* Exception Handling
* Multithreading
* Collections
* Java 8
* Spring Core
* Spring MVC
* Spring Boot
* Spring Microservices
* Angular

Pre-requisites

* create git-hub account
* install git from : <https://git-scm.com/downloads>
* Eclipse IDE
* Java 8

Why Java?

Java is a platform independent & Object oriented language, using which you can develop any kind applications like standalone, distributed, mobile applications, you can write programs to IC’s, Cards and etc

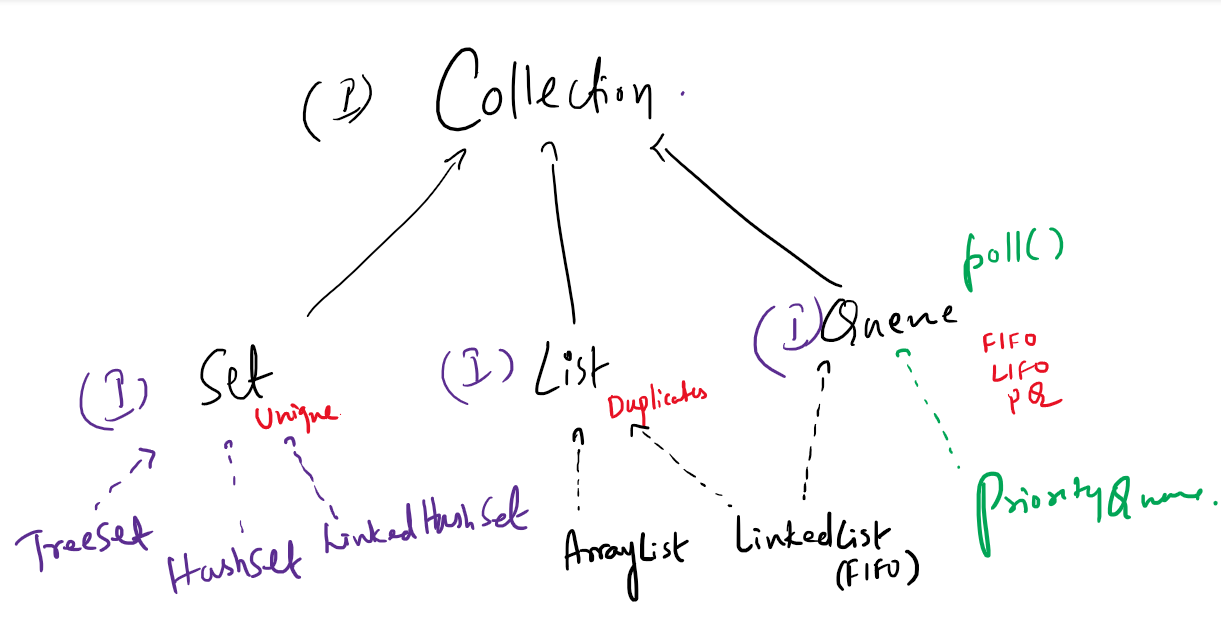
OOPs concepts:

1. Encapsulation: private variables & public setters & getters
2. Inheritance: extends keyword
3. Polymorphism: overriding and overloading
4. Abstraction: abstract class & interface

Exception Handling:

try, catch, finally, throw & throws

Collection Framework:



Collection has methods:

add, remove, clear, size, isEmpty, iterator,...

Set: Allows only unique elements

TreeSet: Maintains the elements in sorted order

HashSet: Maintains the elements in random order, but retrieval is faster

LinkedHashSet: Maintains the elements in insertion order

List: Allows duplicates and elements have index

ArrayList: Maintains elements in contiguous memory address, retrieval is faster but adding/removing of the elements are little slower

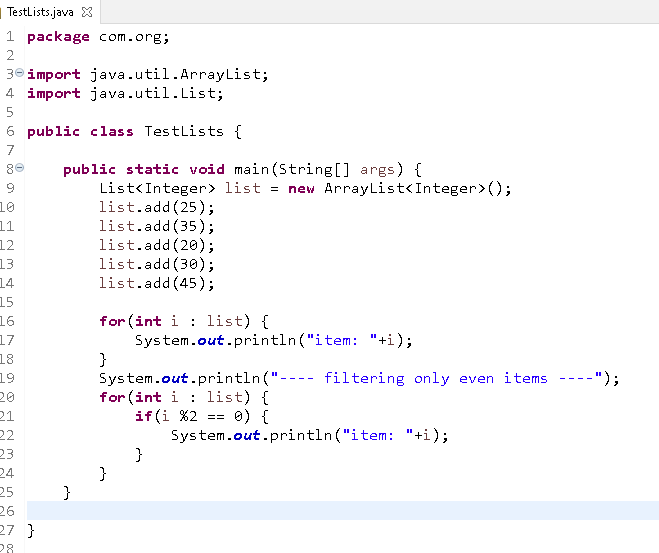
LinkedList: Maintains elements in non-contiguous memory address, retrieval is little slower but adding/removing of the elements are faster

Some useful git commands:

git clone <<url>>  
git pull  
git push -u origin master  
git add .  
git commit -m ‘message’  
git status

Collection:

List<Integer> list = new ArrayList<Integer>();  
ArrayList<Integer> list = new ArrayList<Integer>();



Customer, Employee, Student and so on....

