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| PROGRAMMING IN JAVA  INTERMEDIATE LEVEL |
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Programming in Java

The difference between an interpreter and a compiler is given below:

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| --- | --- |
| Interpreter | Compiler |
| Translates program one statement at a time. | Scans the entire program and translates it as a whole into machine code. |
| It takes less amount of time to analyze the source code but the overall execution time is slower. | It takes large amount of time to analyze the  source code but the overall execution time is comparatively faster. |
| No intermediate object code is generated, hence are memory efficient. | Generates intermediate object code which  further requires linking, hence requires more memory. |
| Continues translating the program until the first error is met, in which case it stops. Hence debugging is easy. | It generates the error message only after  scanning the whole program. Hence debugging is comparatively hard. |
| Programming language like Python, Ruby use interpreters. | Programming language like C, C++ use compilers |



# C++ vs Java

There are many differences and similarities between the **C++** programming language and **Java**. A list of top differences between C++ and Java are given below:

|  |  |  |
| --- | --- | --- |
| Comparison Index | C++ | Java |
| Platform-independent | C++ is platform-dependent. | Java is platform-independent. |
| Mainly used for | C++ is mainly used for system programming. | Java is mainly used for application programming. It is widely used in window, web-based, enterprise and mobile applications. |
| Design Goal | C++ was designed for systems and applications programming. It was an extension of C programming language. | Java was designed and created as an interpreter for printing systems but later extended as a support network computing. It was designed with a goal of being easy to use and accessible to a broader audience. |
| Goto | C++ supports the goto statement. | Java doesn't support the goto statement. |
| Multiple inheritance | C++ supports multiple inheritance. | Java doesn't support multiple inheritance through class. It can be achieved by interfaces in java. |
| Operator Overloading | C++ supports operator overloading. | Java doesn't support operator overloading. |
| Pointers | C++ supports pointers. You can write pointer program in C++. | Java supports pointer internally. However, you can't write the pointer program in java. It means java has restricted pointer support in java. |
| Compiler and Interpreter | C++ uses compiler only. C++ is compiled and run using the compiler which converts source code into machine code so, C++ is platform dependent. | Java uses compiler and interpreter both. Java source code is converted into bytecode at compilation time. The interpreter executes this bytecode at runtime and produces output. Java is interpreted that is why it is platform independent. |
| Call by Value and Call by reference | C++ supports both call by value and call by reference. | Java supports call by value only. There is no call by reference in java. |
| Structure and Union | C++ supports structures and unions. | Java doesn't support structures and unions. |
| Thread Support | C++ doesn't have built-in support for threads. It relies on third-party libraries for thread support. | Java has built-in thread support. |
| Documentation comment | C++ doesn't support documentation comment. | Java supports documentation comment (/\*\* ... \*/) to create documentation for java source code. |
| Virtual Keyword | C++ supports virtual keyword so that we can decide whether or not override a function. | Java has no virtual keyword. We can override all non-static methods by default. In other words, non-static methods are virtual by default. |
| unsigned right shift >>> | C++ doesn't support >>> operator. | Java supports unsigned right shift >>> operator that fills zero at the top for the negative numbers. For positive numbers, it works same like >> operator. |
| Inheritance Tree | C++ creates a new inheritance tree always. | Java uses a single inheritance tree always because all classes are the child of Object class in java. The object class is the root of the inheritance tree in java. |
| Hardware | C++ is nearer to hardware. | Java is not so interactive with hardware. |
| Object-oriented | C++ is an object-oriented language. However, in C language, single root hierarchy is not possible. | Java is also an object-oriented language. However, everything (except fundamental types) is an object in Java. It is a single root hierarchy as everything gets derived from java.lang.Object. |

#### Note

* Java doesn't support default arguments like C++.
* Java does not support header files like C++. Java uses the import keyword to include different classes and methods



## https://cdncontribute.geeksforgeeks.org/wp-content/uploads/java-platform-independent.pngWhy java is a platform independent language?

