

# A First Java Program

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CMPT167

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# What's on for today

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- **Languages:** machine, assembly, high-level
- Java code **translation**
- **JDK vs. JRE**
- A first Java **program**
- **Comments** and **doc-comments**
- **Compiling** and **running** a Java program

# Review: Languages

- **Machine** language
  - “**Native tongue**” of computer (CPU, etc.)
  - Highly **specific** to machine (Pentium, Itanium..)
- **Assembly** language
  - English-like **abbreviations** for operations
- **High-level** language
  - More “**English-like**” instructions
    - ◆ Common operations: arithmetic, I/O, etc.
  - **Compiler** converts to machine language
- **Interpreter**: execute high-level progs **w/o** compile

# Java

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- Originally for **consumer electronic** devices
- Then dynamic **Web** content (**client-side**)
- Now also used for
  - Large scale **enterprise** applications
  - Web **server** functionality (**server-side**)
  - Consumer **devices** (**cell, Palm, etc.**)

# Java code translation

- **Edit:** programmer writes program
  - IDE: Eclipse, NetBeans, plain-text editor, etc.
- **Compile:** compiler translates to bytecode
  - Machine-independent
- **Load:** class loader stores bytecodes in RAM
- **Verify:** check security (e.g., www)
- **Execute:** interpreter translates bytecodes into machine language

# Java packages: JDK vs. JRE

## ■ JRE: Java Runtime Environment

- Everything you need to **run** other people's compiled Java programs
- **Interpreter** translates bytecode to machine language: **java**

## ■ JDK: Java Development Kit

- JRE plus everything you need to **write** your own Java programs
- **Compiler** translates Java to bytecode: **javac**

## ■ On [java.sun.com](http://java.sun.com) or Deitel textbook's CD

# Java is object-oriented

- Everything is an **object**
  - Objects are instances of **classes**
- Write your program by **defining** classes
  - **Attributes** (variables; data)
  - **Methods** (behaviour; functions)
  - **Interfaces** (collections of methods)
    - ◆ A class may implement more than one interface
    - ◆ An interface may be implemented by more than one class

# A first Java program

- (see [HelloWorld.java](#))
- Rule of thumb is **one public class per file**.
  - Same **name** as the \*.java file
  - Sometimes can have small **helper** classes, too
- The **main()** method begins execution
  - Like C/C++
  - Declare it **public** and **static**, return type **void**
    - ◆ Public means other classes can **see** it
    - ◆ We'll get to public and other keywords later



# Comments and doc-comments

- **Comments** can either be
  - C-style: `/* hi there! */`
  - C++ - style: `// hi there!`
- **Doc-comments** start with `/**` (note **two** stars)
  - **Structured** comments can be interpreted by `javadoc`
  - Similar to Python **docstrings**
  - **@keywords**: e.g., `@author`, `@copyright`
  - **Pre/post-conditions**: `@param`, `@return`

# Compile and run

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- Compile: `javac HelloWorld.java`
- Run: `java HelloWorld`
  
- This gets a bit more complicated in a fancy **IDE** like Eclipse or NetBeans; see the Eclipse intro

# TODO

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- Lab1a due next week Wed 24Jan:
  - Selection structure
  - Java Applet: see “Lab0” (Addition) template lab
- Lab1b due Wed 31Jan:
  - Repetition structure