Overview of Intro. to Java Programming

Hui Chen

Department of Computer & Information Science

Brooklyn College

Objectives

- To understand computer basics, programs, and operating systems
- To understand the meaning of Java language specification, API, JDK, and IDE
- To write a simple Java program
- To display output on the console
- To explain the basic syntax of a Java program
- To create, compile, and run Java programs

Outline

- What is a computer?
- What is a program?
- What is a programing language?
- How do we let a computer run a program?
- What is an operating system?
- Why Java?
- How do we write a simple Java program?

What is a computer?

Components of Computers

- CPU
- Memory and Storage
- Input and Output Devices
- Communication Devices

CPU

- Instruction set
- Clock speed
- Cache
- Multi-core CPUs

Memory Hierarchy

- Roles
 - Main memory
 - Secondary storage
 - Tertiary storage (backup)
- Characteristics
 - Volatile vs non-volatile
 - Access latency (speed)
 - Capacity (size)
 - Reliability (e.g., MTBF)

How Data is Stored?

- Representation
 - Binary representation
 - Bits and Bytes
 - Units of measurement
- Addressing

Input and Output Devices

- Input devices
 - Mouse, keyboard, touch pad, joy sticker, ...
- Output devices
 - Monitor
 - Resolution
 - Dot pitch
 - Printer

Communication Devices

- Examples
 - Bluetooth
 - Ethernet
 - Wireless LAN (e.g., Wi-Fi)

What is a program?

- (computer) hardware vs. (computer) software
- Programs are software
- Instructions to a computer, written in a programming language

What is a programming language?

- Machine language
- Assembly language
- High-level language

Examples of High-Level Languages

How do we let a computer run a program?

- How do we let a computer run a program written in a high-level (or assembly) language?
 - Source code, interpreter, and compiler
 - Interpreting
 - Compilation

What is an operating system?

- Examples of operating systems?
- What does an operating system do?

Why Java?

- Java is a general purpose high-level programming language? But why?
- JRE vs JDK

Writing a simple Java program?

- Preferred development environment
 - Git bash + Atom editor + JDK 1.8 or newer
- (Optional) Using IDEs
 - IntelliJ IDEA
 - Eclipse
 - NetBeans
 - ...

Let's write a simple Java program

- Class name
- Main method
- Statements
- Statement terminator
- Reserved words
- Comments
- Blocks

What if there is an error?

- What kind of error?
- How do we deal with errors?

Assignments

- Journal Exercise 1
- Journal Exercise 2
- CodeLab Assignment 0

(Journal) Exercise 1

- Preparing programming environment
 - Download and set up Git, Atom, JDK
- Optionally, using an IDE
- Create a journal directory (e.g., journal), and create a subdirectory (e.g., C0826)
 - Document the experience (concisely) in a text file

(Journal) Exercise 2

- Write, compile, and run the "Hello, World" java program
 - 1. Create/Revise the program
 - 2. Compile the program
 - 3. Run the program
 - 4. Introduce errors on purpose (e.g., remove ";", remove "(", remove "}", change "main" to "primary"), repeat 1 3

(CodeLab) Exercise 0

Complete CodeLab registration