Structure of a Java program (1.2)

```java
public class name {
    public static void main(String[] args) {
        statement;
        statement;
        ...
        statement;
    }
}
```

System.out.println statement (1.2)  (displays output on the console window)

```java
System.out.println("text");
```
or,

```java
System.out.println();  (prints a blank line)
```

Escape sequences (1.2)  (for printing special characters in a println message)

<table>
<thead>
<tr>
<th>Sequence</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\</td>
<td>tab</td>
</tr>
<tr>
<td>\n</td>
<td>new line</td>
</tr>
<tr>
<td>&quot;</td>
<td>quotation mark</td>
</tr>
<tr>
<td>\</td>
<td>backslash</td>
</tr>
</tbody>
</table>

Static method (1.4)  (a group of statements that improves your program’s structure and reduces redundancy)

```java
public static void name() {
    statement;
    statement;
    ...
    statement;
}
```

Example:

```java
public static void drawEggTop() {
    System.out.println("  ______");
    System.out.println(" /\      ");
    System.out.println(" / \      ");
}
```

Comment (1.2)  (notes written in your program for the programmer to read)

// text (one line)
/* text (multiple lines) */

Example:

/* CSE 143X, Stan Smith
   This program prints the steps of my favorite recipe. */

// This method displays the preamble of the US Constitution.