**Day 3:**

**bitwise operator in java**

int a=1; 0001

int b=2; 0010

1🡪0001

2->0010

3->0011

4->0100 & 1=0

0000

(a&b) --🡪0 0000

(a|b)-🡪3 0011

**Creating memory for the Array**

int abc[10]; in C or C++

int abc[]; in Java

int []abc;

int [] abc;

int[] abc;

datatype arrayname[]=new datatype[size];

int num[]=new int[10];

In Java we can use looping concept to execute the task sequentially till the condition become false.

While loop

Do while

For loop

**While loop syntax entry loop**

Initialization -🡪 start position and end position

while(condition) {

do the task

increment/decrement

}

**Do while loop exit loop**

Initialization -🡪 start position and end position

Do {

do the task

increment/decrement

}while(condition);

In while loop it check the condition. If condition true then only code execute. But do while it will execute at least once doesn’t matter condition true or false.

**for loop : fixed iteration loop.**

Syntax

1 2 4

for(initialization;condition;increment/decrement) {

for loop body; 3

}

**Java Enhanced for loop**

Syntax

for(datatype variableName : arrayName) {

}

Java OOPs concept

**object**  : object is any real world entity.

Property or state -🡪 have -🡪 variable or fields , name/age/height

Person

Behaviour -🡪do/does --🡪 method or functions, teaching, listening, talking

Bank

Animal

Car

Customer

Laptop

Object is concept.

**class** :class is a blue print of object or template of object or user defined data types which help to describe the object.

syntax

class Car{

int wheel;

double price;

String color;

void start(){

coding

}

void appliedGear() {

}

void moving() {

}

void stop() {

}

}