JAVA PROGRAMMING LANGUAGE

Agenda

1. What is JAVA?
2. Features of Java
3. Hello World Program
4. Brief Concept JDK , JRE and JVM
5. Java OOP Concepts

What is Java?

- Java is a **Programming language** and a **Platform**
- Any hardware or software environment in which a program runs, known as a platform. Since Java has its own Runtime Environment (JRE) and API, it is called **platform**.
- **Java Version**

1. JDK Alpha and Beta (1995)
2. JDK 1.1 (19th Feb, 1997)
3. J2SE 1.3 (8th May, 2000)
4. J2SE 5.0 (30th Sep, 2004)
5. **Java SE 7 (28th July, 2011)**

JDK 1.0 (23rd Jan, 1996)

J2SE 1.2 (8th Dec, 1998)

J2SE 1.4 (6th Feb, 2002)

Java SE 6 (11th Dec, 2006)

What it is Used?

1. Desktop Applications such as acrobat reader, media player, antivirus etc.
2. Web Applications such as irctc.co.in..etc.
3. Enterprise Applications such as banking applications.
4. Mobile
5. Embedded System
6. Smart Card
7. Robotics
8. Games etc.

Types of Java Application?

- There are mainly 4 type of applications that can be created using java:
- 1) **Standalone Application**

  It is also known as desktop application or window-based application. An application that we need to install on every machine such as media player, antivirus etc. AWT and Swing are used in java for creating standalone applications.

- 2) **Web Application**

  An application that runs on the server side and creates dynamic page, is called web application. Currently, servlet, jsp, struts, jsf etc. technologies are used for creating web applications in java.

Types of Java Application

- **3) Enterprise Application**

  An application that is distributed in nature, such as banking applications etc. It has the advantage of high level security, load balancing and clustering. In java, EJB is used for creating enterprise applications.

- **4) Mobile Application**

  An application that is created for mobile devices. Currently Android and Java ME are used for creating mobile applications.

Brief History of JAVA

- James Gosling, Mike Sheridan, and Patrick Naughton initiated the Java language project in June 1991.
- originally designed for small, embedded systems in electronic appliances like set-top boxes.
- initially called Oak and was developed as a part of the Green project
- In 1995, Oak was renamed as "Java". Java is just a name not an acronym.
- originally developed by James Gosling at Sun Microsystems(which is now a subsidiary of Oracle Corporation) and released in 1995.
- **JDK 1.0 released in(January 23, 1996).**

Features of Java

- Simple
- Object-Oriented
- Platform Independent
- Secured
- Robust
- Architecture Neutral
- Portable
- High Performance
- Distributed
- Multi-threaded

Java is Simple??

- Java is simple in the sense that:
- syntax is based on C++ (so easier for programmers to learn it after C++).
- removed many confusing and/or rarely-used features e.g., explicit pointers, operator overloading etc.
- No need to remove unreferenced objects because there is Automatic Garbage Collection in java.

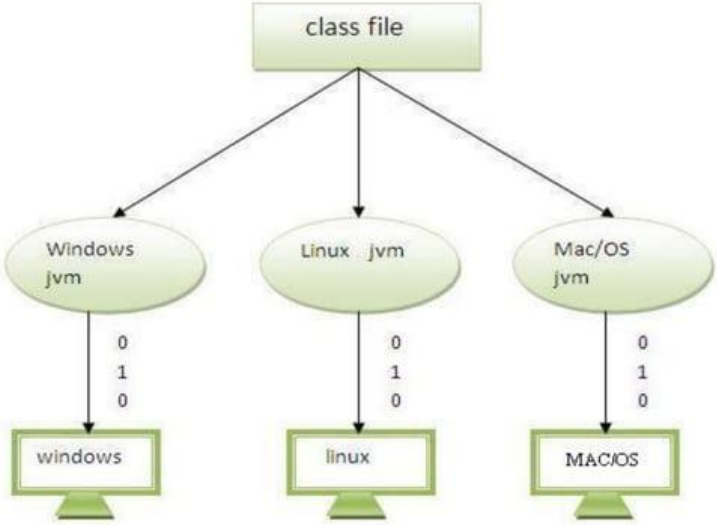
Java is Object Oriented?

