Declaration and Access Control

* Java Features and Benefits
* Declare Constructor and Arrays
* Identifiers and Keywords
* Javac , java, main() and imports

Java Refersher

A Java Program is mostly collection of objects talking to other objects by invoking each other’s methods. Every objects is a certain of type , and that type is defined by a class or an interface.

Most Java programs use a collection of objects of many different types.

1. Class : A template that describes the kinds of state and behaviour that objects of its type supports .
2. Object : At run time , when the Java Virtual Machine (JVM) encounters the new keywords , it will use the appropriate class to make an object that is an instance of the class. That object will have its own state and access to all of the behaviour defined by the class.
3. State(instance variables) : Each objects (instance of a class) will have its own unique set of instances variables as defined in the class. Collectively, the values assigned to an object’s instance variables make up the object’s state.
4. Behaviour (method) : When a programmer creates class, she creates method for that class. Methods are where the class’s logic is stored and where the real work gets done. They are where algorithms get executed and datas get manipulated.