



ENCE 688R Civil Information Systems

Introduction to Java

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Lecture 2: Topics

Part 1: History and Features

- A Little History
- The Java Buzzwords - How Java was sold in the mid 1990s.

Part 2: First Java Application Program

- Source code, compilation, execution.
- Features of the source code.

Part 3: First Java Applet Program

- Source code, compilation, execution.
- Features of the source code.

Part 1. History and Features



History and Features

A Little History

State of the World in 1990-1991

- Early 1990s. Microsoft is well on its way to ruling the software world.
- Bill Gates talks about smart televisions and smart consumer devices (e.g., coffee makers).
- At SUN Microsystems the original “Oak” programming language was written for ...
... the development of small multimedia applications embedded within consumer electronics devices such as toasters, microwave ovens, and personal digital assistants (PDAs).

These so-called intelligent consumer devices have their own peculiar tasks to perform, and their day-to-day performance must be very reliable.

- SUN’s development team is incorporated into a new company named FirstPerson.
- FirstPerson fails because the marketplace for intelligent consumer electronic devices was not developing...

A Little History

State of the World in 1990-1991

- In the late 1980s, Tim Berners-Lee and co-workers develop the first version of the World Wide Web.
- Soon thereafter, researchers at NCSA develop Mosaic, the first graphical browser for the Web.
- The developers of Oak realized that ...
 - ... an architecture-neutral language would be ideal for programming interactive applications on the Web because a program accessed within a web page could run anywhere and without having to be installed.**
- SUN developers add functionality to the language for networking tasks.
- They also changed the name Oak to Java.

Features

Java Buzzwords

Here's how SUN Microsystems promoted Java in the mid 1990s ...

- Simple
- Object-Oriented
- Network Savvy (Distributed)
- Interpreted
- Architecture Neutral → Portable
- High Performance
- Robust / Secure
- Multi-Threaded

Java Buzzword 1. Simple

Claim: Learn Java, its simple!

Simplicity in a programming language means ...

... leaving out features that are not needed and making the supported features work in a clear concise way.

Implementation Strategy

Experience in the development of other languages, such as C, indicates that a good way of achieving this goal is to ...

... keep the set of language structures and reserved words small,

and then

... provide for additional functionality with software libraries.

Java Buzzword 1. Simple

Java 6 has only 50 reserved keywords. '

```
=====
abstract      double      int         super
assert        else        interface   switch
boolean       enum        long        synchronized
break         extends    native      this
byte          for         new         throw
case          final       package     throws
catch         finally     private     transient
char          float       protected   try
class         goto        public       void
const         if          return      volatile
continue      implements short       while
default       import     static
do            instanceof strictfp
=====
```

Note. The keywords goto and const are reserved, but not used in Java.

Note. C has only 32 keywords. Support for input/output is provided by libraries.

Java Buzzword 1. Simple

Reality. Programming is hard ...

... it's always hard.

Packages in the Java Development Kit

Java 1.0 (Jan. 1996). The first public release of Java contained 212 classes organized into **8 packages**.

Java 1.4 (Feb. 2002). The major release increased the number of classes to 2,991 classes and interfaces located in **135 packages**.

....

Java 1.7 (July, 2011). New support for dynamic languages.

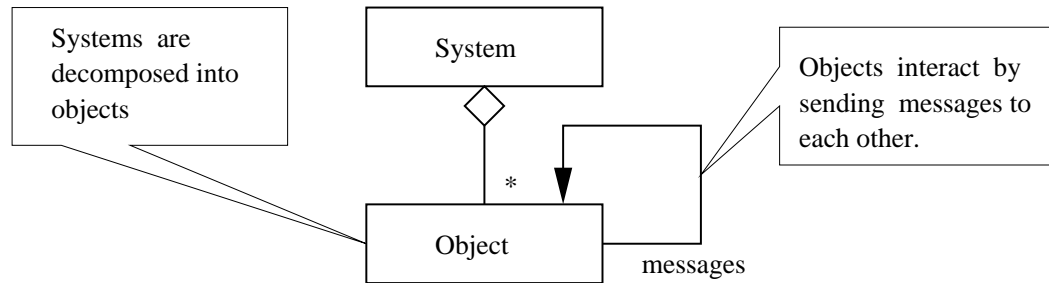
Java 1.8. Initial release, March 2014. **4240 packages**.

