

JAVA



DEAF YOUNG
CODE

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Learning Objectives



- Understand what Java is used for
- Write and run simple console programs online (no install).
- Use variables (int, String), input with Scanner, and basic logic (if, loops).



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What is JAVA?

- A general-purpose, object-oriented programming language
- Used in apps, games, enterprise software, Android development
- Compiled and platform-independent:
“Write once, run anywhere”



Tools We'll Use



JDoodle

Online Java editor
(jdoodle.com)

1.

Pre-made starter templates

No installation needed



JAVA Basics



- `public class Main {`
- `public static void main(String[] args) { ... }`
- Curly braces define code blocks
- Clear indentation helps readability



Output

- Use: `System.out.println("Hello, World!");`
- Always ends with a semicolon ;
- Appears in the console/output window

Variables & Data Types

Examples:

- `int age = 15;`
- `String name = "Anna";`

Combine text + variables:

- `System.out.println("Hello " + name);`



Input with Scanner

- **Scanner sc = new Scanner(System.in);**
- **Read input:**
- **Scanner sc = new Scanner(System.in);**
- **String name = sc.nextLine();**



Simple Logic

- **Use if and else to make decisions**
- **Loops (for, while) to repeat code**
- **Example:**
- **if (age >= 18) { ... }**
- **Great for handling different user input cases**



Activity



1. Open the online code
2. Add: Greeting with name or age
3. Bonus: Show age in 10 years
4. Code-along + group testing



Reflection



What did you enjoy?

What was difficult?



Thank you for your attention!



Stay tuned for the next presentation!

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