

Java™ : A Quick Look

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Programming Languages

- 1957 : Fortran
- 1959 : Cobol, Lisp
- 1964 : Basic
- 1971 : Pascal
- 1972 : C, Prolog
- 1983 : C++
- 1995 : Java
- 2001 : C#, J#

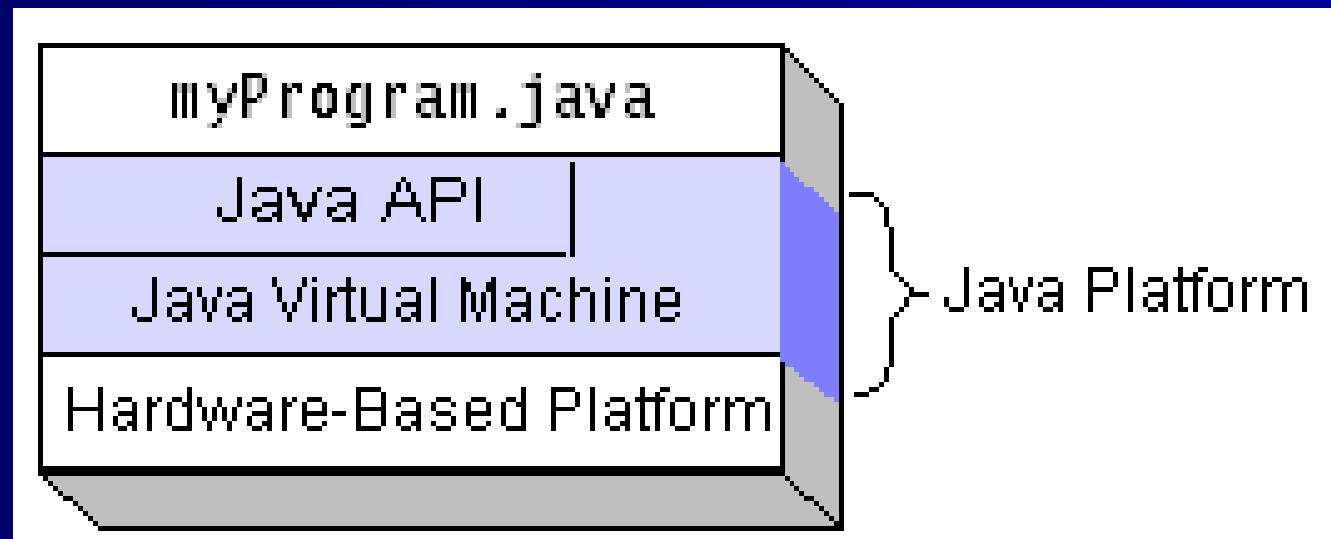
Sun's Green Project



- 1990 : Sun's Green project
 - “The convergence of digitally controlled consumer devices and computers.”
- 1992 : StarSeven (*7) handheld wireless PDA using Oak as prog. lang.
 - *7 went ch11
- 1995 : Oak was renamed to Java at the time when Internet & WWW was booming.

Java Technology

- Java Programming Language
- Java Platform
 - Java Virtual Machine
 - Java API



Java VM

- Solaris
- Linux
- Windows
- Mac OS X
- HP-UX
- IBM-AIX, OS/390
- PDA
- Java-enabled cell phones
- GameBoy Advance
- ...

Java API

	version	#packages	#classes
	1.0	8	212
	1.1	23	504
Java 2	1.2	59	1520
	1.3	76	~1800
	1.4	135	~2800
	1.5	???	?????

Java Platforms

- Standard Edition (J2SE)
 - client-side general-purpose applications
- Enterprise Edition (J2EE)
 - multi-tier server-centric applications
- Micro Edition (J2ME)
 - consumer and embedded devices

Java Technology

- James Gosling :
 - “ ... software VLSI, end-to-end, side-to-side, homogenous view of heterogeneity reality ... ”



