

About Me

Incoming SDE Intern + SDE (FTE) @ **Delhivery**

SDE Intern + SDE (FTE) offer @ **Chaayos**

Technical Content Writer/Engineer @ **Scaler**

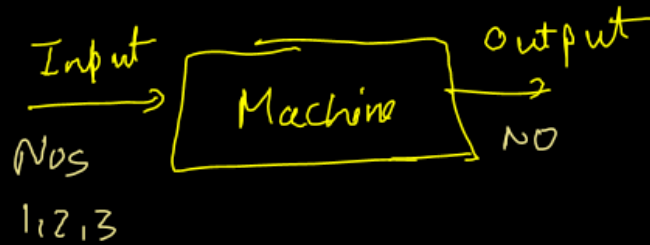
Technical Content Writer/Engineer @ **PrepBytes**

Ex – Technical Content Writer @ **InterviewBit**

Ex – Technical Content Engineer @ **Pepcoding**

Offers from other Ed-tech institutions like Unstop
(Dare2Compete), TuteDude, etc.

Computer → Human convenience
↳ Machine

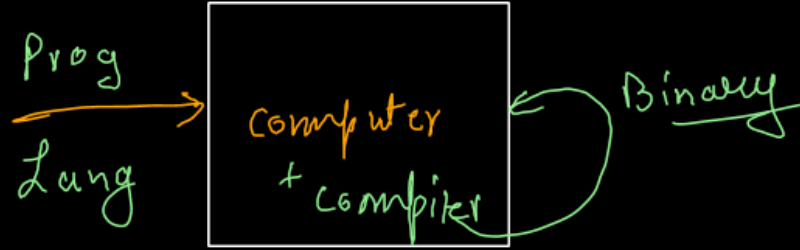


Communication

Computer understands Binary lang (0 and 1s)

Humans understand Human lang → instructions
+ emotions

Prog Lang



① Compiler → Software that converts
Prog Lang to Binary Lang

Input/output -

```
1 // "static void main" must be defined in a public class.
2 public class Main {
3     public static void main(String[] args) {
4
5     }
6 }
```

→ comments

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         //this is a comment
5     }
6     //this is also a comment
7 }
```

Print in Java

```
1 ▾ import java.util.*;
2 ▾ public class Main {
3 ▾     public static void main(String[] args) {
4         System.out.print("DSA classes");
5     }
6 }
```

```

1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         System.out.print("Guneet Malhotra");
5         System.out.print("DSA Classes");
6     }
7 }

```

Finished in 69 ms

Guneet MalhotraDSA Classes

```

1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         System.out.print("Guneet Malhotra");
5         System.out.print(" DSA Classes");
6     }
7 }

```

Finished in 84 ms

Guneet Malhotra DSA Classes

```

1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         System.out.print("Guneet Malhotra ");
5         System.out.print("DSA Classes");
6     }
7 }

```

Finished in 82 ms

Guneet Malhotra DSA Classes

`System.out.print("Rohan");`

RI

Rohan
I

```
import java.util.*;  
public class Main {  
    public static void main(String[] args) {  
        System.out.println("Guneet Malhotra");  
        System.out.print("DSA Classes");  
    }  
}
```

Finished in 122 ms

Guneet Malhotra

DSA Classes

stdin

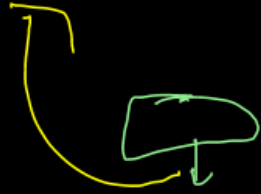
Data types in Java

Type of
containers.

Almirah

Drawer

fridge



Cloth/clothes



food items

Pen/Pencil

If we try to put item in

small size container, there is a loss

Scale \rightarrow 30cm



✂ ✂ loss

Size in bytes

Integral
(w/o decimal) { byte
Short
int
long

1
2
4
8 } 30, 50, 700 etc.

floating
pt type { float
double
(with decimal)
Characters → char

4 } 3.141, 8.632 etc
8

True/false → boolean

Not fixed

2 → A-Z, a-z, 0-9, #, *, etc.

Range of Datatype

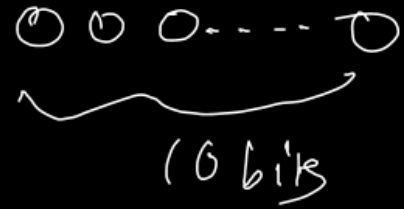
1 byte = 8 bits

$[-2^{N-1} \text{ to } 2^{N-1} - 1]$ \rightarrow Here N is the no of bits.

Range of Short

$$\text{Size} = 2 \text{ bytes} = 2 \times 8 = 16 \text{ bits}$$

$$\left[-2^{16-1} \text{ to } 2^{16-1} - 1 \right]$$



$$\left[-\underbrace{32768} \text{ to } \underbrace{32767} \right]$$

$$\underbrace{32768} \rightarrow 17 \text{ bit}$$

Data loss

