

Why Java is COOL!

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- Introduction to the Java platform
- Object Oriented up the wazzu
- How does it compare with C/C++?

Introduction to the Java Platform

- Platform independent Java Virtual Machine (JVM)
- Garbage Collection
- Everything is Threaded
- Network Centric

Object Oriented up the wazzu

- **Everything** in Java is a `java.lang.Object`
- There are an incredible number of packages out there that work for all Java objects
- It's hard to get by without good design and structure

How does it compare with C/C++

- No Pointers
- No Global variables
- No preprocessor (though you can write one)
- No struct, union types, goto's, enums, bitfields, function pointers, typedefs

(continued)

- Method Overloading / Polymorphic Behavior without Multiple Inheritance
- Garbage collection = No more dangling pointers
- Multi-threaded architecture
- Similar syntax
- Well defined error handling

Why Java Netprog?

- Java has an extensive and clean class library
- Java gracefully handles many low level network problems that C programmers have to deal with
- Networking is at the core of the language
