## OOAD

## Java



### Compilation Process

javac

→ class file → loaded into Classloader → check for bytecode → interpreter

→ execute

→ send it to the

CPU/hardware

class file = bytecode

### terminologies

JVM

JDK

software kit

JRE

Java Runtime Environment

JVM

### program I/O

System.out.println()

Scanner(System.in )

nextInt()

nextLong()

…

nextLine() string

## IDEs

IntelliJ

VScode

Eclipse

Visual Studio

### Online env:

replit

### Java as a language

Statically typed Language

Strongly Typed Language

### keywords

boolean byte char

false true

int short long

float double

## Data types

### Primitive Data Types

int 4

short 2

long 8

float 4

double 8

char 2

boolean 1 bit

byte 1 byte

float

12.36

1236 x 10-2

### Non Primitive Data Types

Reference Types

Arrays

Strings

Class

Objects

Interfaces

## Operators

### arithmetic

+

-

\*

/

% modulo

### assignment

=

compound

+= a += b

a = a + b

-= a = a -b

…..

### relational

<

>

<=

>=

==

!=

### logical

&& and

|| or

! not

### unary

-

a = -100

++

post

pre

### bitwise

& and

| or

^ ex-or

### shift

<<

>>

>>>

### terniray

## Flow control