JAVA PROGRAMMING
Subject Code:28541

Presented by

Md. Sabuj Rana

Instructor(Tech) Computer

Introduction to Java Programming

Agenda

- **Agenda:**What is Java?
- Why Learn Java?
- Java Development Environment
- Basic Java Syntax
- Variables and Data Types
- Control Structures
- Functions (Methods)
- Object-Oriented Programming (OOP)

What is Java?

- **Briefly explain what Java is:**
    - High-level, object-oriented programming language.
    - Developed by Sun Microsystems (now owned by Oracle).
    - Platform-independent (write once, run anywhere).
    - Used in web development, mobile apps, desktop applications, and more.

Why Learn Java?

- **Highlight the importance of learning Java:**
- Widely used in the industry.
- Huge job market demand.
- Versatile (used in various domains).
- Strong community and resources.

Java Development Environment

- **Discuss the tools and environment for Java development:**
  - JDK (Java Development Kit)
  - IDEs (Integrated Development Environments) like Eclipse or IntelliJ IDEA.

Basic Java Syntax

- **Introduce basic Java syntax elements:**
  - Main method (public static void main(String[] args)).
  - Statements and semicolons.
  - Curly braces for code blocks.

Variables and Data Types

- **Explain variables and data types in Java:**
  - int, double, String, boolean, etc.
  - Declaration and initialization.

Control Structures

- **Cover basic control structures in Java:**
  - if-else statements.
  - switch-case statements.
  - for, while, and do-while loops.
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Functions (Methods)

- **Describe how to define and use functions in Java:**
  - Method declaration and calling.
  - Parameters and return values.

Object-Oriented Programming (OOP)

- **Introduce the concept of OOP in Java:**
  - Classes and objects.
  - Inheritance, encapsulation, and polymorphism.

Conclusion

- **Summarize the key points discussed in the presentation.**

Q&A