Contents

Introduction to Java
Language Fundamentals

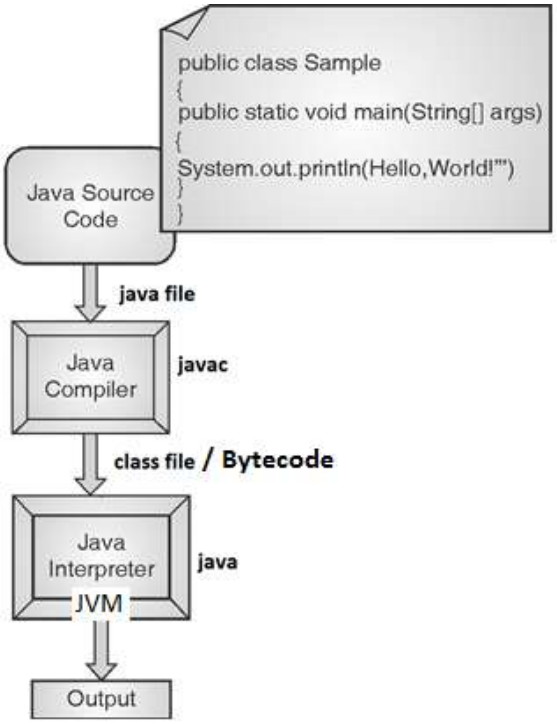
Java Features

o	Simple / Ease of Development	o	Portable
o	Object Oriented	o	Interpreted
o	Distributed	o	High Performance
o	Robust	o	Multithreaded
o	Secure	o	Dynamic
o	Platform Independent	o	Scalability and Performance
o	Scalability and Performance	o	Monitoring and Manageability
o	Desktop Client	o	JDBC RowSet

Java Terms

Terms	Description
JDK	Java Development Kit. It is super set and consists of Java Compiler, JRE, JVM.
JRE	Java Runtime Environment
JVM	Java Virtual Machine where the bytecode is executed.
Javac	Java compiler, which translates Java source code to bytecode files that the interpreter can understand.
Java	Java interpreter, which runs applets and application by reading and interpreting bytecode files. It is the launcher for Java applications. A single launcher is used both for development and deployment.
Java Code	Source code
Bytecode	Compiled Java code.

Running Java Program

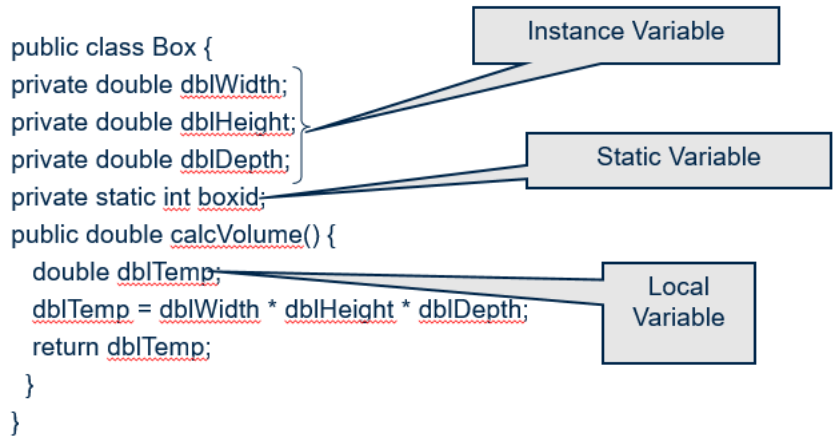


Program Structure

Documentation Section	Suggested
Package Statements	Optional
Import Statements	Optional
Interface Statements	Optional
Class Definitions	Optional

Main Method Class
{
Main Method Definition;
}
	Essential

Types of Variables

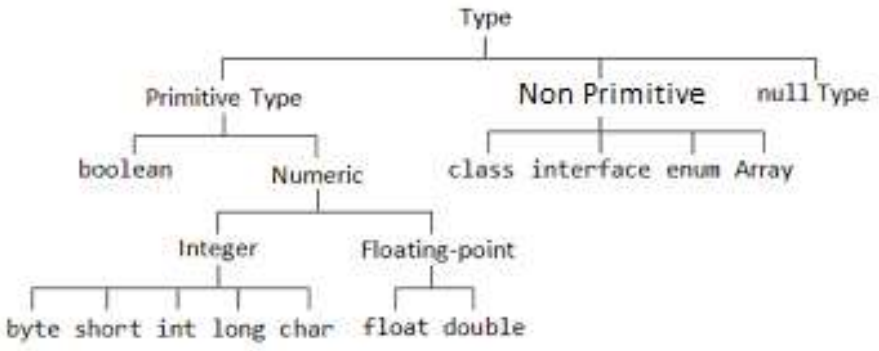


Instance variables : Instantiated for every object of the class

Static variables (Class Variables) : Not instantiated for every object of the class

Local variables : Declared in methods and blocks

Data Types



Special Operators

Operator	Example	Meaning
instanceof	parrot instanceof bird	TRUE if *parrot* object belongs to the class *bird* else it is FALSE.
dot operator(.)	parrot.beak parrot.fly( )	*beak* is the variable. *fly* is the method.
new	bird parrot = new bird();	The new operator is used to create object and arrays.