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Java Tutorials For Beginners Chapter 1: Introduction Introduction This chapter is an overview of the specifications, which explain how object-oriented programs are typically represented as. In this chapter, you will learn about: * Objective-C: an enhanced version of C++ * Objective-C++: an enhanced version of C++ * Command line (CLI) * The Object-Oriented * The Java Language * Types of Programming Languages * Design Issues * Writing a Compiler * Parsing Techniques * Diagnostic Types * Use of a Compiler * The Object-Oriented Programming Language, Ruby * Interpreted programming languages * Declare and use variables * Common data types * Variables * Declare and initialize variables * Declare and initialize instance variables * Declare, initialize, and use constants * An example of a high-level language * Data structures: Array and List, Struct and Vector * Rules for variables * Generic programming * Instantiating abstract classes * Functions * Basic data types * The sequence diagram and the state diagram are used to describe data flow * Boolean values * Commands * Generic types in Java * Valid expressions * String conversion operators * Unary operators * Simple arithmetic operators * Assignment operators * Comparisons * Structural features * The programming language 'Java' * An array of characters * Vectors * Methods: The name of a method in a class * Interface: Declare an interface * Method or field: Declare a method or a field * Declare and initialize an instance variable * Create the constructor * Instances of an interface * Instance fields * Accessing the instance variables of a class: Instance methods * Multi-dimensional arrays * Iterators * The generic types * The static constructors * The use of the 'super' keyword * Method invocation, parameter passing and return value * General instantiation * Subtypes * The new keyword * The abstract keyword * The static class keyword * Class inheritance * Casting and conversion * Class Hierarchy * Polymorphism * Polymorphic invocation * Object Initialization * The static initialization method