Java 1.9. Adds support for lambda expressions (a feature that you can play with in Python!). Released, September 2017.

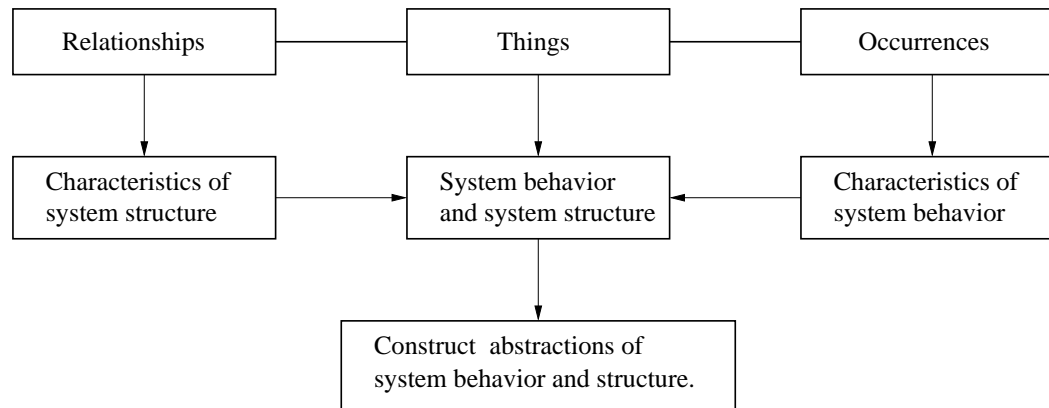
Java 1.10. Coming soon ...

Java Buzzword 2. Object-Oriented

Software Systems are created through the Composition of Objects



Models have Behavior and Structure

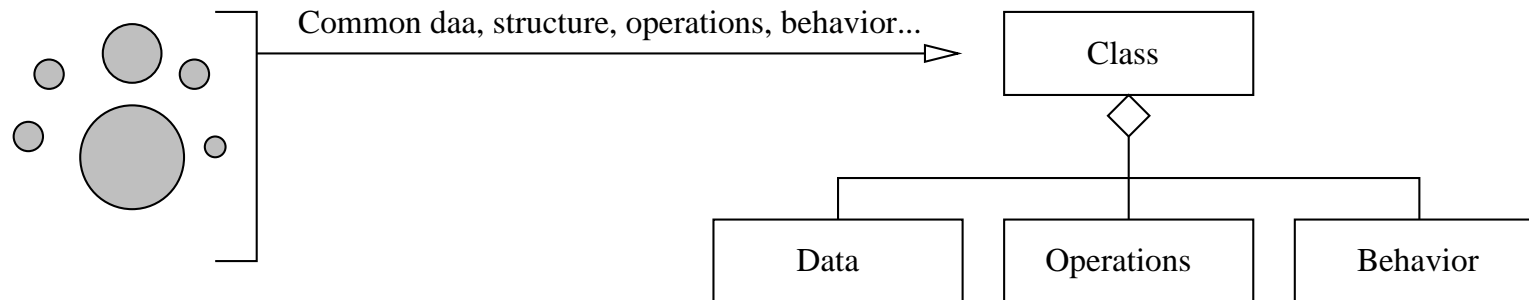


Java Buzzword 2. Object-Oriented

Working with Objects and Classes

1. Collections of objects share similar traits. They may store the same data and have the same structure and behavior.
2. Then, collections of objects will form relationships with other collections of objects.