Java Logos



1995

-

2002

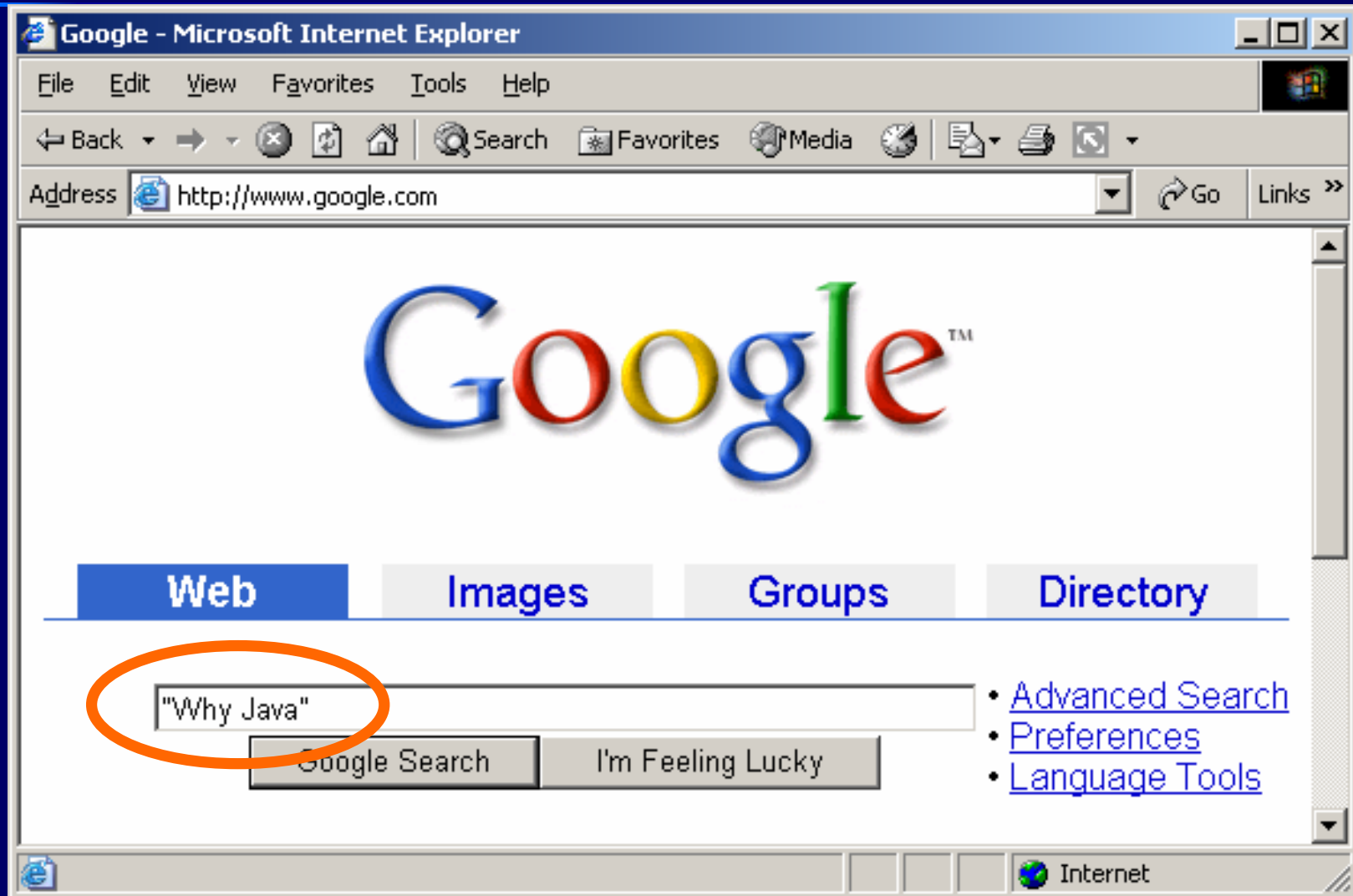


2003

Sun's Stat.

- 500 million desktop PCs run Java applets
- 3 million+ professional Java developers
- Of all Java developers (Evans Data, 2002):
 - 58% develop desktop applications
 - 50% develop intranet applets
 - 38% develop internet applets
- >36 million Java runtime env. downloads
- JRE downloads surging, now about 3 million per month

Why Java ?



Popularity

Position	Programming Language	Ratings
1	Java	47.4
2	C	36.7
3	C++	33.8
4	Perl	18.3
5	(Visual) Basic	15.2
6	PHP	9.5
7	SQL	6.1
8	C#	4.1
9	Delphi/Pascal/Kylix	3.8
10	JavaScript	3.7

The Biggest Open Problem In Programming Languages

- Increasing Programmer Productivity
 - Write programs correctly
 - Write programs quickly
 - Write programs easily

Java Programming Lang.

- James Gosling :

- Life is too short, Java lets him do more coding, less debugging
- Java beats C and C++ by a factor of 2 in developer productivity.



Java : Design Goals

Java technology must enable the development of secure, high performance, and highly robust applications on multiple platforms in heterogeneous, distributed networks.

Java Programming Lang.