- Object-oriented means we organize our software as a combination of different types of objects that incorporates both data and behaviour.
- Object-oriented programming(OOPs) is a methodology that simplify software development and maintenace by providing some rules.
- Basic concepts of OOPs are:
  1. **Object**
  2. **Class**
  3. **Inheritance**
  4. **Polymorphism**
  5. **Abstraction**
  6. **Encapsulation**

Java is Platform Independent?

- A platform is the hardware or software environment in which a program runs. There are two types of platforms software-based and hardware-based. Java provides software-based platform. The Java platform differs from most other platforms in the sense that it's a software-based platform that runs on top of other hardware-based platforms. It has two components:
- **Runtime Environment & API(Application Programming Interface)**
- Java code can be run on multiple platforms e.g. Windows,Linux,Sun Solaris,Mac/OS etc.
- Java code is compiled by the compiler and converted into bytecode.
- This **bytecode** is a platform independent code because it can be run on multiple platforms i.e. Write Once and Run Anywhere(WORA).

Platform Independent



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Java is Secure

- **Java is Secured because:**
- No explicit pointer
- Programs run inside virtual machine sandbox.
- Class loader- adds security by separating the package for the classes of the local file system from those that are imported from network sources.
- Byte code Verifier- checks the code fragments for illegal code that can violate accesss right to objects.
- Security Manager- determines what resources a class can access such as reading and writing to the local disk.

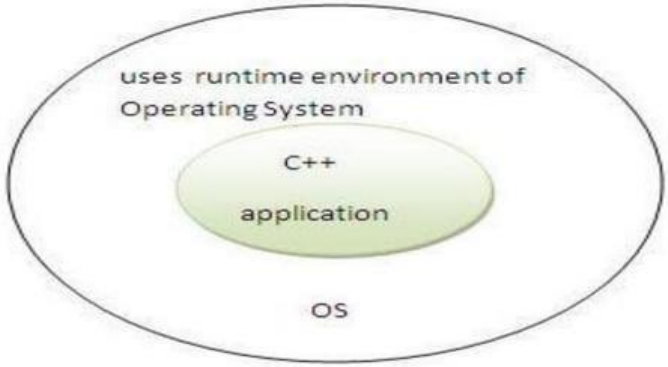
  Some security can also be provided by through SSL, JAAS,cryptography etc.

Java is Robust

Java is Robust because -

- Robust simply means strong. Java uses strong memory management. There are lack of pointers that avoids security problem. There is automatic garbage collection in java. There is exception handling and type checking mechanism in java. All these points makes java robust.
- Architecture-neutral
- There is no implementation dependent features e.g. size of primitive types is set.

C++ Program Execution



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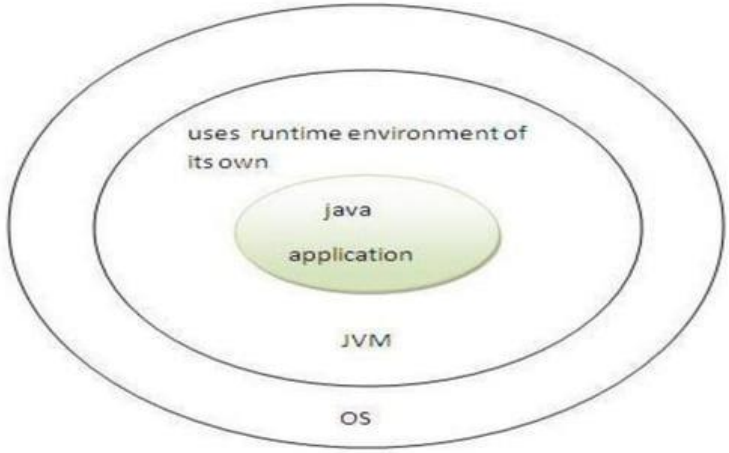
Java Program Execution



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Multi-Threaded

- **Multi-threaded**

  A thread is like a separate program, executing concurrently. We can write Java programs that deal with many tasks at once by defining multiple threads. The main advantage of multi-threading is that it shares the same memory. Threads are important for multi-media, Web applications etc.