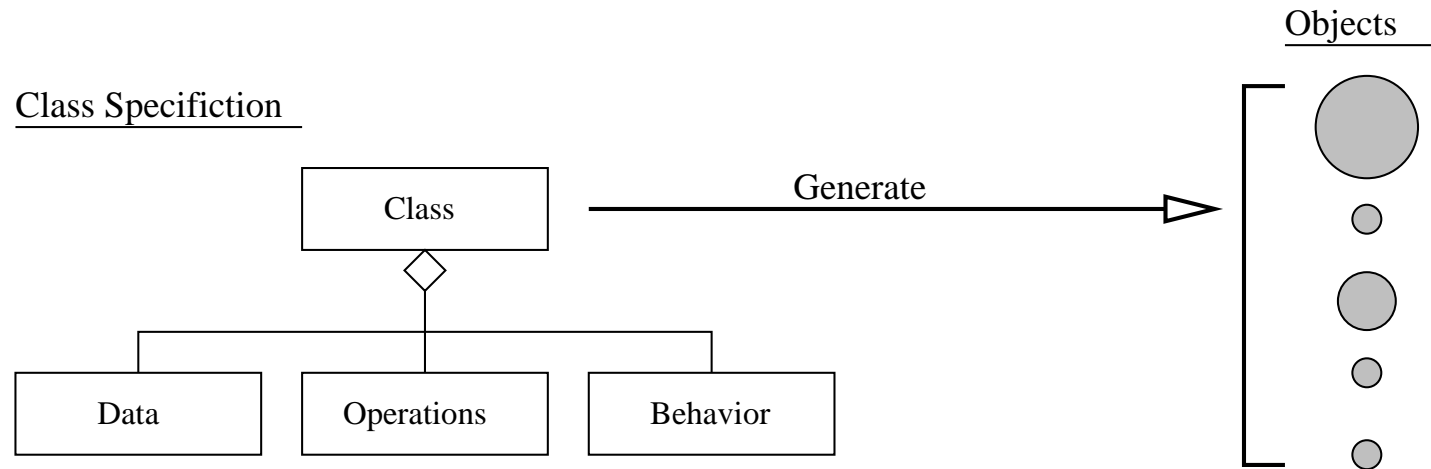
Pathway from Collections of Objects to Classes



A class is a specification (or blueprint) of an object's behavior and structure.

Java Buzzword 2. Object-Oriented

Generation of Objects from Class Specifications



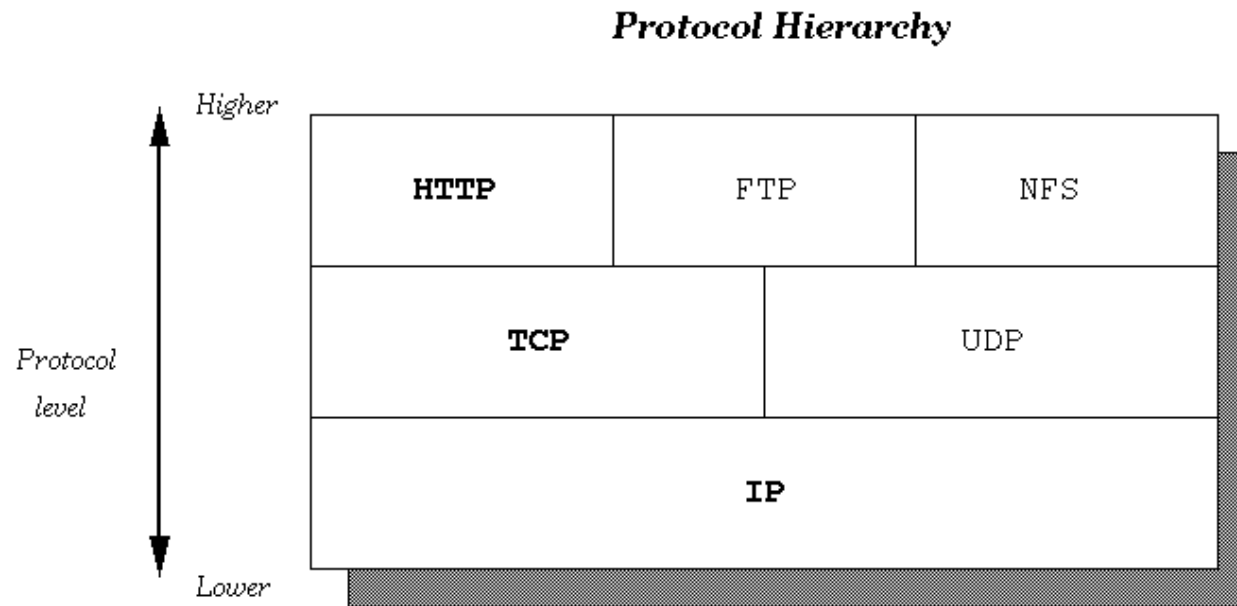
We say that ...

