Organization of a java program

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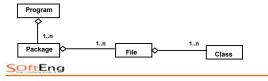
Program, files and classes

- A program is made of many classes
- A class is in one file
- A file usually contains one class
 - Can also contain more than one, but only one public
- Name of file must be == name of public class



Packages

- Packages add one more level
- Package is implemented via a directory
 - name of directory == name of package



Ex

 Class Helloworld, classe Foo on two files

File HelloWorld.java

```
public class HelloWorld {
           public static void main(String args[]){
         System.out.println("Hello world!")
                      Foo b = new Foo();
File Foo.java
```

```
public class Foo {
         public Foo(){}
public void print(){
             System.out.println("Hello Foo;")
```

Ex

- Class Helloworld, class Foo on one file
 - Foo visible only in the package where it is defined

```
File HelloWorld.java
public class HelloWorld {
        public static void main(String args[])
                 System.out.println("Hello world!");
                 Foo b = new Foo();
                b.print();
class Foo {
        public Foo(){}
        public void print() {
    System.out.println("Hello Foo;")
```

Organization

- Files and folders are a way to organize program
 - And
- Impact visibility

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Interpreter vs compiler

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Interpreter vs. compiler

■ Java: interpreted

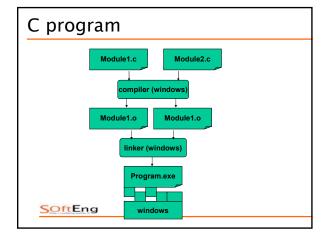
• C: compiled

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Compiling, running a C program

- Steps
 - Compile (several files)
 - Syntactic check (on each file separately)
 - Translate in machine code (.o)
 - Link
 - Put together .o files (addresses are rearranged)
 - Produces one executable file
 - Load and run
 - load executable (one file)

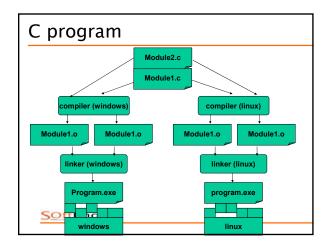
- Executable takes control of CPU



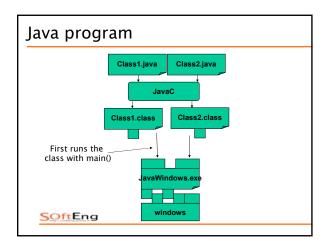
Compilation

- The resulting program depends on the target environment
 - Exe file runs on Windows, not on Linux
- Portability is possible, but requires redoing all steps
- Static link

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Compiling, running a Java program Steps Compile (several files) Syntactic check (on each file separately) Translate in byte code (.class) Run The Java interpreter (JRE) takes control of CPU Only one file is loaded at a time Others are loaded when needed → dynamic loading and linking

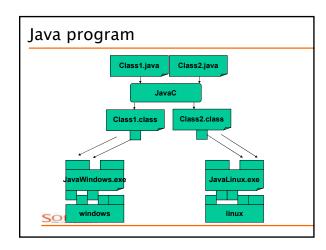


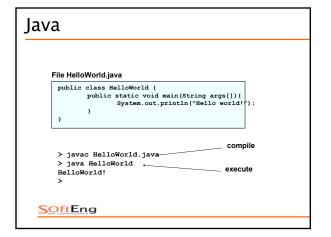
Interpretation

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- The interpreter program depends on the target environment
 - JRE runs on Windows, not on Linux
- The .class files run everywhere
- Portability is obtained

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Rules for compilation (Java)

- Compilation (syntactic check + production of byte code) is done separately (file by file, or class by class)
- If a class is requested, the compilers looks for it in the same directory
 File HelloWorld.java

- If it is not in the same directory it looks
 - In dir specified by
 - java -classpath <dir> <class.java>
 - In paths specified by development environment (Eclipse)
 - In system libraries
 - ..jre $\left| lib\right|$ rt.jar ..jre $\left| lib\right|$ i18n.jar



Rules for execution

 Interpreter starts from the class indicated by the programmer, loads it, looks for main() function, starts executing from main



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Dynamic loading/linking

- When another class is referred, interpreter looks for file with same name, loads it, executes requested methods
- > java HelloWorld2
 Interpreter looks for file e HelloWorld2.class
 Loads it, runs main()

 public class HelloWorld2 {
 public static void main(String args[]) {
 System.out.println("Hello world!"
 Pro b = new Foo();
 b.print();
 }}

 Interpreter looks for file Foo.class, loads it, runs b

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- Rules for finding files are same as for javac
 - Check directory of project
 - Check class path or paths defined by programmer in Eclipse

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