1. What is programming language?

→ A programming language is a set of instruction, symbols and syntax that allow developers to create software and so applications. It is used to write code that a computer can understand and execute, performing tasks and solving problems.

2. Why do we need a programming language?

→ Programming language is important our daily life to enhance and increase the powers of computers, mobile solutions and the internet.

3. What are the features of Java?

→ Java is a popular high-level programming language that has serval key features:

1. Object-oriented: Java is an object-oriented programming language, which means that it supports encapsulation, inheritance and polymorphism, making it easier to create modular, reusable code.

2. Platform Idependent: Java code is compiled into byte code, which can be run on any device that has a Java virtual machine insatalled, making it a platform-independent language.

3. Secure: Java was designed with security in mind and provides features such as type checking and automatic memory management to help prevent security vulnerabilities.

4. Concurrent: Java supports multi-threading allowing multiple threads to run concurrent within a single program, improving performance and making it easier to create concurrent, scalable applications.

5. Robust: Java has built-in error-handling features, such as exception handling, that makes it more robust and less prone to crashes and errors.

6. Dynamic: Java is a dynamic language that supports dynamic class loading, automatic memory management (garbage collection), and other features that make it easier to develop and maintain applications.

7. Large community: Java has a large, active community of developers and users, making it easier to find help and resources, and to collaborate with others.

4. What is an object?
→ An object is an instance of a class, which is a blueprint that defines the structure and behaviour of objects. An object in Java is created by using the "new" operator to instantiate an instance of a class.

5. What is a class.
→ A class in Java is a blueprint or a template for creating objects. It defines the structure and behaviour of objects that are instances of that class can be throught of as a blue print for creating objects, and the

objects as instances of the blue print.

Explain about the main () method in Java
The main () method in Java is the empty
entry point of a Java application and
is used to start the execution of a
program.

The main () method has the following
signature:
Public static void main (string [] args)

Here's an example of a simple main()
method.

```
Public class Helloworld {
    Public static void main (string [] args)
    {
        system.out. Print In ("Hello world");
    }
}
```