... each object is an instance of a class.

Java Buzzword 3. Network Savvy

Network Savvy (Distributed)

The Protocol Stack....

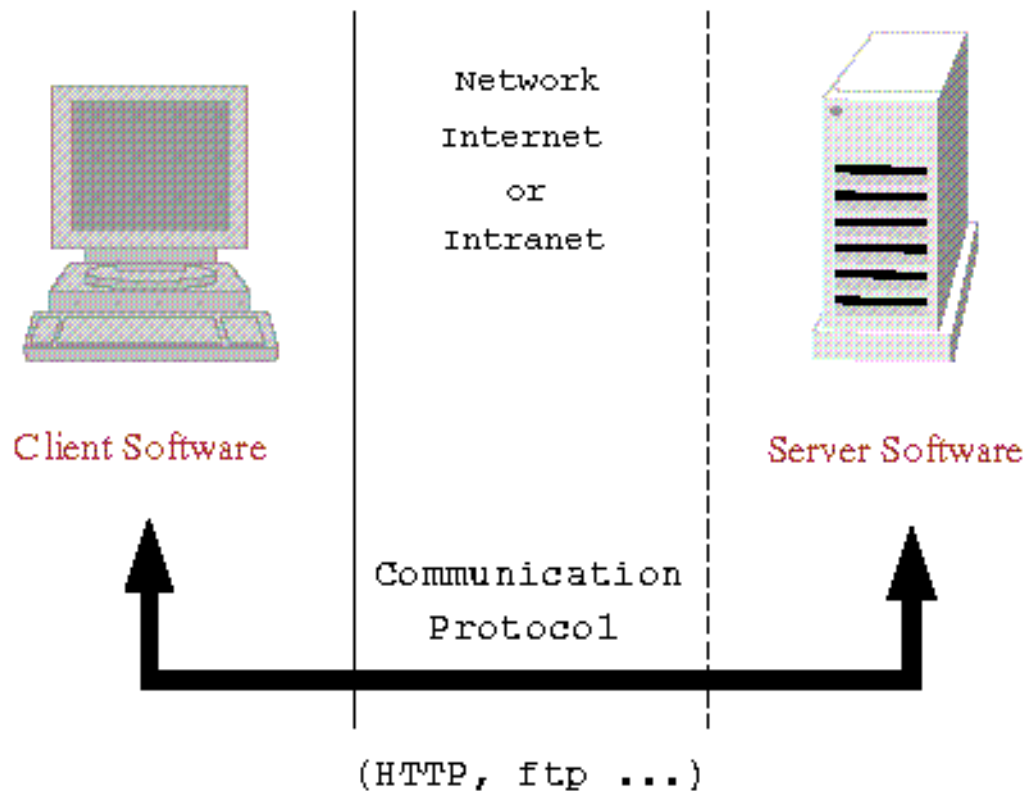


Java Buzzword 3. Network Savvy

Network Savvy (Distributed)