- Simple, Familiar, Object-Oriented
- Robust, Secure
- Architecture Neutral, Portable
- High Performance
- Interpreted, Threaded, Dynamic

Platform independence is the main reason for using Java (ComputerWorld's survey)

Simple, Familiar, and OO

- easily program
- Bill Joys : Java = C++ - -
- provide a clean & efficient object-based development platform

Robust and Secure

■ Robust

- strict compile time checking
- strict run-time checking
- automatic garbage collection
- support exception handling & assertion

■ Secure

- no pointer
- verify bytecode before class loading
- sandbox

Arch Neutral & Portable

- Write Once Run Anywhere (WORA)
 - compiled to Java bytecode
 - run on Java VM
 - fixed sizes, formats, and behaviors of all primitive data types
 - behave (almost) the same on multi-platforms
- solve distribution & version problems
- can be deployed into heterogeneous network environments

High Performance

- Hotspot VM is highly tunable
- the garbage collector runs as a low-priority thread
- support native codes for compute-intensive operations
- JVM performance keeps improving

Interpreted, Thread, Dynamic

- linking is lightweight and incremental
- faster development cycle
- support multithreading at the language level w/ sync. primitives
- language and run-time system are dynamically linked on demand

Java's WORA

- promote readability
- Java code will survive.
 - Write today, use next year.
 - Easy to maintain at a fixed level of functionality
- Java enables evolution
 - bad code dies
 - good code lives on (modified, evolves, becomes better)

WORA == Community

- Reuse lots of code from different places
 - Very little need to worry about platform dependencies
 - Widespread adoption of coding conventions
 - And large-scale libraries
- New programming style
 - Write Half, Steal the Rest

Language Features

- 1995 (1.0) : first public release
- 1997 (1.1) : nested classes
- 2001 (1.4) : assert
- 2003 (1.5) :
 - generics, enum, enhanced for, autoboxing/unboxing, varargs, static import, metadata.

increase expressiveness, increase safety

Features Removed from C++

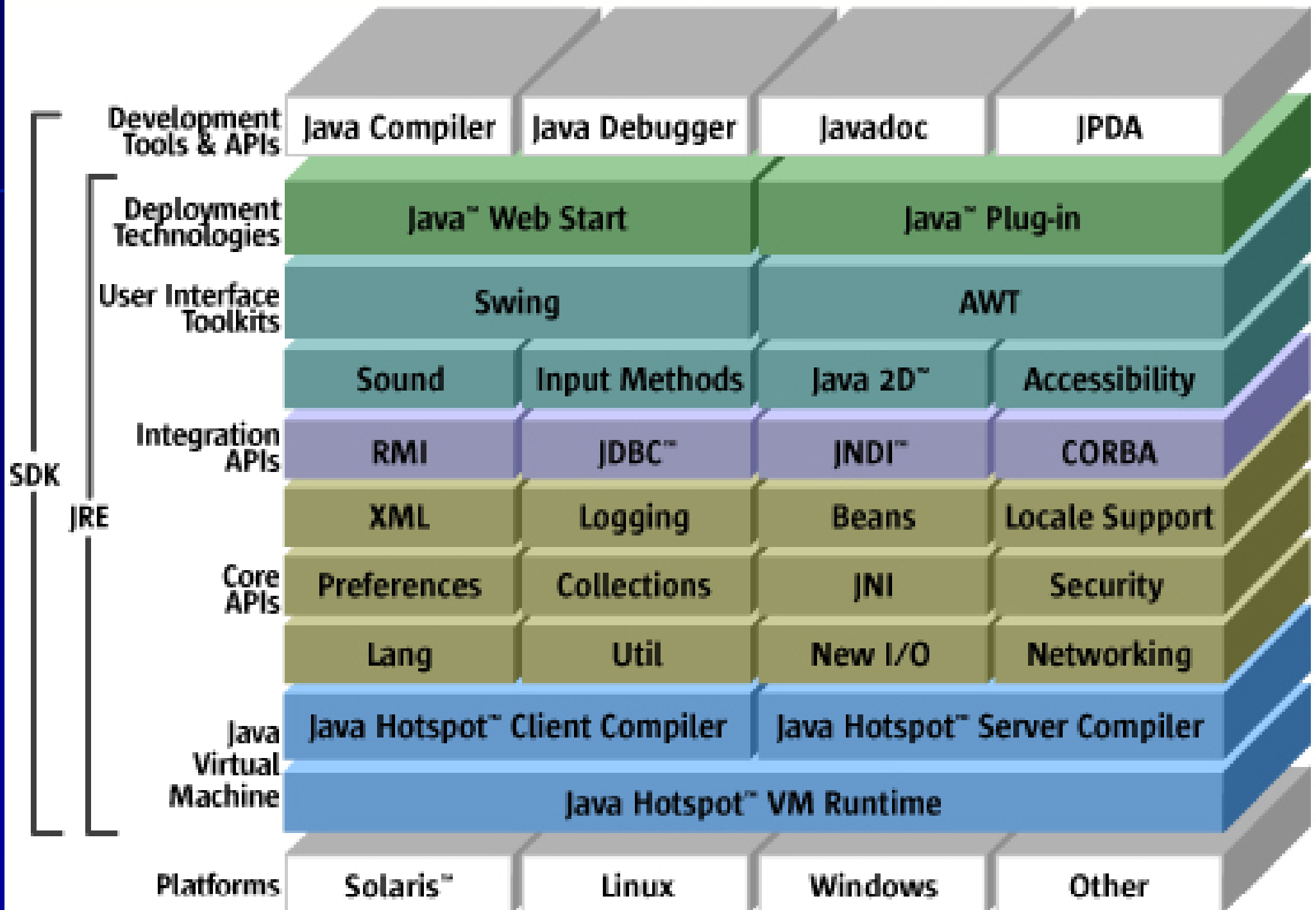
- No typedef, define, preprocessor
- No multiple inheritance
- No operator overloading
- No automatic coercion
- No pointers