**Step by step Execution of Java Program:**

1. Whenever, a program is written in JAVA, the javac compiles it.
2. The result of the JAVA compiler is the **.class file or the bytecode** and not the machine native code (unlike C compiler).
3. The bytecode generated is a non-executable code and needs an interpreter to execute on a machine. This interpreter is the JVM and thus the Bytecode is executed by the JVM.
4. And finally program runs to give the desired output.

**Execution of c++ program**

When you write program in C/C++ and when you compile it, it is directly converted into machine readable language(.exe). This .exe file generated is specific to the operating system i.e, when you compile program in windows OS, the .exe file generated for that program is specific to only windows OS and cannot be made to run in UNIX OS.

That`s why C/C++ programs are platform dependent.

## JDK JRE AND JVM

JVM (JAVA VIRTUAL MACHINE)

### JVM (Java Virtual Machine) is an abstract machine. It is called a virtual machine because it doesn't physically exist. It is a specification that provides a runtime environment in which Java bytecode can be executed. It can also run those programs which are written in other languages and compiled to Java bytecode.

### JRE (JAVA RUNTIME ENVIORMENT)

### The Java Runtime Environment is a set of software tools which are used for developing Java applications. It is used to provide the runtime environment. It is the implementation of JVM. It physically exists. It contains a set of libraries + other files that JVM uses at runtime.

### JDK (JAVA DEVLOPMENT KIT)

### The JDK is a collection of the JVM, JRE and libraries. The Java Development Kit (JDK) is a software development environment which is used to develop Java applications and applets. It physically exists. It contains JRE + development tools.

#### NOTE

 JVM, JRE, and JDK are platform dependent because the configuration of each [OS](https://www.javatpoint.com/os-tutorial) is different from each other. However, Java is platform independent.

Refer to: <https://www.javatpoint.com/internal-details-of-jvm>

### Java is platform independent but JVM is platform dependent

In Java, the main point here is that the JVM depends on the operating system – so if you are running Mac OS X you will have a different JVM than if you are running Windows or some other operating system. This fact can be verified by trying to download the JVM for your particular machine – when trying to download it, you will given a list of JVM’s corresponding to different operating systems, and you will obviously pick whichever JVM is targeted for the operating system that you are running. So we can conclude that JVM is platform dependent and it is the reason why Java is able to become “Platform Independent”.

**Important Points:**

* In the case of Java, **it is the magic of Bytecode that makes it platform independent**.
* This adds to an important feature in the JAVA language termed as **portability**. Every system has its own JVM which gets installed automatically when the jdk software is installed. For every operating system separate JVM is available which is capable to read the .class file or byte code.
* An important point to be noted is that while **JAVA is platform-independent language, the JVM is platform-dependent.** Different JVM is designed for different OS and byte code is able to run on different OS.

### [Array questions to be done](#_ARRAY_QUESTIONS)



## Note the types of Array

* 1-D array
* 2-D array
* Variable sized 2-D array

The two types of java programming are

1. Java applications
2. Java applets
3. Java applications-It is similar to other kinds of program in C, C++ etc. to solve a problem.
4. Java applet-It is a program that appears embedded in a web document and applets come into effect when the browser browses the web page. It is a small application made in java. Example calculator.



# Java Programming

CLASS

A **class** is a user defined blueprint or prototype from which objects are created.  It represents the set of properties or methods that are common to all objects of one type. In general, class declarations can include these components, in order:

1. **Modifiers**: A class can be public or has default access.
2. **Class name:** The name should begin with an initial letter.
3. **Superclass (if any):** The name of the class’s parent (superclass), if any, preceded by the keyword extends. A class can only extend (subclass) one parent.
4. **Interfaces (if any):** A comma-separated list of interfaces implemented by the class, if any, preceded by the keyword implements. A class can implement more than one interface.
5. **Body:** The class body surrounded by braces, { }.

Constructors are used for initializing new objects. Implict return type of the constructor is the class itself. It can also be overloaded.

