Chapter 2

Java Programming Basics

Chapter 2 Objectives

After you have read and studied this chapter, you should be able to

- Identify the basic components of Java programs.

- Distinguish two types of Java programs-applications and applets.

- Write simple Java applications and applets.

- Describe the difference between object declaration and object creation.

- Describe the process of creating and running Java programs.

- Use MainWindow and MessageBox classes from the javabook package to write Java applications.

- Use the Graphics class from the standard Java package.

The First Java Application

- A program to display a window on the screen.

- The size of the window is slightly smaller than the screen, and the window is positioned at the center of the screen with a default title Sample Java Application.

- The fundamental OOP concept illustrated by the program:

   An object-oriented program uses objects.

Program MyFirstApplication

```
/*

    Program MyFirstApplication

    This program displays a window on the screen. The window is
    positioned at the center of the screen, and the size of the
    window is almost as big as the screen.


*/


import javabook.*;

class MyFirstApplication
{
    public static void main(String[ ] args)
    {
        MainWindow     mainWindow;          ◀── Declare a name

        mainWindow = new MainWindow();      ◀── Create an object

        mainWindow.setVisible( true );      ◀── Make it visible
    }
}
```
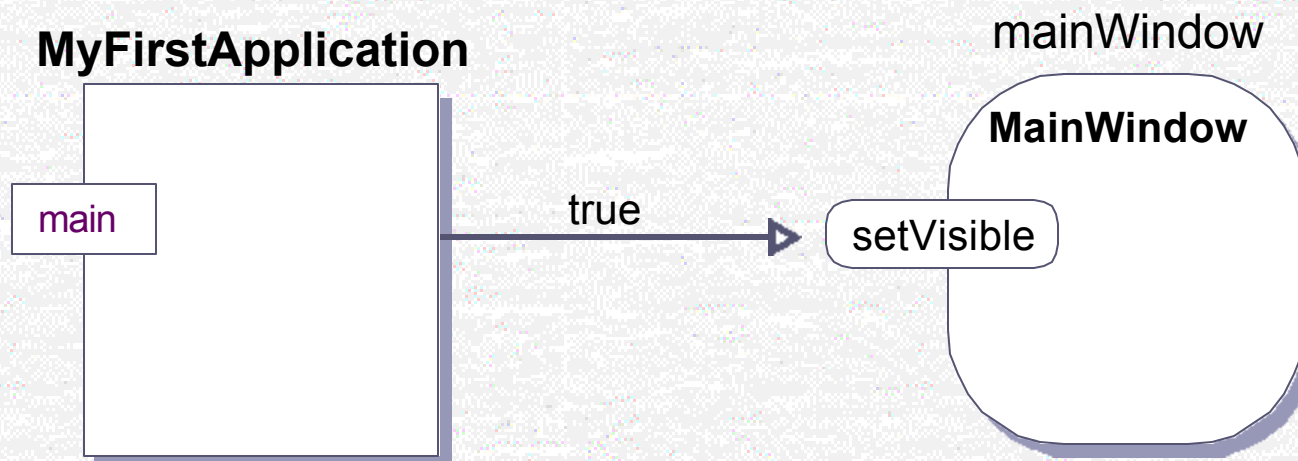
Object Diagram for MyFirstApplication

MyFirstApplication

mainWindow

MainWindow

main → true → setVisible