Java Placement Cource (DSA) notes

Chaitanya Shahare

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Lecture 1

22.12.2022 Thursday

1 Introduction to Java Language

1.1 Set of Instructions

- Flowchart
- Psudocode

1.2 Flowchart

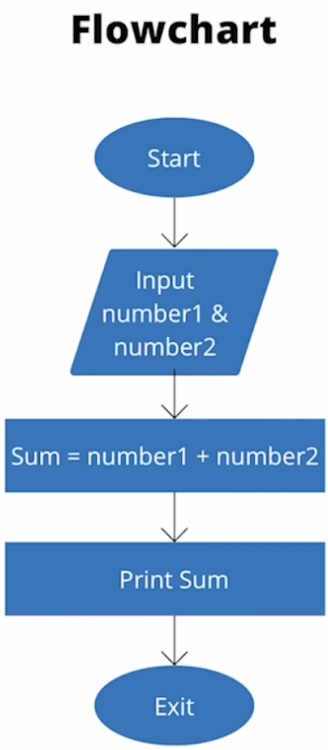

Figure 1: Flowchart

1.3 Psudocode

1. Start
2. Input 2 number
3. Calculate Sum = number1 + number2
4. Print Sum
5. Exit

1.4 Java Class 1

1.4.1 Installation

1. Java Development Kit (JDK)
2. Code Editor / IDE
   - VS Code
   - Intellij
   - Eclipse

1.4.2 First Code

- Extension -> .java

1.4.2.1 Hello World

```
class FirstClass {
    public static void main(String args[]) {
        System.out.println("Hello World");
    }
}
```

1.4.3 How is code running?

Figure 2: Java Development Kit (JDK)

1. Compilation

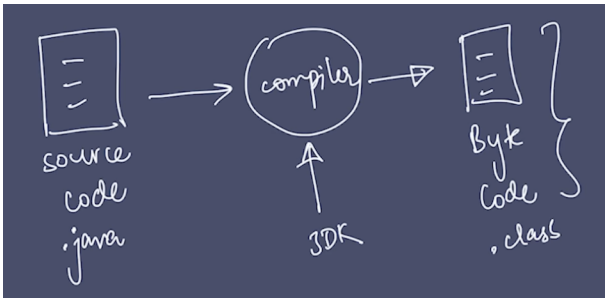

Figure 3: Java compilation

2. Execution

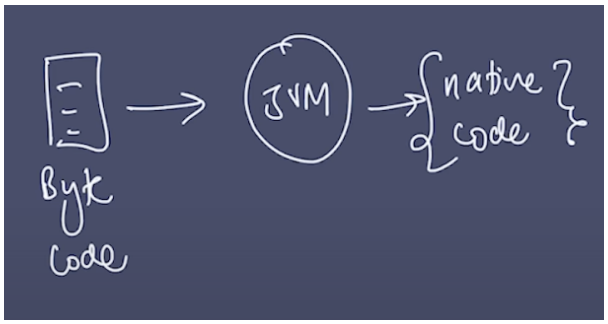

Figure 4: Java Execution

1.4.4 Code Components

1.4.4.1 Function

```
void main(){

}
```

1.4.4.2 Class

```
class Main{
    void main() {

    }
}
```

Lecture 2

22.12.2022 Thursday

2 Variables in Java | Input Output

2.1 Output

```
System.out.print("Hello World");
```

`Hello world` is the string which is printed.

- Use double quotes for strings

2.1.1 Boilerplate code

```
package com.apnacollege;

public class Main{
    public static void main(String[] args) {
        // Output
        System.out.print("Hello World");
    }
}
```

Here: - System -> class - print -> function

```
System.out.println("Hello world with java");
```

- print -> for output on the same line `System.out.print("Hello World");`
- println -> for output on the next line `System.out.println("Hello world with java");`
- "\n" -> `System.out.print("Hello World\n");`

2.1.2 Q. Print the pattern

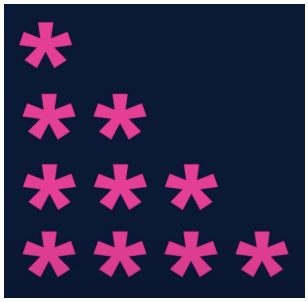

Figure 5: right triangle pattern

```
public class Main{
    public static void main(String[] args) {
        // Output
        System.out.println("*");
        System.out.println("**");
        System.out.println("***");
        System.out.println("****");
    }
}
```

2.2 Variables

```
Perimeter = 2 * (a + b)
```

here,

- 2 -> constant
- a&b -> variable

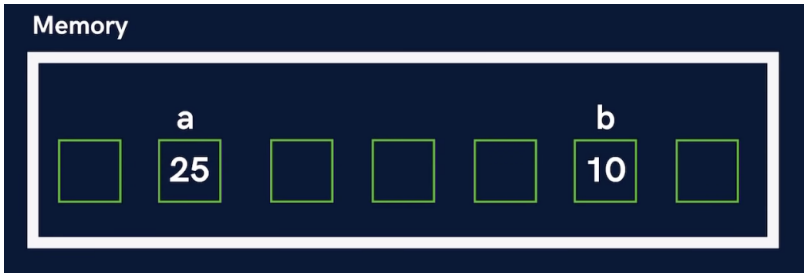

Figure 6: Variables in memory

```java
public class Main{
    public static void main(String[] args) {
        // Variables
        String name = "tony stark";
        int age = 48;
        double price = 23.25;
        int a = 25;
        int b = 1;

        b = 20;
        name = "ironman";
    }
}
```

2.3 Data Type

Java is a typed language. i.e; you need to tell the datatype.

