1. JVM- Java Virtual Machine.The Meaning of platform independent is that the java byte code can run on all operating systems.
2. JDK-Java Development Kit which contains tools for developing debugging and monitoring. JRE- Java Runtime Environment it contains class libraries and other supporting files to run java programs
3. Static is a non-access modifier in java which is applicable for blocks, variables, methods, nested classes.when a member is declared static, it can be accessed before any objects of its class are created. It is used for memory management and can be accessed before any objects.
4. Data Types supported by java are:

a) Integer - 4 bytes.

b) Float - 4 bytes.

c) Long - 8 bytes.

d) Double - 8 bytes.

e) Boolean - 1 bit.

f) Char - 2 bytes.

g) Short - 2 bytes.

1. Strings are immutable means that String objects cannot be changed or modified.Once String object is created its data can’t be changed but a new String object is created.
2. a)Constructors: A constructor in Java is a special method that is used to initialize objects. The constructor is called when an object of a class is created.

b)Constructor-Overloading: Constructor overloading in Java is a technique of having more than one constructor with different parameter lists. They are arranged in a way that each constructor performs a different task.

c)Copy-Constructor: The copy constructor is a constructor which creates an object by initializing it with an object of the same class, which has been created previously.

1. Package in Java is a mechanism to encapsulate a group of classes, sub packages and interfaces.

To create a new package, choose a name for the package and include a package command as the first statement in the Java source file. The java source file can contain the classes, interfaces, enumerations, and annotation types that you want to include in the package. For example, the following statement creates a package named MyPackage.

1. To access a java package we must import the java package into a class. We use import to access built in and user defined packages into your java file.
2. Class is the means by which you define objects. A class may contain three types of items, variables, methods and constructors. Variables represent its state. Class can have static and instance variables. Methods provide the logic that constitutes the behaviour defined by a class. Class can have static and instance methods. Constructors initialize the state of a new instance of a class.

Example:

**class clsName {**

**// instance variable declaration**

**type1 varName1 = value1;**

**type2 varName2 = value2;**

**typeN varNameN = valueN;**

**// Constructors**

**clsName (cparam1){**

**// body of constructor**

**}**

**clsName (cparamN){**

**// body of constructor**

**}**

**// Methods**

**rType1 methodName1 (mParams1){**

**// body of method**

**}**

**rTypeN methodNameN (mParamsN){**

**// body of method**

**}**

**}**

1. A command-line argument is an information that directly follows the program's name on the command line when it is executed. To access the command-line arguments inside a Java program is quite easy. They are stored as strings in the String array passed to main( ).

Example:

**public class CommandLine {**

**public static void main(String args[]) {**

**for(int i = 0; i<args.length; i++) {**

**System.out.println("args[" + i + "]: " + args[i]);**

**}**

**}**

**}**