Hello Word Java Program!!

- Requirement for Hello Java Example

  For executing any java program, you need to

- create the java program.
- install the JDK if you don't have installed it You may also use the eclipse different version.
- set path of the bin directory under jdk. In Case of Eclipse you may also do the same.
- compile and execute the program.

First Java Application

- File Name=Class Name
- Syntax:-

```
class ClassName
{
        public static void main(String[] args)
        {
                //Lines of Code1
        }
}
```

- Example:- (MyFirstProg.java)

```
class MyFirstProg
{
        public static void main(String[] args)
        {
                System.out.println("This is my First Java Program");
        }
}
```

Hello Word Java Program!!

Creating hello java example

Let's create the hello java program:

```
class Simple{
    public static void main(String args[]){
     System.out.println("Hello Java")
    }
}
```

save this file as Simple.java

Understanding First Java Program

- **class** is used to declare a class in java.
- **public** is an access modifier which represents visibility, it means it is visible to all.
- **static** is a keyword, if we declare any method as static, it is known as static method. The core advantage of static method is that there is no need to create object to invoke the static method. The main method is executed by the JVM, so it doesn't require to create object to invoke the main method. So it saves memory.
- **void** is the return type of the method, it means it doesn't return any value.

Why Standard Syntax for Java main() Method?

- public static void main(String[] args)

  - public -> Access Specifier.
  - static -> Access Modifier.
  - void -> Return Type of Method.
  - main -> Name of the Method. (Starting Point of Execution).
  - String[] args -> Parameter of main method and accepts command line arguments during program execution.

Access Specifier

- Access Specifiers are used to specify the scope for a class and members of class.
- Helps in providing security to class and members of class. (Restrict Access).
- Types of access:

Types of Access for Class and Members of Class	Keyword provided by Java to support the access
Private Access (Not Applicable for Class)	private
Default Access	No Keyword
Protected Access (Not Applicable for Class)	protected
Public Access	public

static Keyword

- "static" Keyword is used for declaring the members of the class. (variables, methods or blocks).
- static members belong to the class.
- static members can be accessed without creating an object.
- static members cannot access non- static members .
- static keyword can be used with following members of class:
  - Variables
  - Methods

Static Variables

- Variables which are declared with “static” keyword are called static variables.
- It belongs to class and do not belong to instance or object.
- Only one copy of static variable is present and it belongs to class.
- Similar to Global variable, if value is changed it affects globally.
- Static Variables can be accessed inside class directly.
- Eg: public static int i=2;

Static Methods

- Methods which are declared with “static” keyword are called static methods.
- Static methods can be accessed without creation of objects.
- It cannot access instance methods.
- Eg: public static int method1()

```
{
    //Line of Codes
    return x;
}
```

Data Types/ Return Types

- Java has 3 types of data types:
  - **Primitive** (byte ,short, int, long, float, double, char and boolean).
  - **Derived Types** (arrays).
  - **User Defined Types** (class, subclass, abstract class, interface, enumerations and annotations).