2.3.1 Types of Datatypes

- Primitive
- Non-Primitive

Primitive	Non-Primitive
byte	String
short	Array
char	Class
boolean	Object
int	Interface
long	
float	
double	

2.3.2 Data Type sizes

Primitive	Size (in bytes)
byte	1
short	
char	2
boolean	1
int	4
long	8
float	4
double	8

Above sizes are for a 64-bit System

```java
public class Main {
    public static void main(String[] argss) {
        // Variables
        int a = 10;
        int b = 25;

        int sum = a + b;
        System.out.println(sum);

        int diff = b - a;
        System.out.println(diff);

        int mul = a * b;
        System.out.println(mul);

    }
}
```

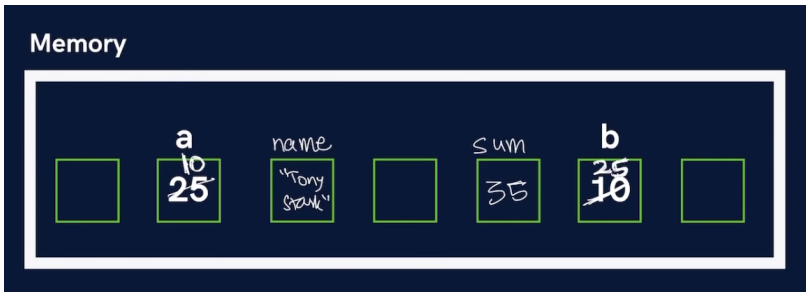

Figure 7: Memory allocation for the above program

2.4 Inputs in Java

```java
import java.util.*;

public class Main {
    public static void main(String[] args) {
        // Input
```

```
        Scanner sc = new Scanner(System.in);
        String name = sc.next(); // next() -> for next token ie; next word
        String name1 = sc.nextLine(); // nextLine() -> for taking a sentence as Input
        // Similarly
        // nextInt()
        // nextFloat()
        System.out.println(name);
    }
}
```

2.5 Q. Take 2 variables 'a' & 'b' and print their sum.

```
import java.util.*;

public class Main {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        int a = sc.nextInt();
        int b = sc.nextInt();
        int sum = a + b;
        System.out.println(sum);
    }
}
```

Lecture 3

23.12.2022 Friday

3 Conditional Statements

Topics covered

- if, else
- else if
- switch
- break

3.1 if, else

3.1.1 Syntax

```
if (condition){

}
else {

}
```

Example

3.1.2 Q. Write a program to identify if a person is an adult.

```
import java.util.*;

public class Conditions {
    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        int age = sc.nextInt();

        if (age > 18) {
            System.out.println("Adult");
        } else {
            System.out.println("Not Adult");
        }
    }
}
```

3.1.3 Q. Write a program to check if a number is odd or even.

```
import java.util.*;

public class Conditions {
    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        int x = sc.nextInt();

        if (x % 2 == 0) {
            System.out.println("Even");
        } else {
```

```
            System.out.println("Odd");
        }
    }
}
```

3.2 else if

3.2.1 Q. Write a program to know if a is greater of lesser than b.

```
import java.util.*;

public class Conditions {
    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        int a = sc.nextInt();
        int b = sc.nextInt();

        if (a == b) {
            System.out.println("Equal");
        }
        else if (a > b) {
            System.out.println("a is greater than b");
        }
        else {
            System.out.println("a is lesser than b")
        }
    }
}
```

3.3 Switch

3.3.1 Syntax

```
switch (variable) {
case 1:
    break;
case 2:
    break;
default:

}
```

3.3.2 Q. Using switch write a program to greet in different languages

```
import java.util.*;

public class Conditions {
    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        int button = sc.nextInt();

        switch(button) {
            case 1: System.out.println("hello");
            break;
            case 2: System.out.println("namaste");
```

```
            break;
            case 3: System.out.println("bonjour");
            break;
            dafault: System.out.println("Invalid Button");
        }
    }
}
```

3.3.3 Q. Make a calculator

Make a Calculator. Take 2 numbers (a & b) from the user and an operation as follows :

- : + (Addition) a + b
- : - (Subtraction) a - b
- : * (Multiplication) a * b
- : / (Division) a / b
- : % (Modulo or remainder) a % b

Calculate the result according to the operation given and display it to the user.

3.3.4 Q. Ask the user to enter the number of the month & print the name of the month. For eg - For '1' print 'January', '2' print 'February' & so on.