Demo

Object Technology in Java

- Encapsulation
- Polymorphism
- Single Inheritance
- Dynamic binding

Java™ 2 Platform, Standard Edition v 1.4



javadoc

- generates HTML pages of API documentation from Java source files
- automatically adds cross-reference links
- produces one complete document each time it is run
- relies on the java compiler to do its job

Commenting the Source

- javadoc comment `/** */`
- comments are written in HTML
- special tags embedded in comments
 - `@author` `@deprecated`
 - `@param` `@throws`
 - `@return` `@since`
 - `@see` ...

javadoc : Comments

```
/**  
 * Returns the trigonometric cosine of an angle. Special cases:  
 * <ul><li>If the argument is NaN or an infinity, then the  
 * result is NaN.</li></ul>  
 * <p>A result must be within 1 ulp of the correctly rounded  
 * result. Results must be semi-monotonic.  
 *  
 * @param a an angle, in radians.  
 * @return the cosine of the argument.  
 */  
public static double cos(double a) {  
    return StrictMath.cos(a);  
}
```

javadoc : HTML

The screenshot shows a Microsoft Internet Explorer browser window titled "Math (JLab ()) - Microsoft Internet Explorer - [Working Offline]". The browser's address bar is empty. The menu bar includes "File", "Edit", "View", "Favorites", "Tools", and "Help". The toolbar contains "Back", "Forward", "Home", "Search", "Favorites", "Media", and "Links". The main content area displays the javadoc for the `COS` class in the `Math` package. On the left, a sidebar titled "All Classes" lists `Math`. The main content shows the signature `public static double cos(double a)`, followed by a description: "Returns the trigonometric cosine of an angle. Special cases:

- If the argument is NaN or an infinity, then the result is NaN.

" It also states: "A result must be within 1 ulp of the correctly rounded result. Results must be semi-monotonic." Below this, the "Parameters:" section lists "a - an angle, in radians." and the "Returns:" section lists "the cosine of the argument."

Math (JLab ()) - Microsoft Internet Explorer - [Working Offline]

File Edit View Favorites Tools Help

Back Forward Home Search Favorites Media Links

All Classes

[Math](#)

COS

```
public static double cos(double a)
```

Returns the trigonometric cosine of an angle. Special cases:

- If the argument is NaN or an infinity, then the result is NaN.

A result must be within 1 ulp of the correctly rounded result. Results must be semi-monotonic.

Parameters:

a - an angle, in radians.

