A diagram of a software development process

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JRE

-Because Java is a cross platform environment when I build my Java app, it doesn’t contain the native code that can run in a host environment

-It contains what is called byte code. And it has to be translated somehow to execute within a particular host environment. JRE makes it possible

A diagram of a software development

Description automatically generated with medium confidence

JDK

-builds the java code and produces java app

-and JRE allows the apps to run

-Java apps can’t run directly in the host environment (Windows, Mac, Linux) because its platform agnostic.

A pink and yellow sign with a person running

Description automatically generated

-Users just need JRE on the host’s environment

-When we did build, IDE put the file in out/production

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-Java apps are not native apps, they have to be run in a Java environment. To create java environment, we use java command (will launch an app into that java env)

A close-up of a text

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-Javadoc comments are used to generate documentations

Packages

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A screenshot of a computer code

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Stackoverflow:

-com.domain.package.Class is an established Java convention wherein the namespace is qualified with the company domain in reverse

-Idea is to make sure all packages names are unique world-wide by having authors use a variant of a DNS name they own to name a package

.sales

-to indicated that dev team in sales created it

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-Since package names are unique, it allows our type names to be globally unique

A screenshot of a computer code

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-Gives a predictable organization of our source code



-full name of the class

The packages do not just structure your classes (in folders), they also create a namespace. While the simple class name is Hello, the real class name is a.b.c.Hello.

That's because class names might repeat frequently (in different libs, f.e), but must be addressable on the other hand. For example: 'User', 'Logger', 'List', 'Date'.

Variables, Data, Types and Math Operators