Client/Server Architectures

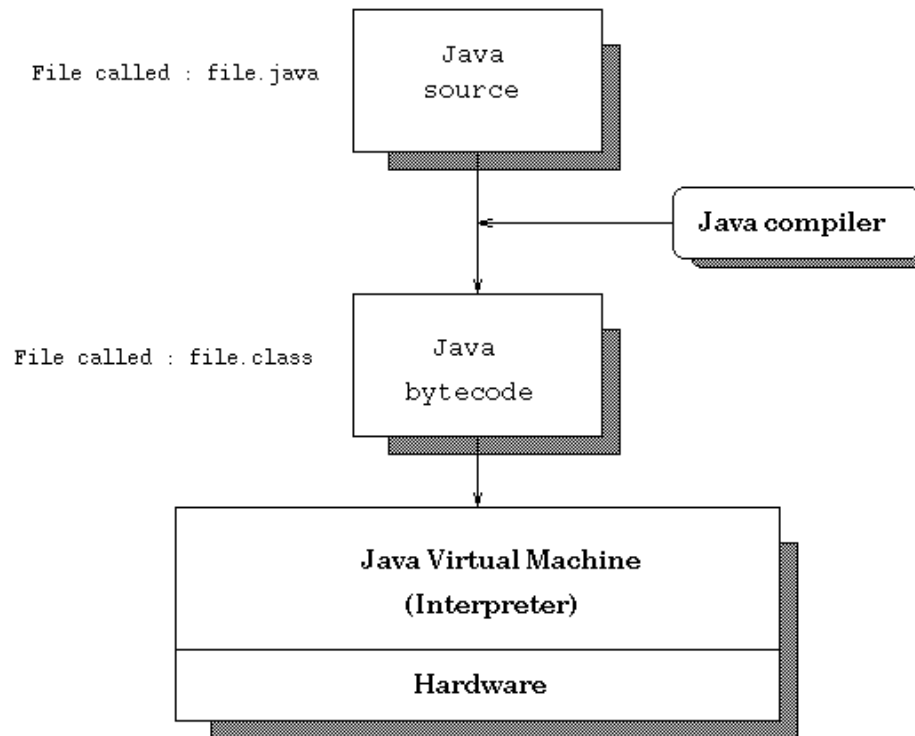
Client/Server Architecture



Java Buzzword 4. Interpreted

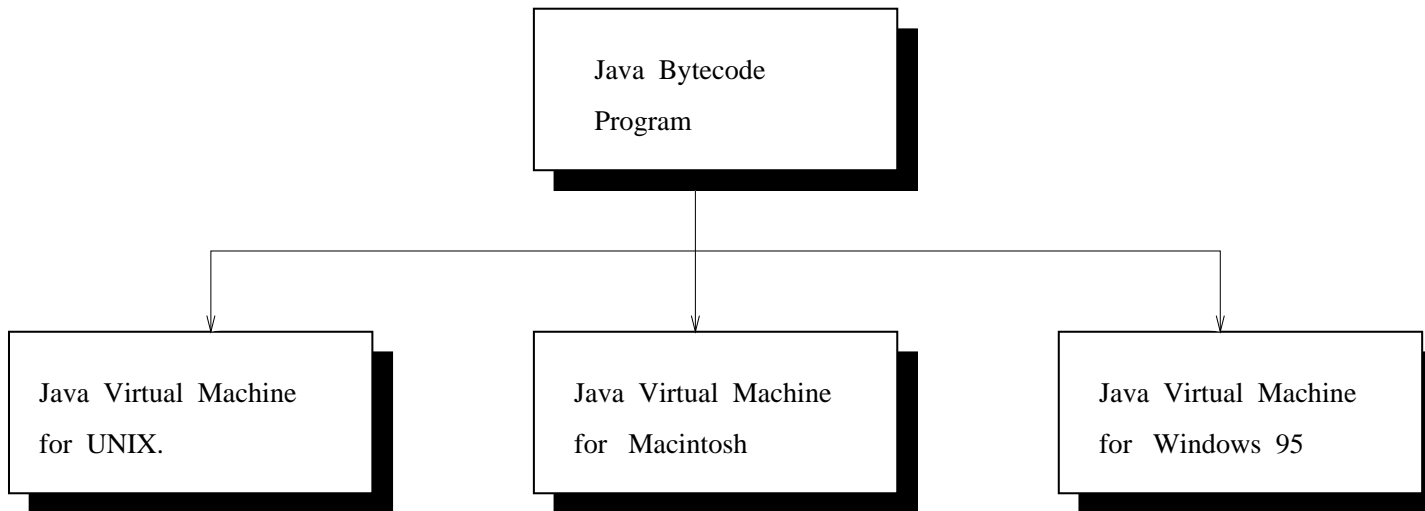
Interpreted. Compiling and Running a Java Program.

