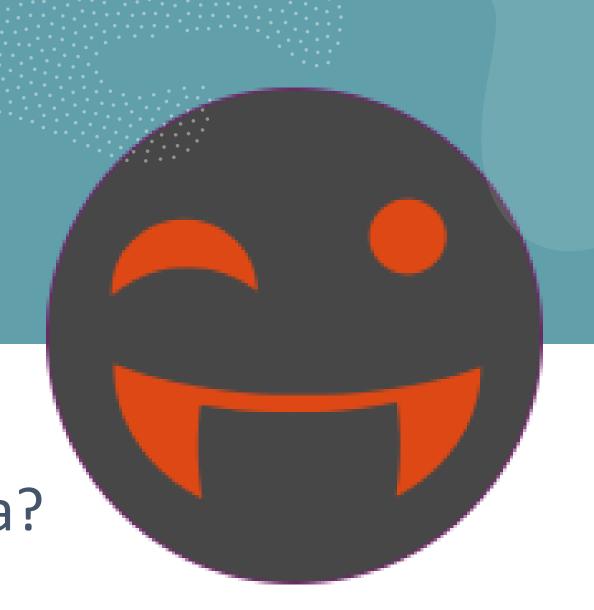
Chapter 1

What is Java & Why should I learn Java?



Other courses in our channel

- C 18 Hours Full course: https://youtu.be/3JF7ndGauZk
- Python 11 hours complete course: https://youtu.be/hXN0JBWlya8
- 20 Programs for interview: https://youtu.be/16MFbFib7v8
- What is programming: https://youtu.be/UGfuscUWi-E
- Java in 10 minutes: https://youtu.be/cM82gnE TPc
- Git Telugu course: https://youtu.be/LIhE7L E6M
- Git English course: https://youtu.be/aysYDoEH-54
- THIML Full course Telugu: https://youtu.be/6P6yillxZY4

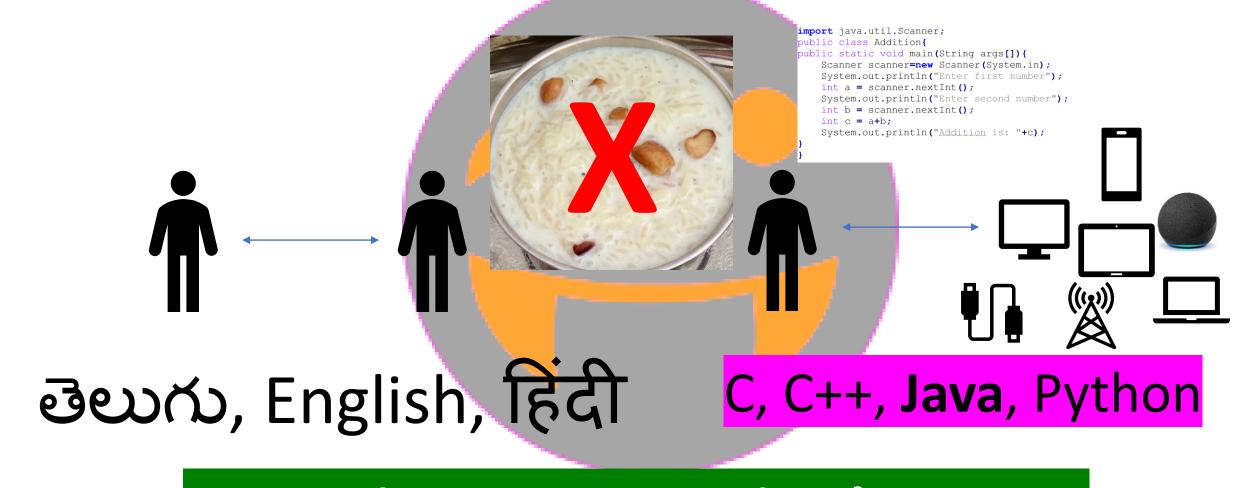


Without any knowledge?

Normal human discussions in a marriage



Human to Human communication?



1. Java is a programming language

How a computer understand?





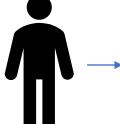
1 - On



0 - Off



High Level (English, Read and written easily by a human)



```
int a = 10;
int b = 20;
int addition = a+b;
System.out.print(addition);
```