OBJECT

It is a basic unit of Object-Oriented Programming and represents the real life entities.  A typical Java program creates many objects, which as you know, interact by invoking methods. An object consists of:

1. **State:** It is represented by attributes of an object. It also reflects the properties of an object.
2. **Behavior:** It is represented by methods of an object. It also reflects the response of an object with other objects.
3. **Identity:** It gives a unique name to an object and enables one object to interact with other objects.

Example of an object: dog

ENCAPSULATION

The wrapping of data into a singular unit. It is the mechanism that binds the data together and help in showing only useful things so also known as data hiding.

As in encapsulation, the data in a class is hidden from other classes, so it is also known as **data-hiding**.

|  |  |
| --- | --- |
| import java.util.\*;  class Lcm  {  int x;  int y;  public Lcm(int a,int b)  {  x=a;  y=b;  }  public int calculate()  {  int i=x>y?x:y;  while(true)  {  if(i%x==0 && i%y==0)  {  break;  }  i++;  }  return i;  }  } | import java.util.\*;  class Hcf  {  int x;  int y;  public Hcf(int a,int b)  {  x=a;  y=b;  }  public int calculate()  {  int hcf = 1;  for(int i = 1; i <= x && i <= y; ++i)  {  if(x % i==0 && y % i==0)  hcf = i;  }  return hcf;  }  } |
| import java.util.\*;  class Lcm\_hcf  {  public static void main()  {  Scanner in=new Scanner(System.in);    System.out.println("Enter number 1"); int x=in.nextInt();  System.out.println("Enter number 2"); int y=in.nextInt();    Lcm ob1=new Lcm(x,y);  Hcf ob2=new Hcf(x,y);  System.out.println("Lcm of two numbers is "+ob1.calculate());  System.out.println("Hcf of two numbers is "+ob2.calculate());    }  } | |

Two different objects off two different class is used in a same class. A program should have a main function or else it will show a runtime error. The above three programs can be in a same file or different file.

USE OF THIS KEYWORD

|  |
| --- |
| import java.util.\*;  class This\_keyword  {  int x;  int y;  int z;  public This\_keyword(int z)  {  this.z=z;  }  public This\_keyword(int x,int y)  {  this(25);  this.x=x;  this.y=y;  }  public void display(int x,int y)  {  System.out.println("Without this keyword \n x="+x+"\ty="+y);  this.this\_display();  }  public void this\_display()  {  System.out.println("With this keyword \n x="+this.x+"\ty="+this.y);  }  public static void main(String []args)  {  This\_keyword ob=new This\_keyword(13,17);  ob.display(5,24);  System.out.println("Value of z="+ob.z);  }  } |

THIS keyword is a reference variable of that instance. It is used to give values to member variables of class. It can also be used to call different functions of same class. It can also be used to call other constructors from a constructor. While calling the other constructor from this keyword, it should be the first statement of the constructor. (Nesting of constructor calling)

In this statement,

*“Public static void main(String args[])”*

Static is used to allow main() to be called without having to instantiate the instance of class.

Main is used as the name of the method of class which is searched by the JVM as the starting point of the class.

Args[] is an array to store objects of class String. Any other word or letter may also be used. Java sees everything as String objects. It helps to read an input and then store into the array args as String objects.

System.out.printf(“number is %d”,n); is used to display formatted integers on the contrary to System.out.println(); or System.out.print();

OTHER INPUT METHODS

1. Using DATA INPUT STREAM

|  |
| --- |
| import java.io.\*;  class Data\_Input\_Stream  {  public static void main()throws IOException  {  DataInputStream in=new DataInputStream(System.in);    System.out.println("Enter a number");  int n;  n=Integer.parseInt(in.readLine());    System.out.printf("You entered:%d",n);    }  } |

1. Using BUFFERED READER

|  |
| --- |
| import java.io.\*;  class Buffered\_Reader  {  public static void main()throws IOException  {  BufferedReader inp = new BufferedReader (new InputStreamReader(System.in));  System.out.println("Enter a number");  int n;  n=Integer.parseInt(inp.readLine());    System.out.printf("You entered:%d",n);    }  } |

In the above programs it is necessary to write “throws IOException”.

