How do you represent Data in a Program?
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- Variables
- Arrays
- Class and Objects
- Array List
- Hash Map
- etc.
Types of Data

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**Reference:**
associated with Class and Objects. The data representation is a reference (pointer), stored in the stack, to a block of storage in the heap (more on this later).
**Access-modifier** specifies where a method can be accessed. For now, **public**.

**return-type** is the data type of the result returned from the method to the caller.

```
access-modifier return-type method-name ( parameter-list )
{
    declarations and statements
}
```

- **declarations and statements** form the “body” of the method and do all the work.
- **method-name** is any valid identifier
- **parameter-list** is a comma-separated list of the params received by the method when it is called. If a method does not receive any values, **parameter-list** is **void**. A type must be listed explicitly for each parameter in the parameter list.
Class Activity

Write a program in Java that:

- Contains one class and one main method.
- Prints out a message using two print statements.
- Contains several single-line (inline) comment.
- Contains two Javadoc block comments.

In your program, using inline comments, identify:

1. a String
2. Java keyword
3. identifier
4. method
5. method invocation