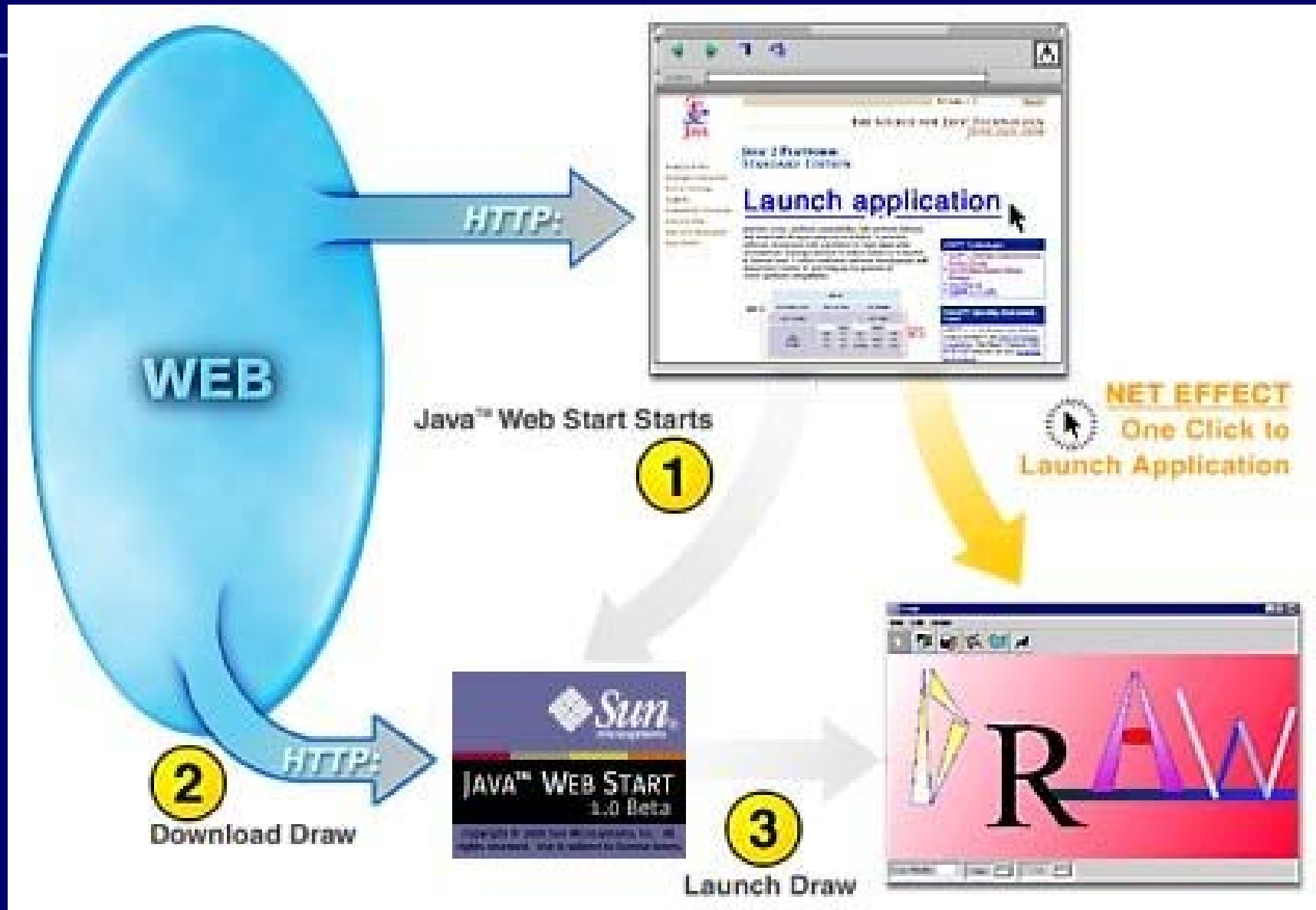
Returns:

the cosine of the argument.

javadoc

- can run on .java source files that are pure stub files with no method bodies
- can generate documentation for source files whose code is incomplete
- can customize the content and format of the Javadoc tool's output by using doclets (HTML, XML, MIF, RTF)
- use 3rd party s/w to produce other formats e.g., Windows HTMLHLP

Java Web Start



Java Plug-in

- enables Java 2 applets to be run under Sun's JRE in Netscape Navigator and Internet Explorer.
- supports cookies
- allow applet persistence across sessions
- applet caching
- Java-to-JavaScript communication
- Common DOM API

User Interface API

- AWT
- Swing
- Accessibility API
- Java 2D API
- Input Methods
- Sound

Abstract Window Toolkit

- rich set of UI components
- robust event-handling model
- graphics and imaging classes
- layout managers
- data transfer class (cut-&-paste through native clipboard)

Swing

- Graphical User Interface (GUI) component toolkit.
- Complete set of user-interface elements written entirely in Java.
- Integrated into the Java 2 platform (1.2 or higher).

