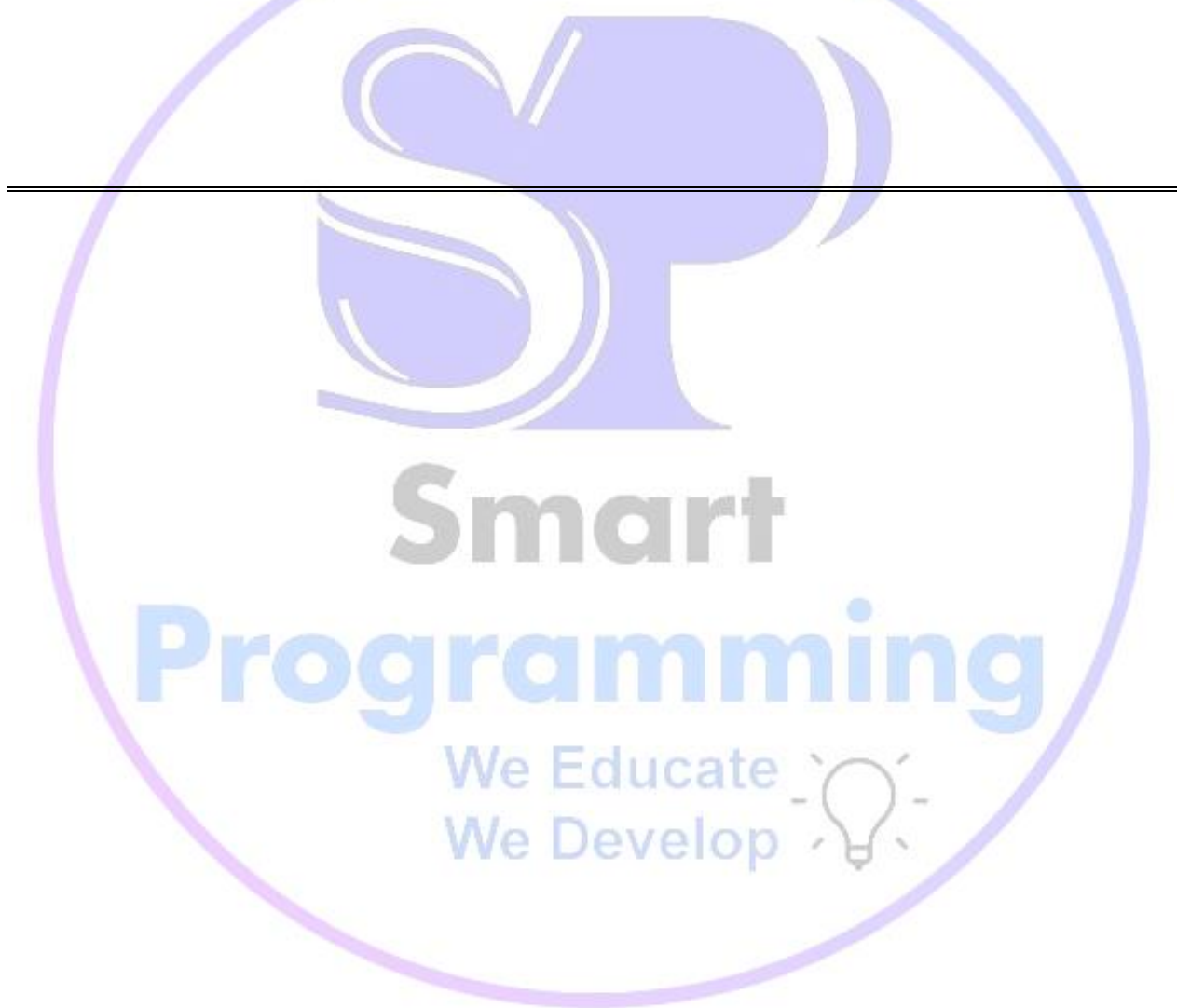
13. CALL BY VALUE / CALL BY REFERENCE :-

-> C : Supports both

-> C++ : Supports both

-> Java : Support only Call By Value

Interview Questions :-

=> What is static or dynamic programming language?

=> How java is dynamic programming language ?

=> Why java does not require pre-processor ?

=> How java is platform independent ?

=> Why java does not support pointers ?

=> What is call by reference and call by value ?

=> Why java has good memory management as compared to C & C++ ?

Company Links & Contacts

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