1. Using SCANNER OBJECT

|  |
| --- |
| import java.util.\*;  class Scanner\_Input  {  public static void main()  {  Scanner in=new Scanner(System.in);    System.out.println("Enter a number");  int n=in.nextInt();  System.out.println("You entered:"+n);  }  } |

However String args[] written in main function can also be used.

# ARRAY QUESTIONS

1. INSERTION

|  |
| --- |
| import java.util.\*;  class Array  {  public static void main(String args[])  {  Scanner in=new Scanner(System.in);    System.out.println("Enter the size of array ");  int size=in.nextInt();    int a[]=new int[size];  int c=0;int p=0;int pos=0;int n=0;int nn=0;  for(int i=0;i<a.length;i++)  {  n=in.nextInt();  if(n!=0)  {  a[i]=n;  c++;  }  }    if(c==5)  System.out.println("Element cannot be Entered");  else  {  System.out.println("Enter a number to be intered");  n=in.nextInt();  System.out.println("Enter your choice");  System.out.println("1=Front");  System.out.println("2=Enter Position");  System.out.println("3=End");  System.out.println("4=Sorted Insertion");  nn=in.nextInt();    for(int i=0;i<a.length;i++)  {  if(a[i]==0)  {  pos=i;  break;  }  }  switch(nn)  {  case 1 :p=0;break;  case 2 :  {  p=in.nextInt();  p--;  break;  }  case 3 :p=a.length-1;break;  case 4 :p=pos;break;  default:System.out.println("Wrong input");  }  }    if(pos<p)  {  for(int i=pos;i<a.length-1;i++)  a[i]=a[i+1];    a[p]=n;  }  else if(pos>p)  {  for(int i=pos;i>0;i--)  a[i]=a[i-1];    a[p]=n;  }  else  a[p]=n;    if(nn==4)  {  int l = a.length;  for (int i = 0; i < l-1; i++)  {  for (int j = 0; j < l-i-1; j++)  {  if (a[j] > a[j+1])  {  int temp = a[j];  a[j] = a[j+1];  a[j+1] = temp;  }  }  }  }  System.out.println("Your final array is");  for(int i=0;i<a.length;i++)  System.out.println(a[i]);  }  } |

1. DELETION

|  |
| --- |
| import java.util.\*;  class Arrays  {  public static void main(String args[])  {  Scanner in=new Scanner(System.in);    System.out.println("Enter the size of array ");  int size=in.nextInt();    int a[]=new int[size];  int c=0;int p=0;int pos=0;int n=0;int nn=0;  for(int i=0;i<a.length;i++)  a[i]=in.nextInt();    System.out.println("Enter your choice");  System.out.println("1=Front");  System.out.println("2=Enter Position");  System.out.println("3=End");  System.out.println("4=Particular Element Deletion");  nn=in.nextInt();      switch(nn)  {  case 1 :pos=0;break;  case 2 :  {  pos=in.nextInt();  pos--;  break;  }  case 3 :pos=a.length-1;break;  case 4 :  {  System.out.println("Enter element to be deleted");  int del=in.nextInt();  boolean check=false;    for(int i=0;i<a.length;i++)  {  if(a[i]==del)  {  pos=i;  check=true;  break;  }  }  if(check==false)  {  System.out.println("No Such Element");  System.out.println("Your final array is");  for(int i=0;i<a.length;i++)  System.out.println(a[i]);  System.exit(0);  }  break;  }  default:System.out.println("Wrong input");  }    for(int i=pos;i<a.length-1;i++)  a[i]=a[i+1];    a[a.length-1]=0;  System.out.println("Your final array is");  for(int i=0;i<a.length;i++)  System.out.println(a[i]);  }  } |