Exercise:

Create a user class which will have id, name and password, generate setters & getters

Add 5 user objects inside List<User> with different id, name & password

Iterate the List<User> such that it will only display the names whose length is more than 5

Object class: toString(), equals() & hashCode():

Set internally calls equals() & hashCode() of Object class, but you can override them in your userdefined class to identify the duplicates

**package** com.org;

**public** **class** User {

**private** **int** id;

**private** String name;

**private** String password;

**public** User(**int** id, String name, String password) {

**super**();

**this**.id = id;

**this**.name = name;

**this**.password = password;

}

**public** User() {

**super**();

// **TODO** Auto-generated constructor stub

}

**public** **int** getId() {

**return** id;

}

**public** **void** setId(**int** id) {

**this**.id = id;

}

**public** String getName() {

**return** name;

}

**public** **void** setName(String name) {

**this**.name = name;

}

**public** String getPassword() {

**return** password;

}

**public** **void** setPassword(String password) {

**this**.password = password;

}

@Override

**public** String toString() {

**return** "User [id=" + id + ", name=" + name + ", password=" + password + "]";

}

@Override

**public** **int** hashCode() {

**final** **int** prime = 31;

**int** result = 1;

result = prime \* result + id;

**return** result;

}

@Override

**public** **boolean** equals(Object obj) {

**if** (**this** == obj)

**return** **true**;

**if** (obj == **null**)

**return** **false**;

**if** (getClass() != obj.getClass())

**return** **false**;

User other = (User) obj;

**if** (id != other.id)

**return** **false**;

**return** **true**;

}

}

TestSet.java

**package** com.org;

**import** java.util.HashSet;

**import** java.util.Set;

**public** **class** TestSets {

**public** **static** **void** main(String[] args) {

Set<User> set = **new** HashSet<User>();

set.add(**new** User(100, "Alex", "alex123"));

set.add(**new** User(103, "Alex", "alex123"));

set.add(**new** User(100, "Alex", "alex123"));

set.add(**new** User(100, "Alex", "alex123"));

System.***out***.println("Size: "+set.size());

}

}

Output:

Size: 2

Map: It maintains elements in key value pairs, it uses put() method to store & get() method to retrieve, here key should be unique.

Map is an interface and it has 4 implementations

1. HashMap: Random order, it is a newer class and supports null, not thread safe
2. Hashtable: Random order, it is an older class and doesn’t support null, it is threadsafe
3. TreeMap: Sorted order
4. LinkedHashMap: Insertion order

Exercise:

Create a map that stores multiple values for a single key

|  |  |
| --- | --- |
| Key(String) | Value (List<Student> |
| CS | Student1, Student2, .. |
| EC | Student3, Student4,.... |

And display the list of students based on the key

i.e, EC -> Student3, Student4,...

CS -> Student1, Student2,...

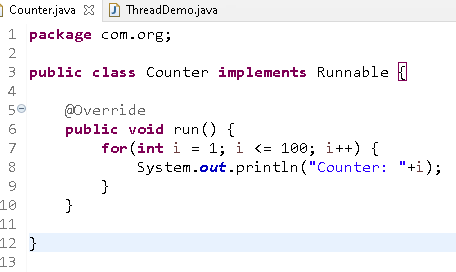
Multithreading

It makes a single program to perform multiple tasks concurrently.

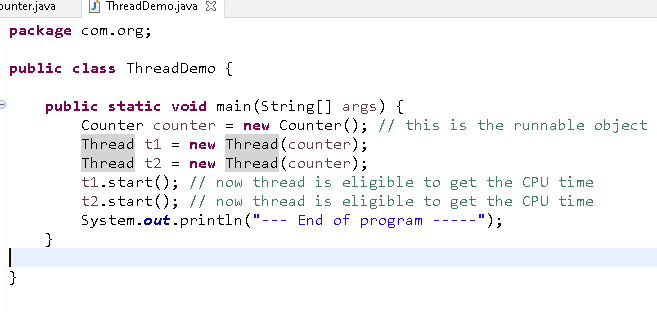
In java we use two API’s to achieve multithreading

