

# Chapter 4

Difference between a  
program, package,  
library & application?



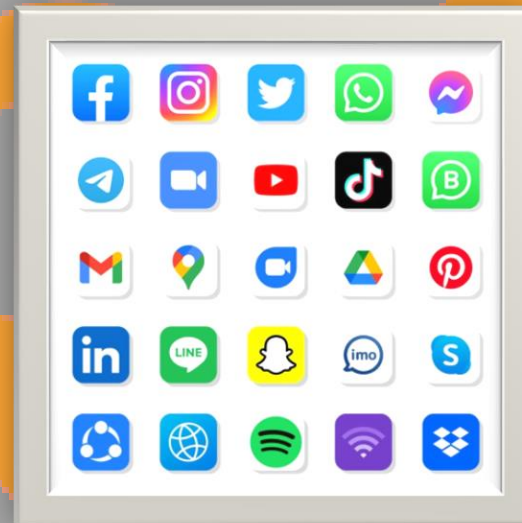
# Other courses in our channel

- 👉 C 18 Hours Full course: <https://youtu.be/3JF7ndGauZk>
- 👉 Python 11 hours complete course: <https://youtu.be/hXN0JBWlIya8>
- 👉 20 Programs for interview: <https://youtu.be/16MFbFib7v8>
- 👉 What is programming: <https://youtu.be/UGfuscUWi-E>
- 👉 Java in 10 minutes: [https://youtu.be/cM82qnE\\_TPc](https://youtu.be/cM82qnE_TPc)
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# Program ?

Program is a set of instructions used to perform a **task**

```
import java.util.Scanner;
public class Addition{
public static void main(String args[]){
    Scanner scanner=new Scanner(System.in);
    System.out.println("Enter first number");
    int a = scanner.nextInt();
    System.out.println("Enter second number");
    int b = scanner.nextInt();
    int c = a+b;
    System.out.println("Addition is: "+c);
}
}
```



Will create a project to develop this application



Suresh Techs Software Solutions

Application, is short **app**, is a **software** that **performs specific tasks for an end user**

Software Engineers  
Employees

**package** is used to group related classes



## Tasks

1. App bar
2. Normal call
3. Video calling
4. Chat
5. Text field
6. Voice message
7. Settings
8. Profile
9. Attachments
10. Open camera

calling  
call.java  
network

WhatsApp  
appBar.java  
call.java  
videoCall.java  
utils.java  
chatLeft.java  
chatRight.java  
voice.java  
settings.java  
userProfile.java  
gallery.java  
onlineStatus.java  
encrypt.java  
attachments.java  
user.java  
profile.java

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decrypt.java  
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Package inside another  
called a **sub package**

# Program ?

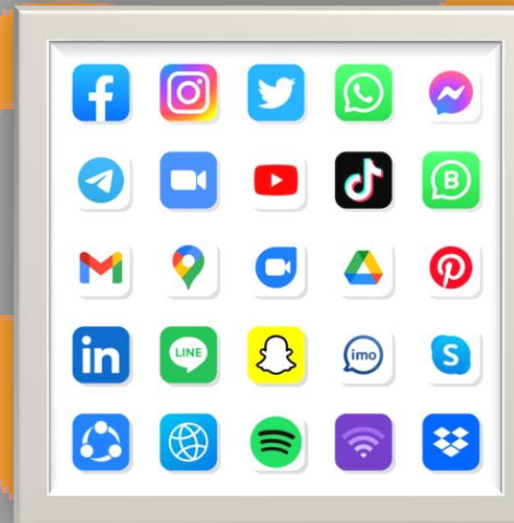
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In order to develop an application we need to create programs

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Will create a project to develop this application

Employer

**Suresh Techs Software Solutions**

Application, is short **app**,  
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## Software Engineers

### Employees

## Difference between a program, package, library & application?

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# Library

A library is nothing but a set of functions that you can use(call) to perform your requirement/task in an easy way

Java library is just a **collection of classes that have been written by somebody else already**

1. Java Standard libraries
2. Apache Commons
3. Jackson
4. Maven
5. Google-json
6. Log5j and Slf4j
7. JUnit
8. Google Guava
9. JAXB
10. HTTP Libraries



Swing is a GUI widget toolkit for Java.

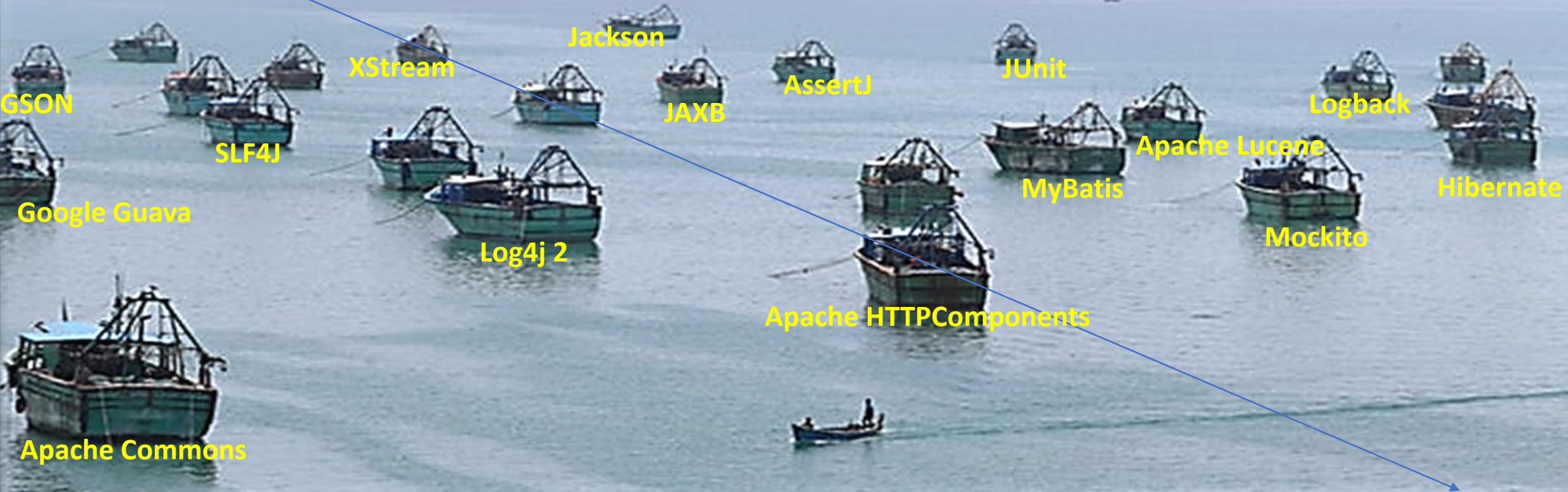
The **javax.swing** package provides classes for java swing API such as **JButton**, **TextField**, **TextArea**, **JRadioButton**, **JCheckbox**, **JMenu**, **JColorChooser** etc





# Java is like a sea

Will teach you how to swim perfectly ( Strong foundation on Core Java )



GSON

XStream

Jackson

JAXB

AssertJ

JUnit

Logback

SLF4J

Google Guava

Log4j 2

Apache Lucene

MyBatis

Hibernate

Mockito

Apache HTTPComponents

Apache Commons



# What next?

How to execute a Java Program





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