1. A programming language is a computer language that is used by programmers (developers) to communicate with computers.
2. For example, if you need to communicate with two persons, one person knows Hindi and the other person knows Telugu in this case you need to identify the common language between them to communicate with each other. At that time you hear to know that both of them can able to understand and speak in English. So that you can communicate with them by using the English language.

Similarly, some specific languages are needed to communicate with computers, and those languages are called programming languages.

A programming language is a set of instructions written in a specific language to perform a specific task. It is mainly used to develop desktop applications, operating systems, websites, mobile applications, etc.

* Simple.
* Object-Oriented.
* Portable.
* Platform independent.
* Secured.
* Robust.
* Architecture neutral.
* Interpreted.

1. Class is a blueprint which defines some properties and behaviors.
2. An object is an instance of a class which has those properties and behaviours attached.
3. The Java main method is usually the first method you learn about when you start programming in Java because its the entry point for executing a Java program. The main method can contain code to execute or call other methods, and it can be placed in any class that’s part of a program. More complex programs usually have a class that contains only the main method. The class that contains the main method can have any name, although typically you can just call the class main.

Syntax :

public static void main(String[] args){

// code

}