```
1 ▾ import java.util.*;
2 ▾ public class Main {
3 ▾     public static void main(String[] args) {
4         int x = 100;
5         System.out.println(x);
6     }
7 }
```

Finished in 62 ms

100

int *x* = *100*;
└──┘ ↗ variable
↓
datatype constant

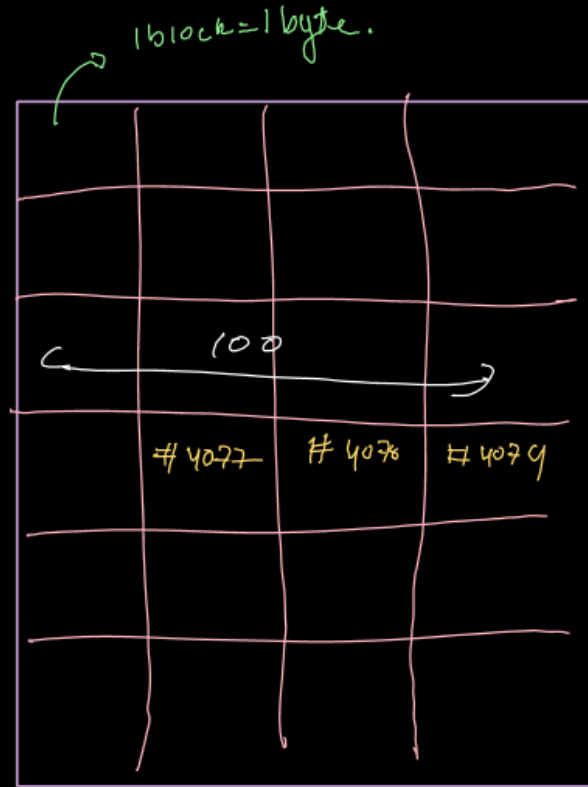
0000 Binary Repres.
└──────────────────┘
32

int x = 100;

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x = 100; ①
5         System.out.println(x);
6     }
7 }
```

#4076

x {



Main Memory

```
1 ▾ import java.util.*;
2 ▾ public class Main {
3 ▾     public static void main(String[] args) {
4         int x = 100;
5         System.out.println(x);
6
7         char ch = 'a';
8         System.out.println(ch);
9     }
10 }
```

Finished in 64 ms

100

a

Operators in Java

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x = 100;
5         System.out.println(x);
6
7         char ch = 'a';
8         System.out.println(ch);
9     }
10 }
```

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x = 100;
5         int y = x;
6         System.out.println(x);
7         System.out.println(y);
8     }
9 }
```

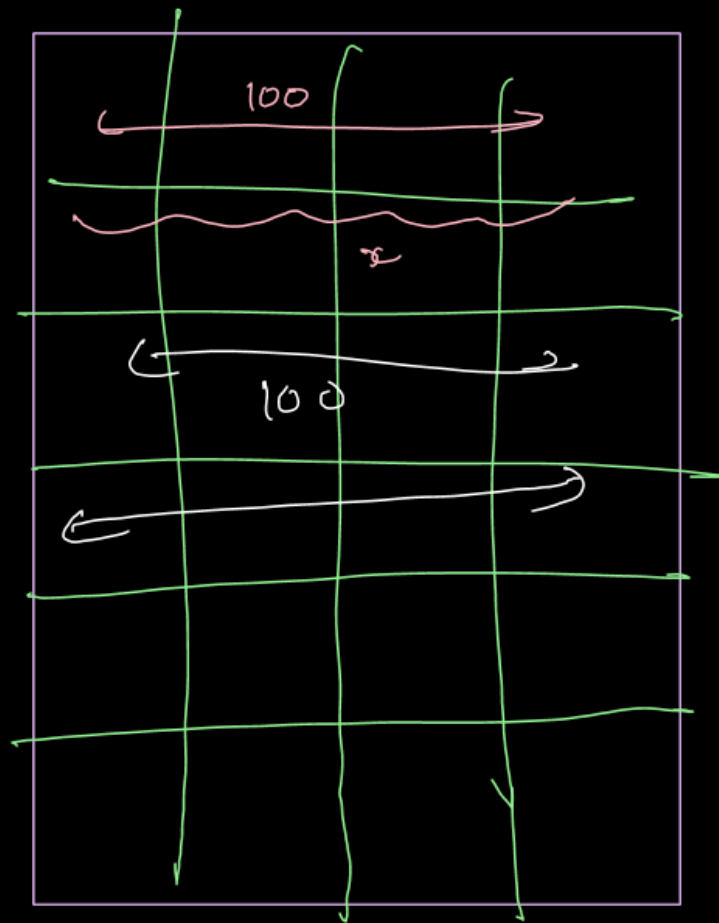
$\underbrace{\text{int } x}_{\text{LHS}} = \underbrace{100}_{\text{RHS}};$
assignment operator