Java compiling scheme



Java Buzzword 4. Interpreted

Interpreted. Execution of Java bytecodes on various platforms.

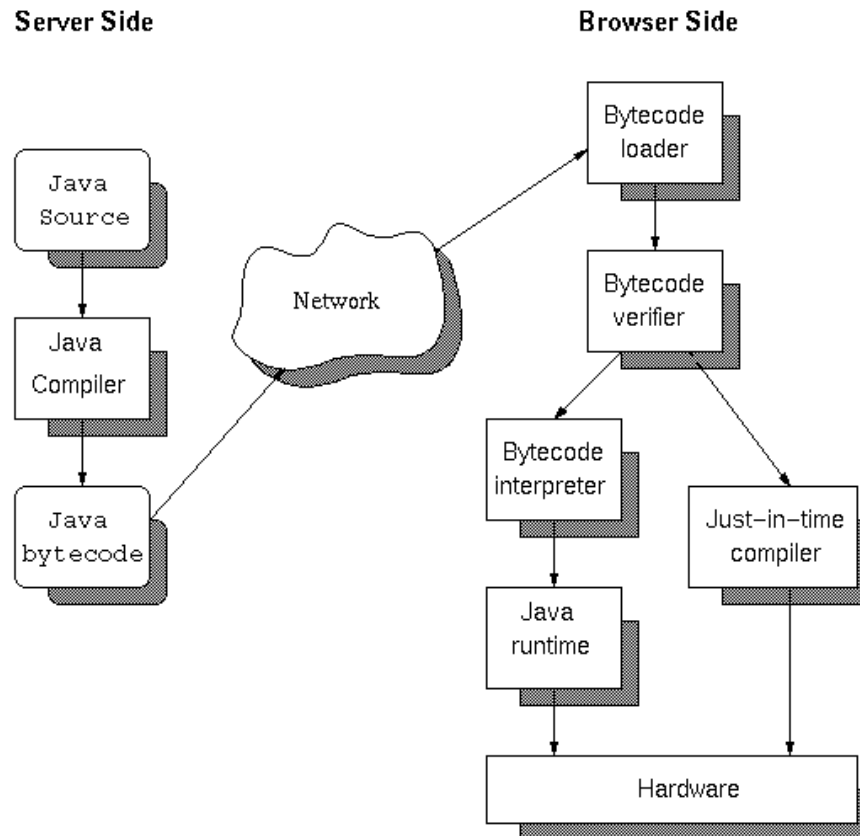


Obviously, this is an old pic!