Swing vs. AWT

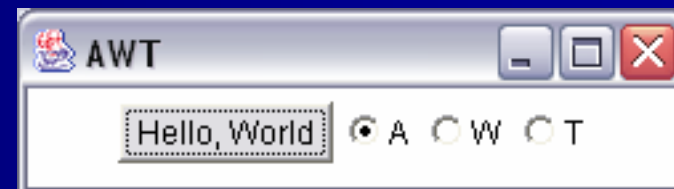
■ Swing

- Lightweight
- Complex
- Pluggable L&F
- Pure Java
- Java 1.2, ...



■ AWT

- Heavyweight
- Primitive
- Single L&F
- Not Pure Java
- Java 1.0, ...



Swing vs. AWT

- JApplet
- JFrame
- JButton, JCheckbox, JRadioButton, JComboBox, JDialog, JLabel, JList, JSlider, JTextComponent, ...
- Applet
- Frame
- Button, Checkbox, Choice, Dialog, Label, List, Scrollbar, TextComponent, ...

Distributed Object App.

■ Server

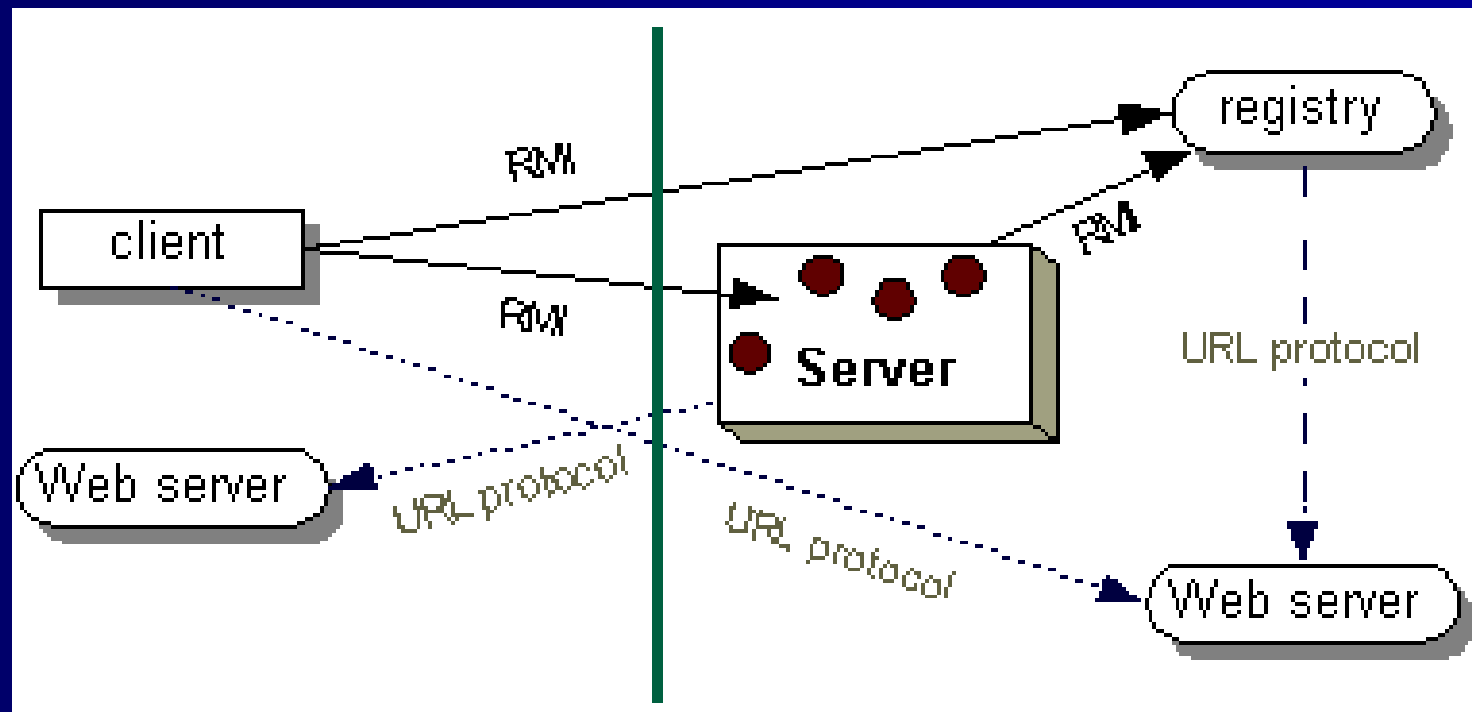
- create some remote objects
- make references to the objects accessible
- wait for client to invoke methods on these objects

■ Client

- get remote references
- invoke methods on these references

Remote Method Invocation

- RMI allows an object running in one JVM to invoke methods on an object running in another JVM



Distributed App.