RHS gets assigned to LHS

$\text{int } y = x;$

$$\text{int } y = \text{⓪};$$

2




```

1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x;
5         x = 100;
6         System.out.println(x);
7     }
8 }

```

$x = \cancel{GV} 100$

Finished in 50 ms

100

* Initialization of values is a must in Java.

```

import java.util.*;
public class Main {
    public static void main(String[] args) {
        int x;
        System.out.println(x);
    }
}

```

Finished in N/A

Line 5: error: variable x might not have been initialized [in Main.java]

System.out.println(x);

^

Arithmetic Operators

+ plus

- minus

* multiply

/ divide

% modulus

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x = 10;
5         int y = 30;
6         int res = x / y;
7         System.out.println(res);
8     }
9 }
```

$$10/30 = 1/3 = 0.3333 \dots$$

X

$$\text{int } x = 1.99$$

= 1

$$= 0$$

```
import java.util.*;
public class Main {
    public static void main(String[] args) {
        int x = 10;
        int y = 30;
        float res = (float)x / y; //typecasting
        System.out.println(res);
    }
}
```

→ process of converting IDT to another.

Integer operator → decimal truncates

x is converted to float 10 → 10.00

float / int = float

10/30 →

$$\begin{array}{r} 0 \\ 30 \overline{) 10} \\ \underline{-0} \end{array}$$

Quotient is the
ans of integer /.

10 → remainder is the ans of

modules.

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x = 10;
5         int y = 30;
6         int res = x % y;
7         System.out.println(res);
8     }
9 }
```

Finished in 70 ms

10

```
import java.util.*;
public class Main {
    public static void main(String[] args) {
        Scanner scn = new Scanner(System.in);
        int num = scn.nextInt();
        System.out.println(num);
    }
}
```

Finished in 108 ms

256

stdin 

256

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         Scanner scn = new Scanner(System.in);
5         int num = scn.nextInt();
6         System.out.println(num);
7
8         float f = scn.nextFloat();
9         System.out.println(f);
10    }
11 }
```

Finished in 164 ms

256

10.987

```

1 ▾ import java.util.*;
2 ▾ public class Main {
3 ▾     public static void main(String[] args) {
4         Scanner scn = new Scanner(System.in);
5         int num = scn.nextInt();
6         System.out.println(num);
7     }
8 }
9 }

```

Finished in N/A

```

java.util.InputMismatchException
    at line 939, java.base/java.util.Scanner.throwFor
    at line 1594, java.base/java.util.Scanner.next
    at line 2258, java.base/java.util.Scanner.nextInt
    at line 2212, java.base/java.util.Scanner.nextInt
    at line 5, Main.main

```

stdin ☐

10.987

```

1 ▾ import java.util.*;
2 ▾ public class Main {
3 ▾     public static void main(String[] args) {
4         Scanner scn = new Scanner(System.in);
5         char ch = scn.nextChar();
6         System.out.println(ch);
7     }
8 }

```

Finished in N/A

```

Line 5: error: cannot find symbol [in Main.java]
    char ch = scn.nextChar();
                   ^
symbol:   method nextChar()
location: variable scn of type Scanner

```

Next Char
is not a
method.