1. Thread class: It creates thread and maintains threads
2. Runnable: it has run() method executed by threads

Counter.java



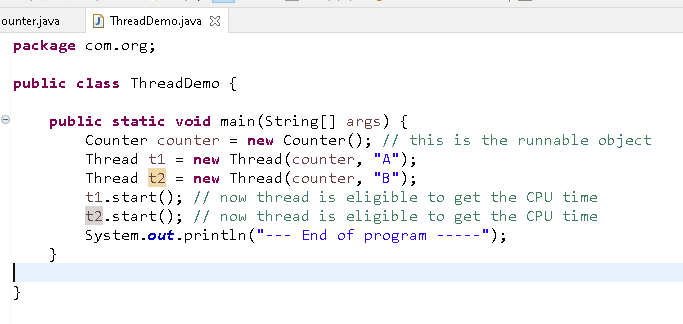
ThreadDemo.java



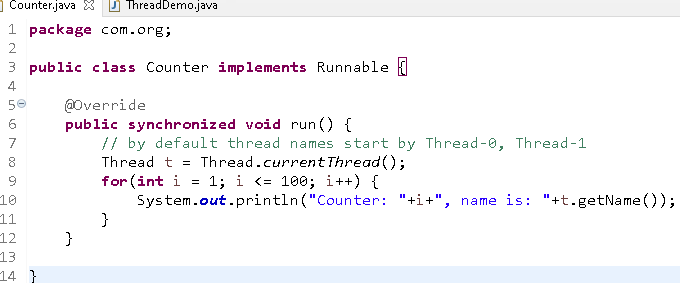
Thread Synchronization:

It is a process of locking the threads to enter inside a method that is synchronized so that only one thread can enter and perform the task.

ThreadDemo.java



Counter.java

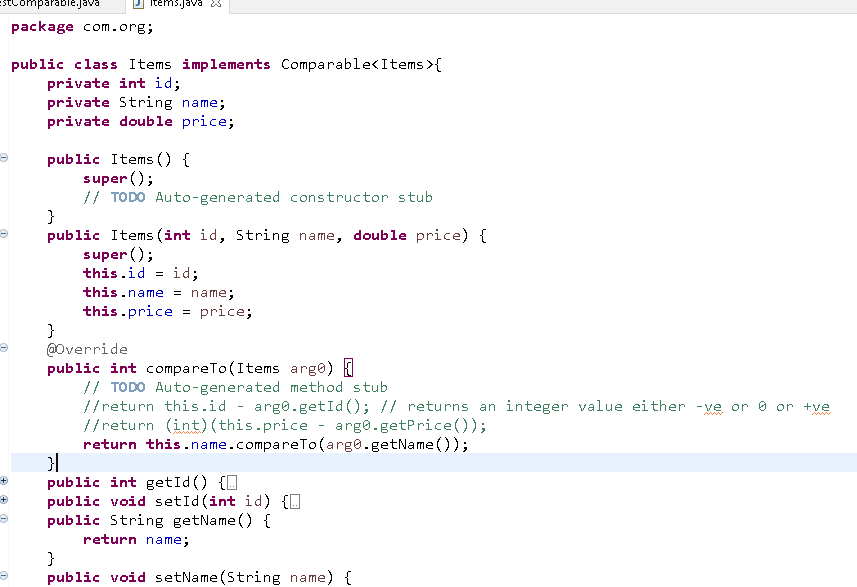


Comparable & Comparator interface

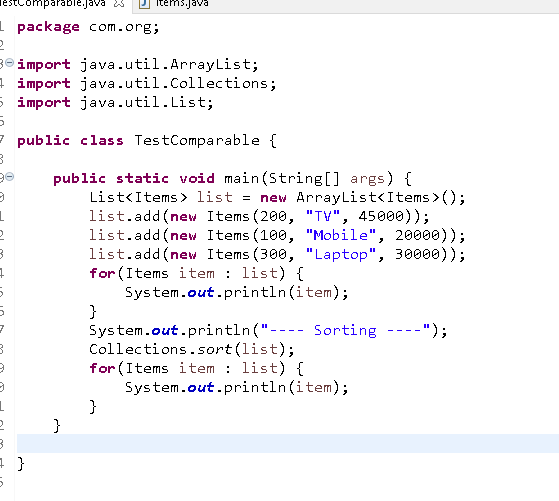
It is used to compare complex objects to perform sorting

Comparable provides you the natural sorting or default sorting, but Comparator gives you custom sorting, i.e., multiple way of sorting

Items.java



TestComparable.java



Comparable gives natural ordering and you can sort only in one way, however if you need multiple way of sorting you must use Comparator