30

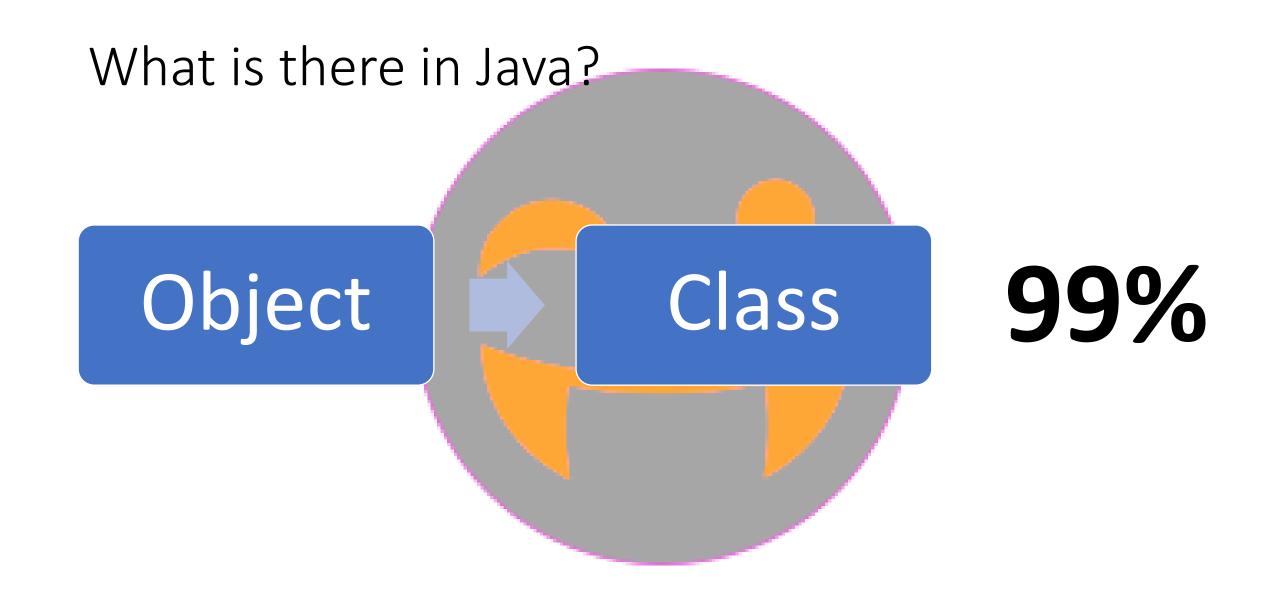
I will give you two numbers, can you add that for me?

010111001010 110010101100 001100101000 101011001010

Low Level

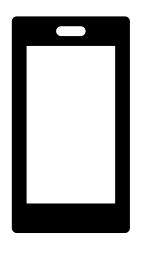
Compiler/ Interpreter

2. High level language



Object?

Anything thing which has state and behavior



State: Width, Height, Weight, Color, Company

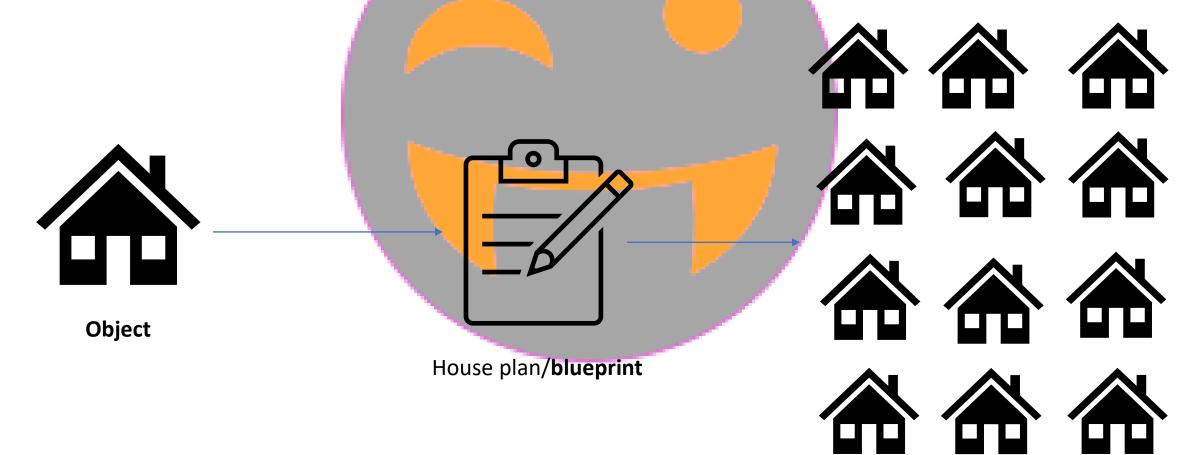
Behavior:

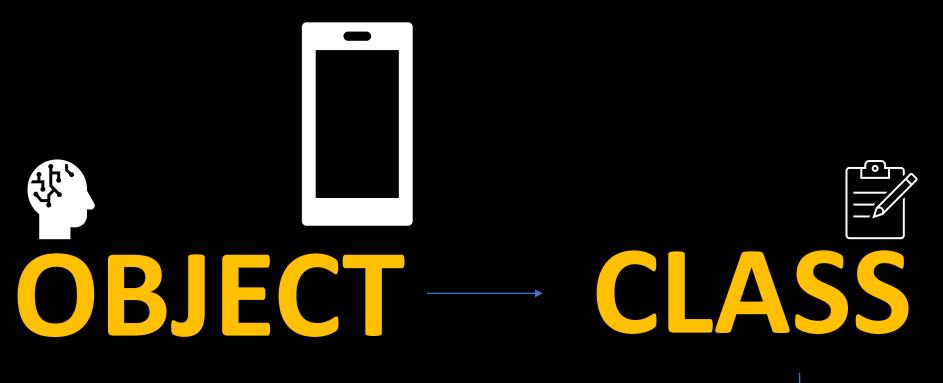
Make a phone call, Chat In Instagram, Watch YouTube,

Watch suresh techs youtube channel

Class

Class is a blueprint to create an object/objects





```
class Mobile{
   String name;
   int weight;

   void call(){
   }

   void chat(){
   }
}
```

OBJECT IN PROGRAM

Mobile mobile1 = new Mobile()

Which one is first? Object or Class?

 Object is first as we can't create a class without having prior knowledge of an object

Syntax to create a class

```
class className{
    //State or Properties
    //Behaviour or Functions
}
```

```
class Mobile{
    String name;
    int weight;
    void call(){
    void chat(){
```

Write your own classe

- House
- Road
- Student
- Bus
- Train
- Vehicle



Why should I learn Java?

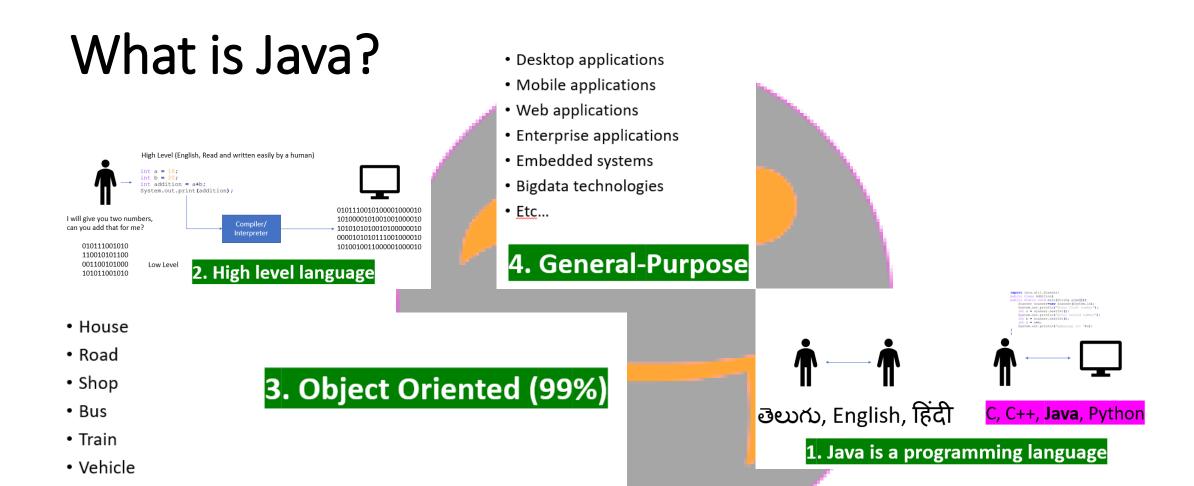
- Desktop GUI Applications
- Mobile Applications
- Enterprise Applications
- Scientific Applications
- Web-based Applications
- Embedded Systems
- Big Data Technologies
- Distributed Applications
- Cloud-based Applications
- Web servers and Application servers
- Software Tools
- Gaming Applications



4. General-Purpose

Why should I use Java?

- Desktop apps using AWT(Abstract windowing toolkit), swings, JavaFX
- Mobile apps...most of the apps available in play store are developed using Java and Android studio. Kotlin now a days.
- EX: Netflix, uber are developed using Java
- Web apps using servlets, struts, jsps(java server pages), spring, hibernate, web servers like apache tomcat, apache http web server etc
- Games using jmonkey engine for 3d games, libgdx for 2d games



It is a high level, general-purpose, class-based, object-oriented programming language.

Why Java is **not a purely object-oriented** language?(Important)

 Because it supports primitive data types like int, float, double etc., which are not objects. That is why Java is not pure object-oriented language.

What you need to do now?

- Go out and write at least 5 classes with state and behaviour
- Ex: Student
 - State
 - Name
 - Height
 - Class
 - Roll no
 - Behaviour
 - Read
 - Write Exams
 - Play Games

అద్భుతమైన భాష ని కనిపెట్టిన, ఆ గొప్ప వ్యక్తి ఎవరు?

What next?

History of Java



చిన్న బ్రేక్ చిటికలో వచ్చేస్తా

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