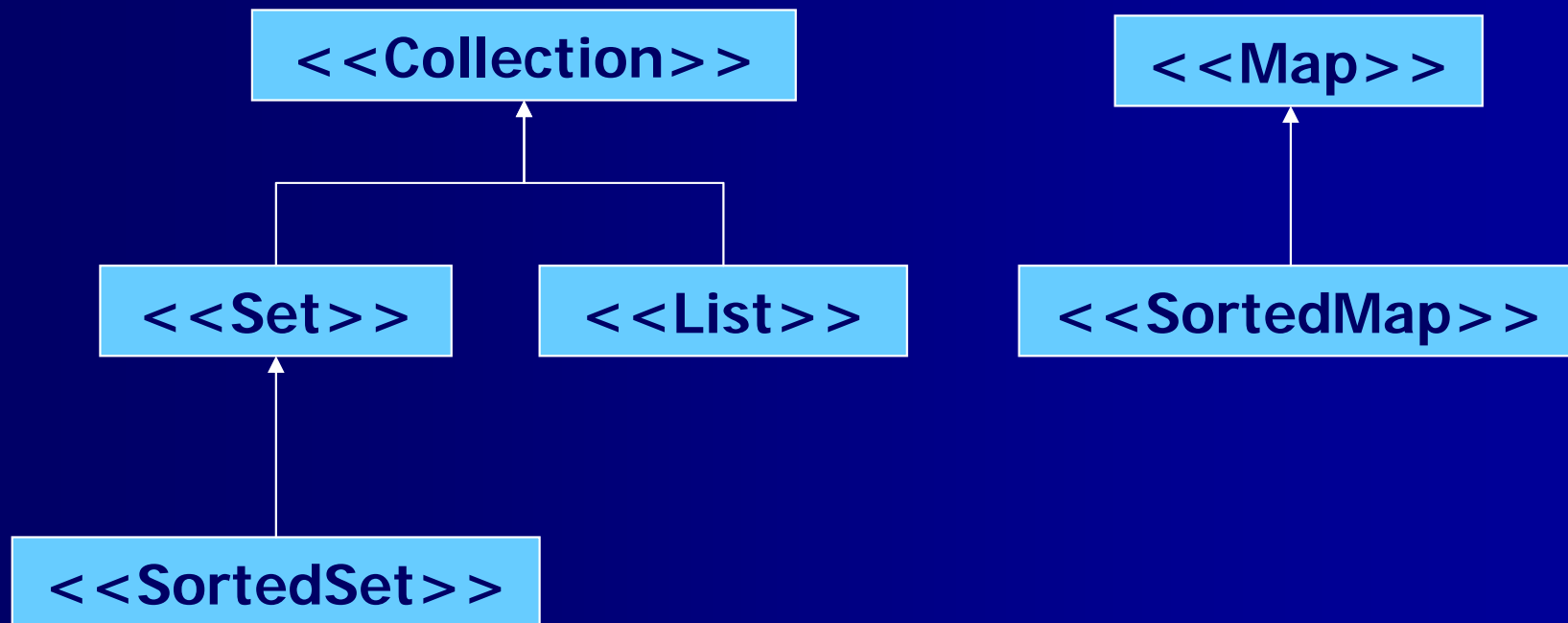
- Cross-language, cross-vendor interoperability is achieved via the IIOP (a transport protocol for distributed app. written in either IDL or Java RMI)
- Java 1.1 : RMI
 - a natural outgrowth of RPC
- Java 1.2 : Java IDL
 - API for interoperability and integration with CORBA
- Java 1.3 : RMI over IIOP
 - enabled remote objects written in Java to be accessible from any language via IIOP

Core API

- lang.
- util.
 - logging
 - preference
 - collection
 - regexp
 - jar, zip
- I/O & new I/O
- networking
- security
- locale
- JavaBean
- XML
- native interface

Collection Framework

- Java 1 : Vector, Hashtable
- Java 2 :

