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Java Tutorial – The original Java programming language was created by James Goling in 1995 as part of the Sun Microsystem Java Platform. Java syntax largely from C and C++ but is simpler, simpler, and generally has access to a more restricted OS. This is because Java is intended as a programming language that is quite simple to learn and easy to read. Java applications are written as .java-extension files coming to .class .class .files this is a bytekod that can be run in all Java Virtual Machines, no matter this OS architecture or processor. Java is a language intended for all needs, consent, class-based, object oriented and designed so as not to depend on the environment where the application runs (OS and processor). Java has four important principles that serve as its purpose, the following four principles are: 1. Java should be simple, object oriented and easy to understand 2. Java should be

strong and secure 3. Java must net into the system aritures (OS, processor) and can go anywhere 4. Java should be able to run with high performance 5. Java should be interpreted, wire and dynamic Einige Word-Funktionen können in Google Docs nest angelee werden werden dwei Änderungen entferntDetails anzeigenLetzte Ändergengen Ändergen if you are looking for a job as a developer of a mobile application, Then you will get the minimum requirement of Java.This program is because Java is a programming language that can be run on both computer and mobile phone, and also is a common programming. Today Java is always one of the most popular programming languages to use, and is widely used in application development. In fact, many academics in Indonesia use Java as a tool to complete thesis or final tasks with various topics such as: NoTopik1 Artificial Intelligence2Data Mining3 mobile applications, and there are others currently, Java language has been replaced by colleagues as official language for Android programs from Google. But Java remains the basis. Not only that, Java Language is also the foundation for various programming languages such as Scala, Clojure, Groovy, JRuby, Jython, and others using JVM. JVM or Java Virtual Machine is a machine for using java programs. In the world of web development itself, Java has Pages.So variety of excellent web foundations such as Spring, Spark, Jakarta Struts, and Java Server Pages.So, are you already interested in learning java program languages? Painting in this #1 Know Java Programming Originally created by James Goling while still joining Sun Microsystems but is now a part of Oracle and it was released in 1995. concept object-oriented programs (OOP). Here are the encoding phases in Java: Writing – Basically you just have to write the program code using a text editor such as Notepad and then save the file with the .Java.Compile extension – after creating and saving the program code, compiling the file that contains the program code using the java comparison. The result of the compilation is a bytecode file with a .class extension. Run - The file containing the bytecode will then be converted by Java Interpreter to a machine language according to the type and platform. Basically Java-based applications are generally compiled into p-code (bytecode) so they can run on various Java Virtual Machines (JVMs). From the above Java phase, you only need to write and compile the program code lines once but we can run the program anywhere with JVM. Since java application programs are able to run on several different operating system platforms, Java is known by its slogan, Write once, running anywhere.#2 Java Program StructureTo must be able to create a program, you must create a class (syntax: class) first because each Java program must be in a class. Then you have to create a main method or the main programs to be able to run the program code. Here's an example of a simple program in Java: public class HelloWorld { static cancellation main(String[] args) { System.out.println(Hello Java...); } } Here's something little you need to know: Public is a keyword in Java indicating that an object, method, or attribute can be accessed from another class. Later we will learn to access modifier.class is a keyword in Java to create a class. In the program example above we created a class named HelloWorld.Main which shows that the block is the primary program. And we will use the code parameter [] for the main java program method. System.out.println() is a method that has been imported automatically for using print output to the console. So you can imagine that our program above will create a class called HelloWorld that will print the word Hello Java... to the console.tip: All java programs must be written to a class or class.