Core Java

1. Introduction and Motivation

Course Plan

- 24 Lectures
- 2 Assignments (Individual and Group)
- Mid-Semester Test and Comprehensive Exam
- Weekly Labs, starting next week
- Actions against Malpractice Regulations
- Chamber Consultation
- Course Site

Introduction to Java

- Started off as *Oak*, for embedded consumer-electronics (early 90s)

- Became a standalone language for cross-platform, desktop applications

- Started powering interactive web content (mid 90s)

- Became a server side technology

- Mobile technology and Mars Rovers (2000s)

What is Java anyway?

- Java is a technology
- Java is a language
- Java is a framework
- Java is an interpreter
- Java is a specification

What do people use Java for?

- Desktop: Azureus, Netbeans
- Server side: Servlets, EJBs, MQ Handlers, Databases
- Mobile: Games, Utilities, Browsers
- In a variety of domains: Scientific, Engineering, Productivity

Can any machine run Java?

- Depends
- Wider possibility when compiled to native code, just like *C*
- When compiled to intermediate code and interpreted
- Java is meant to be done the latter way
- Compile once, run everywhere
- Java can run on old Macs, old and new PCs, Sun servers, Mobile Phones, Mars Rovers

How do I get Started?

- How to set up JRE/JDK
- How to set up Eclipse
- Run the Sample Program: *HelloWorld*
- Your mileage may vary

First Cup of Java

Save this as *HelloWorld.java*:

```
public class HelloWorld{
   public static void main(String args[]){
      System.out.println("Hello, World!");
      }
   }
```

Questions?