Java Buzzword 6. Architecture Neutral

Compiling, Downloading, and Executing a Java Applet

Executing a Java applet



Java Buzzword 8. Robust / Secure

Robust / Secure

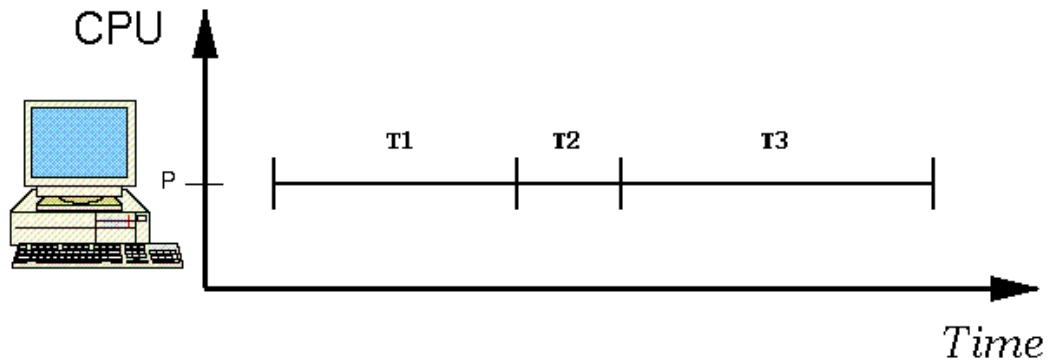
Restrictions on permissible operations can be enforced.

By default, Applets are prohibited from:

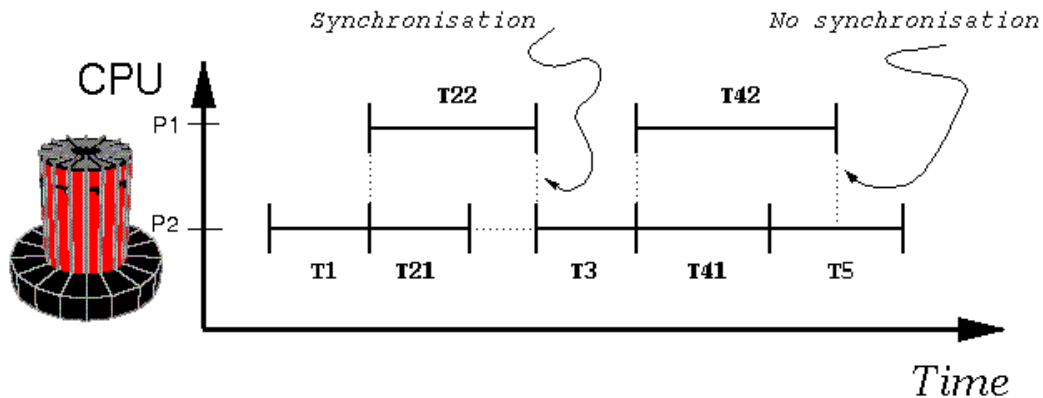
- Reading from the local disk
- Writing to the local disk
- Executing local programs
- Opening network connections other than to the HTTP server that the applet came from
- Discovering private info about user (username, directories, OS patch level, applications installed, etc.).

