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INFORMATION TECHNOLOGY FOR CLASS 12

(Study materials based on N.C.E.R.T)

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INTRODUCTION TO COMPUTERS, PROGRAMS AND JAVA

Application Programming Interface (API)/Java Standard Library (JSL)

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Java API provides a large number of classes which are grouped into different packages according to functionally. Following table shows the built in package of Java.

| Sr. No. | Package Name | Contents |
|---------|--------------|--|
| 1 | Java. Lang | Language support classes. They are used by java compiler itself and thus automatically imported. They include classes for primitive types, strings, math, tread, and exceptions. |
| 2. | Java.IO | Input/output support classes. They provide support for input and output. |
| 3. | Jaa.util | Language utility classes such as vector, date, hash tables random numbers etc. |
| 4 | Java.awt | Set of classes for implementing Graphical User Interface (GUI). They include classed for windows, buttons, lists, menus and so on. |
| 5. | Java. Applet | Classes for creating and implementing applets. |
| 6. | Java.net | Classes for networking. They include classes for communication with local computers as well as with Internet servers. |

Java identifiers:

- All java components require names. Names used for classes, variables and methods are called identifiers.
- ✤ In Java, there are several rules for identifiers. They are as follows:
 - (i) All identifiers should begin with a letter (A to Z or a to z), currency character (\$)or an underscore (_).
 - (ii) After the first character, identifiers can have any combination of characters.
 - (iii) A keyword cannot be used an identifier.
 - (iv) Identifiers are case sensitive so Amar and amar has different meaning.

- (v) Examples of legal identifiers: age, \$salary, _Phone, _ID.
- (vi) Example of illegal identifiers: 123abc, -salary.

PRACTICE QUESTIONS

- 1. What is OOP?
- 2. What is OOPL?
- 3. Which fundamental terms/concepts are used by OOP?
- 4. What is object? How to create it? Explain with example.
- 5. What is class? Why class is called as blueprints for an object?
- 6. Differentiate between class and object.
- 7. What is meant by the data abstraction?
- 8. Write short notes on Encapsulation.

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