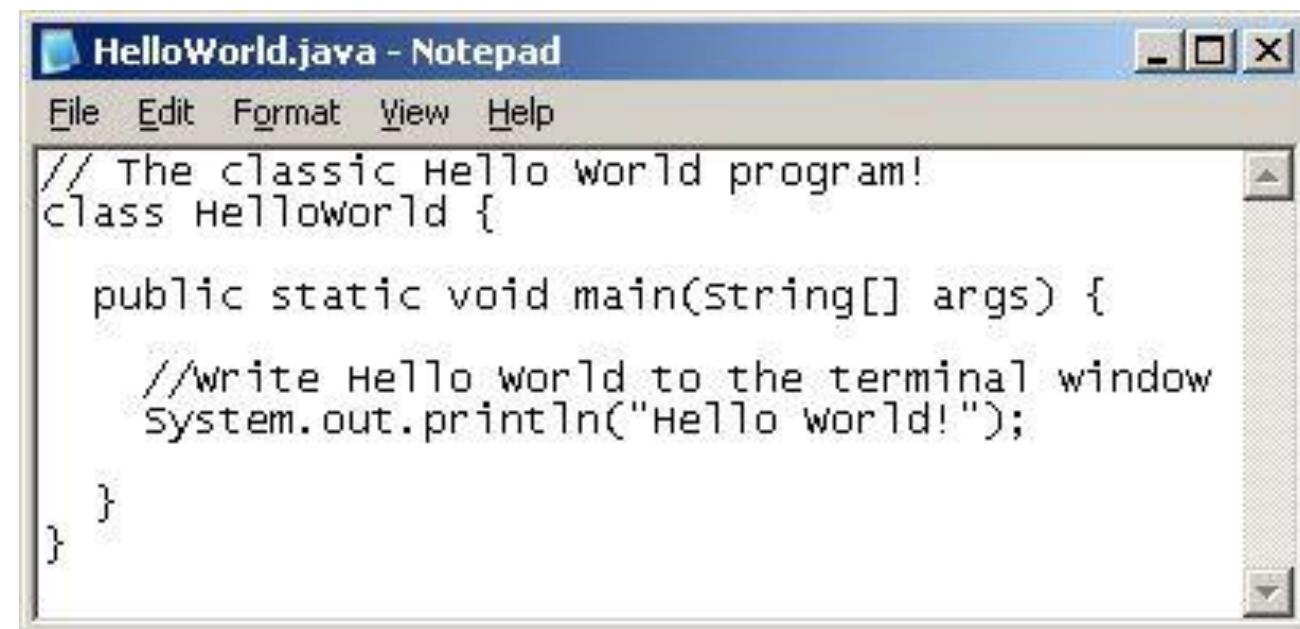


Writing Java Code



The image shows a screenshot of a Windows Notepad window. The title bar reads "HelloWorld.java - Notepad". The menu bar includes "File", "Edit", "Format", "View", and "Help". The main content area contains the following Java code:

```
// The classic Hello world program!
class HelloWorld {

    public static void main(String[] args) {
        //write Hello world to the terminal window
        System.out.println("Hello World!");
    }
}
```

Writing Java Code

- Code in the file xyz.java is the *source code* of the program.
- It must be written with an editor that produces plain text. Use Notepad++, or some Java editing tool like Eclipse on Windows and gedit, vi or emacs or Eclipse on Linux
- All java code must be in a *class*
- Class names start with a capital letter (not checked by the compiler, but good rule anyway)
- The *file name* matches the *class name* of the class defined in the file (not checked by the compiler, but good rule anyway)

Chap 2.1

Class Syntax

```
modifiers class name attributes {  
    contents  
}
```

I will use black
italics for
replaceable things

and green non-italics
for keywords and
literal symbols

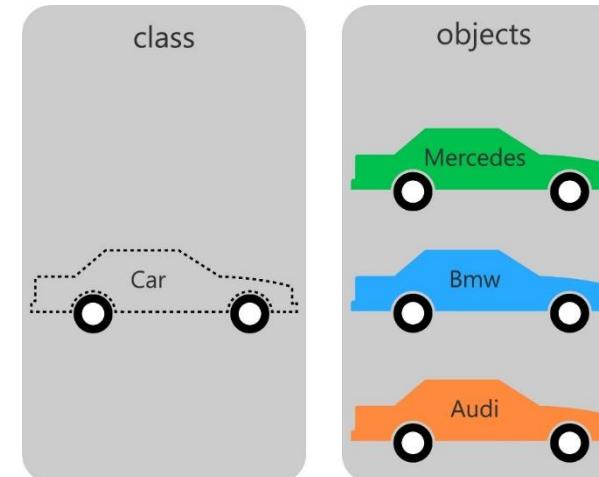
For example:

```
class HelloWorld {  
    // class HelloWorld contents...  
}
```

Example Class: Car

How Cars are Described

- Make
- Model
- Year
- Color
- Owner
- Location
- Mileage



Actions that can be applied to cars

- Create (build at factory)
- Sell (transfer ownership)
- Locate (find current location)
- Drive (move to a new location)
- Repaint