Java Buzzword 9. Multi-Threaded

Single Processor, Single Thread



Multiple Processors, Multiple Threads



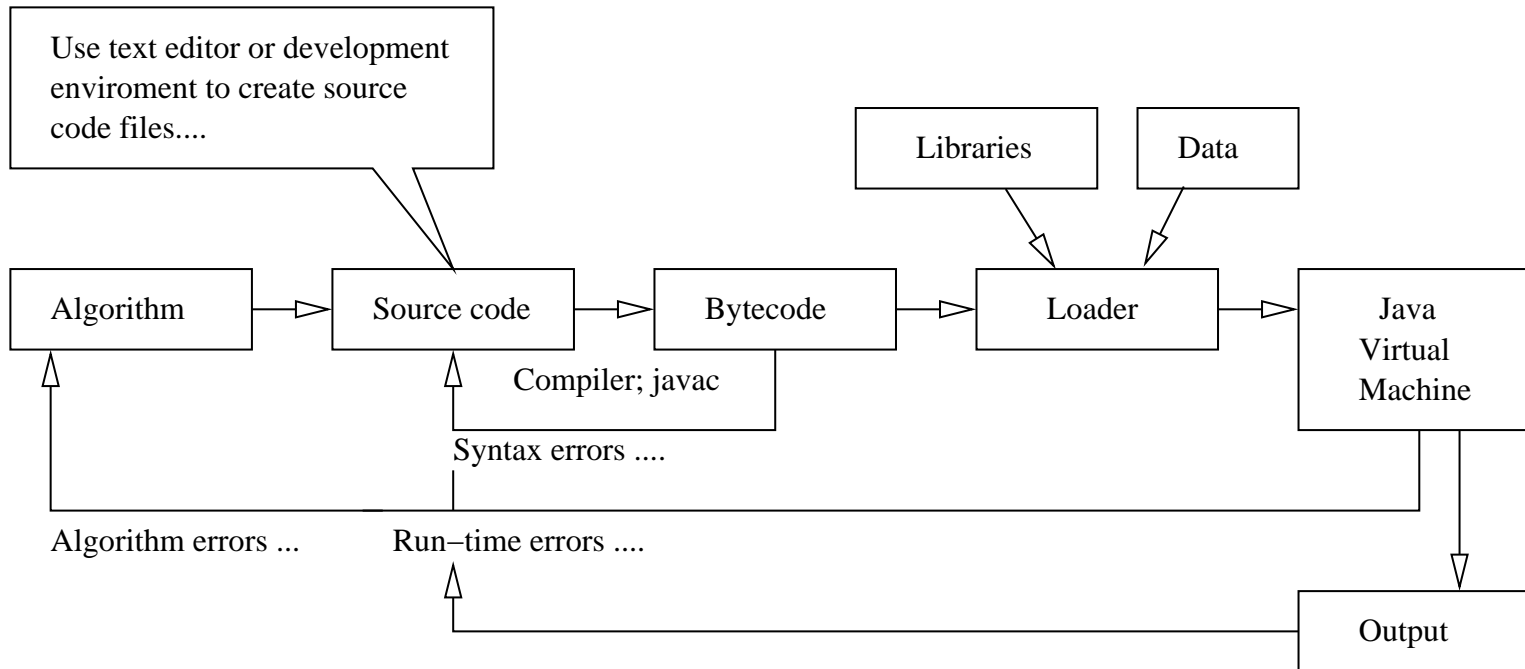
First Java Application Program



Part 2. First Java Application Program

Program Development with Java

Flowchart for Software Development in Java



First Java Application Program

Source Code

```
/*
 * =====
 * Peace.java: My first java program ....
 * =====
 */

public class Peace {
    public static void main ( String args[] ) {
        System.out.println( "*** Peace on Earth!" );
    }
}
```

Compile and Run

```
prompt >> javac Peace.java
prompt >> java Peace
*** Peace on Earth!
prompt >>
```

First Java Application Program

Key Points. Writing and Running the Program

- The source code contains a definition for a class called `Peace`. It needs to be in a file called `Peace.java`
- The java compiler is called `javac`.
- The java virtual machine is called `java`.
- The command `javac Peace.java` compiles the source code into a bytecode file called `Peace.class`.
- The command `java Peace` executes the bytecode.

First Java Application Program

Key Points. Source code

- Java supports three styles of comment statement. The syntax `/* ... */` is the C-style.

- The fragment of code:

```
public class Peace { ... body of the class .... }
```

announces the class `Peace` and sets up the boundaries for the body of the class.

- `Peace` contains one user-defined method called `main()`, i.e.,

```
public static void main ( String args[] ) { ....
```

- The method declaration is defined by three keywords: (1) `public` → method can be accessed by the public, (2) `static` → it's a class method – no need to create an object first, and (3) `void` → that method does not return a value.

- The statement:

```
System.out.println( "*** Peace on Earth!" );
```

calls the method `println`, within the class `out`, within the `System` package.

First Java Applet Program



Part 3. First Java Applet Program

See the Java Swing examples on the class web page