Chapter - 2

Objects:

- It lives on the Heap.
- It can change on runtime.
- Instance can be another way of saying an object.

Instance Variables ⇒ Things that object knows about itself, represent an object's state and can have unique values.

Methods ⇒ Things an object can do are called methods.

Class:

- A blueprint for an object. It tells the **virtual** machines how to make an 1 object of that particular type.
- It is compiled from a .java file.
- It behaves like a template. And hence used to create object instances.

Heap:

Everytime the object is created it goes into an area named Heap.
Also called as Garbage-collection Heap.

Java manages that memory for you!
When the JVM sees that this object cannot be used again, that object becomes eligible for garbage collection.
And if you are running low on memory, the Garbage collector will run, throw out the unreachable objects and free up the space, so that the space can be reused.

There is no concept of Global variables and methods in Java OO Program.
Marking a method as public static makes it behave much as a global.

Marking a variable as public, static, and final makes it globally available constant.
These static things are the exception rather than a rule in Java. They represent a special case where you don't have multiple instances.

Can I bundle all the individual files into 1 Application thing?
⇒ Put all your application files into a Java Archive - a.jar file - that's based on pkzip format.
Also a simple text file can be included to specify the class having the main method.