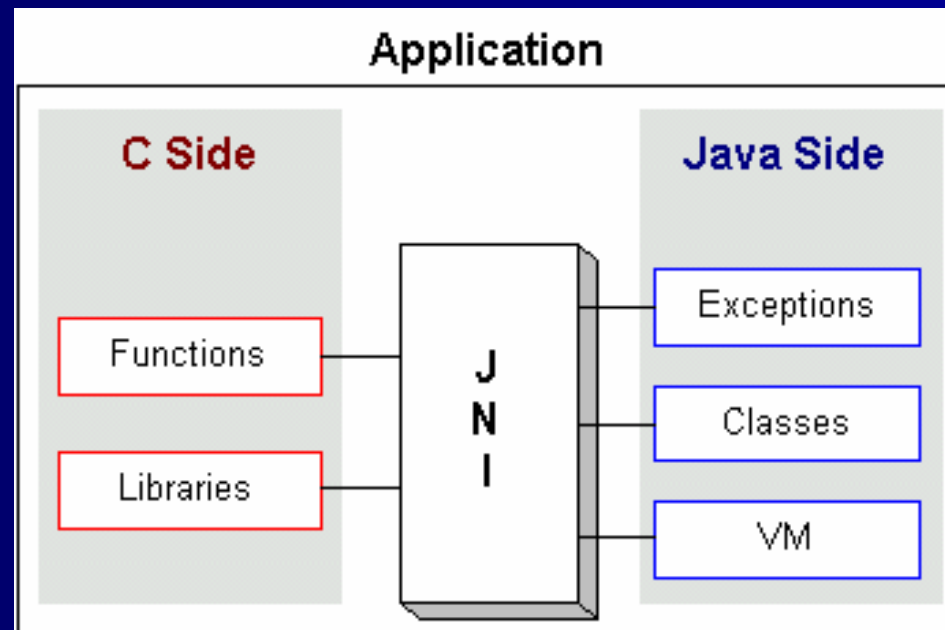


Implementations

- General-purpose
 - ArrayList, LinkedList
 - TreeSet, HashSet, LinkedHashSet,
 - TreeMap, HashMap, LinkedHashMap
- Wrapper
 - synchronized
 - unmodifiable
- Convenience
 - Array.asList
 - ...
- Legacy
 - Vector, Hashtable
- Special purpose
 - WeakHashMap, IdentityHashMap
- Algorithms
 - sort, search, fill, ...

JNI : Native Interface

- native method can
 - create, access, and update its own objects including objects passed to it
 - call Java methods
 - load and get information about Java classes



An Example

HelloWorld.java

```
class HelloWorld {
    public native void displayHelloWorld();

    static {
        System.loadLibrary("hello");
    }

    public static void main(String[] args) {
        new HelloWorld().displayHelloWorld();
    }
}
```

```
javac HelloWorld.java
```

```
javah -jni HelloWorld
```


An Example

HelloWorld.c

```
#include <jni.h>
#include "HelloWorld.h"
#include <stdio.h>

JNIEXPORT void JNICALL
Java_HelloWorld_displayHelloWorld(JNIEnv *env,
    jobject obj)
{
    printf("Hello world!\n");
    return;
}
```

```
cl -Ic:\java\include -Ic:\java\include\win32
-LD HelloWorld.c -Fehello.dll
```

Reflection API

- examine classes
- manipulate an instance of a classes whose name is not known until runtime
- invoke a method whose name is not known until runtime
- usually used for writing development tools e.g., debuggers, class browsers, ...

An Example : Java



```
public void init() {
    Button btOK = new Button("OK");
    btOK.addActionListener(new ActionListener() {
        public void actionPerformed(ActionEvent e) {
            System.out.println("I'm OK");
        }
    });
    add(btOK);
    Button btCancel = new Button("CANCEL");
    btCancel.addActionListener(new ActionListener() {
        public void actionPerformed(ActionEvent e) {
            System.out.println("I was cancelled");
        }
    });
    add(btCancel);
}
```

An Example : VB

```
Private Sub OK_Click()  
    Debug.print "I'm OK"  
End Sub
```

```
Private Sub CANCEL_Click()  
    Debug.print "I was cancelled"  
End Sub
```

```
public void onButtonPushed_OK()  
    System.out.println("I'm OK");  
}  
public void onButtonPushed_CANCEL() {  
    System.out.println("I'm Cancelled");  
}
```



```
public void init() {
    ActionListener btListener = new ActionListener() {
        public void actionPerformed(ActionEvent e) {
            methodInvoke("onButtonPushed_" +
                e.getActionCommand());
        }
    };
    Button btOK = new Button("OK");
    btOK.addActionListener(btListener);
    add(btOK);
    Button btCancel = new Button("CANCEL");
    btCancel.addActionListener(btListener);
    add(btCancel);
}

public void methodInvoke(String metName) {
    try {
        Class c = this.getClass();
        Method met = c.getMethod(metName, new Class[0]);
        met.invoke(this, new Object[0]);
    } catch (Exception ex) { ex.printStackTrace(); }
}
```