1] Explain about the main method in Java?

The Main method is the Starting point of the JVM to Start execution of Java Program without the Main method, JVM will not execute the program

It is a default Signature which is pre-defined configurered into JVM.

Snytax:-

optional ↗   method name ↗   array
public static void Main (String [] args){
        ↓   ↓   ↓
    } accessmodifier   returntype   string

---

2) Control flow Statements :-

Decision Making Statements ← | → Looping Statements | → Branching Statements

Decision Making
Statements
↓

if Statement

if-else -Statement

The switch Statement

Looping Statements
↓

for loop

while loop

dowhileloop

Branching
Statements
↓

break ;

continue ;

return ;

3]

break	Continue
The break Statement is used to terminate the loop immediately	The continue Statement is used to skip the Current interaction of the Loop.
It stop the execution of the loop.	It does not stop the execution of the loop.
we can use a break with the switch Statement	we can not use a continue Swt. with the switch Statement.

4] **Array ?**

   Array is a container to store multiple data in Same data type.

   Array in Jara is index based the 1st element of the array is stored at the 0th index.

   Single Dimensional Array

   Multi Dimensional Array

Declaration:-

   datatype [] arr; (or) datatype [] arr;

   in [] temp = new int [256];

5] When will you get Array Index out of Bounds Exception !-

It occurs whenever we are typing to access any item of an array at an index which is not present in array. The index may be negative (or) exceed to size of An Array.

P.S.vm {
  int[] s rollnumber = {23,17,2019.30};
  int element = rollNumber [b3];
  S.O.P (element);
}

6] Create a Object for a class?

Classname Objectname = new constructor name (d);

convention

Classname !- should be start with uppercase Letter and be a noun, string, colour, Button etc...

methodName !- should be start with lowercase and be a verb eg. Main(), getGreatres, Println

Variablename !- should start with lower letter

eg !- firstname, lastname and etc...

7] Variable :-

It is a container that save the data values during Java program execution. Variable is used to intralice the value

int age = 22; -> value

↓   ↓ Variable_name

↓ datatype

Declation

Public string name;
Public int (age)

8] String :-

It is Generally String is a sequence of character. But in Java, String is an Object that represents a sequence of character.

3 ways to Create String :-

Literal -> string S = "Ajith";

By new keyword -> string S = new string("Hello");

Character array -> You can convert also character into string.

9] Different ways to create the string object in Java :-

2 ways

(i) string as litteral

String S = "GOWTHAM";

(ii) String as object

String S = new String ("Hello");

10] . equals () and " == " . difference ?

① . equals () is a method == is an operator == operator is used for reference comparision (address comparision) And . equals () method for content comparision

. == Checks if both object point to the same memory location whereas . equals () evaluates to the comparision of values in the - object

Ex : PSVM {
     String S₁ = new String ("Test leaf");
     String S₂ = new String ("Hello");
     Syso (S₁ == S₂);
     Syso (S₁.equals (S₂));
     ⎰ o/p:-
     = false
        True

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