byte

- Byte data type is an 8-bit signed two's complement integer.
- Minimum value is -128 (-2^7)
- Maximum value is 127 (inclusive)(2^7 -1)
- Default value is 0
- Byte data type is used to save space in large arrays, mainly in place of integers, since a byte is four times smaller than an int.
- Example: byte a = 100 , byte b = -50

short

- Short data type is a 16-bit signed two's complement integer.
- Minimum value is -32,768 (-2^15)
- Maximum value is 32,767 (inclusive) (2^15 -1)
- Short data type can also be used to save memory as byte data type. A short is 2 times smaller than an int
- Default value is 0.
- Example: short s = 10000, short r = -20000

int

- Int data type is a 32-bit signed two's complement integer.
- Minimum value is - 2,147,483,648.(-2^31)
- Maximum value is 2,147,483,647(inclusive).(2^31 -1)
- Int is generally used as the default data type for integral values unless there is a concern about memory.
- The default value is 0.
- Example: int a = 100000, int b = -200000

long

- Long data type is a 64-bit signed two's complement integer.
- Minimum value is -9,223,372,036,854,775,808.(-2^63)
- Maximum value is 9,223,372,036,854,775,807 (inclusive). (2^63 -1)
- This type is used when a wider range than int is needed.
- Default value is 0L.
- Example: long a = 100000L, long b = -200000L

float

- Float data type is a single-precision 32-bit IEEE 754 floating point.
- Float is mainly used to save memory in large arrays of floating point numbers.
- Default value is 0.0f.
- Float data type is never used for precise values such as currency.
- Example: float f1 = 234.5f

double

- double data type is a double-precision 64-bit IEEE 754 floating point.
- This data type is generally used as the default data type for decimal values, generally the default choice.
- Double data type should never be used for precise values such as currency.
- Default value is 0.0d.
- Example: double d1 = 123.4

char

- char data type is a single 16-bit Unicode character.
- Minimum value is '\u0000' (or 0).
- Maximum value is '\uffff' (or 65,535 inclusive).
- Char data type is used to store any character.
- Example: char letterA ='A'

boolean

- boolean data type represents one bit of information.
- There are only two possible values: true and false.
- This data type is used for simple flags that track true/false conditions.
- Default value is false.
- Example: boolean one = true

Java Identifiers

- Names used for classes, variables and methods are called as Identifiers.
- Naming Conventions used by Java Programmers:
  - Any Identifier should have 1st character as a letter(A to Z or a to z), dollar symbol ($) and underscore(_).
  - 1st character cannot be a digit.
  - It cannot have space.
  - It cannot be a keyword.

Valid Identifiers	Invalid Identifiers
abc123	123abc
$test	if
_123	&abc
AVGTEMP	abc 123

Variables

- Variables is a named memory location that maybe assigned a value.
- Value in a variable can be either changed or modified.
- Syntax: datatype variablename=value;
- Example: int i=10;
- There are three kinds of variables in Java:
  - ✓ Method Local variables.
  - ✓ Instance variables.
  - ✓ Class/static variables.

Method Local variables

- Variables are declared anywhere inside method are known as Method Local Variables.
- Default Values are not assigned to Local Variables.
- Variables comes into life when they declared/initialized and ends when method completes.
- Example:-

```
public void add(int a,int b)
{
  int c; //Method Local Variable
  c=a+b;
  System.out.println("Sum is" +c);
}
```

Instance Variables

- Variables which are declared at class level is known as Instance Variables.
- Instance Variables come into life when the object gets created and destroyed when object is dereferenced.
- Number of Instance Variable=Number of Objects created.
- It belongs to objects.
- It can be accessed inside the class directly or outside the class with the help of "." (dot) operator.
- "." operator should be used with reference variable after it is initialized by creating an object.
- Example:
```
MyFirstProg obj=new MyFirstProg ();
obj.add(2,3);
```

Static Variables

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- Static Variables can be accessed inside class directly.
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Arrays in Java

- An array as a collection of variables of the same type.
- Instead of declaring individual variables, such as number0, number1, ..., and number99, you declare one array variable such as numbers and use numbers[0], numbers[1], and ..., numbers[99] to represent individual variables.
- Declaring Array Variables:
  - dataType[] arrayRefVar; // preferred way.

  or
  - dataType arrayRefVar[]; // works but not preferred way.
- Creating Arrays:

  dataType[] arrayRefVar = new dataType[arraySize];

  ❖ Alternatively you can create arrays as follows:

  dataType[] arrayRefVar = {value0, value1, ..., valuek}