Java Language

- comparison with C++

- naming conventions

Java vs C++

Common

- operations: +-=<>…
- order of operations
- loops: for, while, do...while
- flow control: if, switch
- operator new
- references

Different

- Only classes (class, interface, enum)

- No headers (interfaces instead of them)

- One file – one class

- Name of the file == name of the class

- No pointers

- No constant references

- All classes extends class Object

- No *delete*, creation by *new* only*

- Operators can't be overloaded

- One can get information about the class in run time (reflection)

- A class can have only one super class

- No *size_of*

Naming Conventions

Identifier Type	Rules for Naming	Examples
Packages	The prefix of a unique package name is always written in all-lowercase ASCII letters and should be one of the top-level domain names Subsequent components of the package name vary according to an organization's own internal naming conventions.	com.sun.eng com.apple.quicktime.v2 edu.cmu.cs.bovik.cheese
Classes	Class names should be nouns, in mixed case with the first letter of each internal word capitalized.	class Raster; class ImageSprite; class FlowersFactory;
Interfaces	Interface names should be capitalized like class names.	interface RasterDelegate; interface Storing;

Methods	Methods should be verbs, in mixed case with the first letter lowercase, with the first letter of each internal word capitalized.	run();
		runFast();
		getBackground();

Variables	Variables should be nouns in mixed case with a lowercase first letter.	int i; char c; float myWidth;
Constants	Constants should be all uppercase with words separated by underscores ("_")	static final int MIN_WIDTH = 4; static final int MAX_WIDTH = 9;