#3 comment is a regular note written not scheduled to serve as a reminder or explanation when reading a code. Only 1 line – one marked comment line, using /Many lines – comments more than a barrel, using tannda/*.../. Here's an example of a comment in a java program: TIPS: Word in a comment will not be executed by compiler.#4 Arithmetic OperatorsNext in operators you will often encounter.'+' = summing '-'=subtraction'*' = multiplication'/'=division '%' = remaining shared it adopts a lot of syntax found in C++, if you are familiar with the c++ programming language I think it will be easier. (Read: Learn C++ Programming the Scratch Language for beginners) #5 Java VariablesIn programming java, we'll get to know three types of variables: local variables – which are variables that can only be used by the program blocks that wrap them or inside of them. For example for a method, etc. Variable Class (Static Variables) – Variables owned by the class (marked by static keywords), meaning they can be used immediately without having to create objects. Example variables (Non-Static Variables) – that is, variables owned by object, meaning you have to create objects before you can use them.#6 Java Modifiers There are basically two modified types of java namely: Access Modified – default, public, protected, private access Modifiers – final, abstractQuim, I promise you will understand the difference soon. Here only for introduction only because we will later discuss in the next article.#7 List of Java Language Guides targeted to those of us who want to learn java programs through the example program. If you like using the module please download the ebook at the end of the article. The first thing you need to prepare is: Please download: -Overshadow IDE for Java Developers Link: -Java SE Development Kit Link: Then you can use the NetBeans IDE. Please choose according to your taste. CHAPTER 1: Basic JAVA Program in this chapter we will learn about the basic concepts of java programs. CHAPTER 2: The Concept of OOP (Object Oriented Programming) You already know that Java uses object-oriented programs that make the program modular and reusable. What is object-oriented programming is the real world model of objects and communicates between them. For more details we will discuss in this guide series: BONUS: E-Book Java by the ENGINEIFor know, ENGINEERING is an integration service for students in Indonesia, learning, sharing and developing JAVA-based solutions. ENGINEERING stated by the Ministry of National Education, and supported by Indonesia Go Open Source (IGOS), JUG Indonesia, and SUN Microsystems.Interestingly in this module we will assist by example in already available programs. yes right away, Here's a list of guides you'll learn: Level 1Programmatic Introduction 1Bab 01 – Introduction to Computer Program 02 – Introduction to JavaBab Language 03 – Recognize Your ScopeBab 04 – Core Programming 05 – Get Downtime from KeyboardBab 06 – Control StructureBab 07 – Java ArrayBab 08 – Arguments from the 09 - Working with Java Class Library 10 – Create your own ClassBab 11 – Devotion, Polymorphis, and interfaceBab 12 – Basic Exception Handling 2Bab 01 Program Know – Basic Concept Review of JavaBab 02 – Exceptions and AssertionBab 03 – A Technical Programming Technique 04 – Tour of Java.langBab Pack 05 – Text-based Applications For 06 – Search AlgorithmBab 07 – Abs Windows Toolkit and SwingBab 08 – GUI Event Handling 09 – ThreadsBab 10 – Network 11 – AppletBab 12 – My Advanced StreamBab 13 – Introduction JenericsLevel 2J2MEBab 01 – Mobile Application DevelopmentBab 02 – Start Mobile ProgrammingBab 03 – High Level User InterfaceBab 04 – Low Level User Interfacebab 05 – PersistenceBab 06 – Network 07 – SecurityBab 08 – Web ServiceBab 09 – OptimizationBab 10 – Optional packagesBab 11 – Other TopicsLevel 3Web ProgrammingBab 1 – Introduction to WebBab Programming 2 – Basic ServletsBab 3 – Advanced ServletsBab 4 – Basic JSPBab 2 5 – SQL and JDBCBab 6 – Advanced JSPBab 7 – MVC IntroBab 8 - Advanced MVCBab 9 - JSFBab 10 - Advanced JSFBab 11 - Web SecurityBab 12 - AJAXBab 13 - J2EE Design ModelBab 14 - App Case StudyLevel 4Bab 01 - TimerBab Module 02 - ThreadBab Module 03 - MMAPIBab Module 04 - GameCanvasbab Module 05 - SpriteBab Module 06 - LayerManagerBab Module 07 - TiledLayerLevel Module 5BaB 01 - Java Application Development with MVCBab 02 – MVC Programming and WebWork-Struts2Bab 03 – Shot of Control Technology with SPRingBab 04 – Get acquainted with HibernateBab 06 – Build crust web applications with CimandeLevel 6Modul 1 – GameModul Introduction – Collection & ThreadModul 3 - TouchModul Event 4 - Sound EffectModul 5 - VectorModul 6 Chart - Bitmap GraphModul 7 - Scale , rotation &gt; Translation 8 - Sprite &gt; Collision DetectionModul 9 – SocketLink Programming Download: Google Drive. driver.