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*:

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