Day 2

28-02-2022

1st questions

String

StringBuilder

StringBuffer

Scanner obj = new Scanner(System.in);

System.out.println(“Enter the name”);

String name = obj.nextLine(); // Raj Deep

obj.nextLine(); // hold the enter key.

System.out.println(“Enter the id”);

itn id = obj.nextInt();

In Java String is pre-defined class part of lang package.

By default every java program imported lang package.

String also known as reference data types or non primitive data types.

Syntax to create string class object.

String str1 = “Welcome to Java” // literal style

String str2 = new String(“Welcome to Java”); // using new keyboard.

2nd question

public

private

protected

default

if(task1)

Java

Welcome program

Data Types

Primitive data types

8 data types

Non primitive data types

4

Array

Array syntax

datatype arrayName[];

int abc[];

int []xyz;

int [] mno;

int[] mmm;

int []num={10,20,30,40,50,60};

System.out.println(num[0]);

System.out.println(num[1]);

for(int i=2;i<4;i=i+2) {

System.out.println(num[i]);

}

for(int n:num) {

System.out.println(n);

}

Creating array memory in java

datatype arrayName[]=new datatype[size];

Store n number of employee details as id,name,salary

Take array value through keyboards.

Find gross salary = 10% hra, 5%da and 7%pf

Salary = salary + hra + da – pf ;

Id,name,salary(Gross Salary)

Store n number of employee details as id,name,salary, desg

Take array value through keyboards.

Find gross salary = 10% hra, 5%da and 7%pf

If desg is manager + 50000 bonus

If desg is developer + 3000 bonus

Else

1500

Salary = salary + hra + da – pf ;

Id,name,salary(Gross Salary)

Store n number of employee details as id,name,salary, desg

Take array value through keyboards.

Find gross salary = 10% hra, 5%da and 7%pf

If desg is manager + 50000 bonus

If desg is developer + 3000 bonus

Else

1500

Salary = salary + hra + da – pf ;

Id,name,salary(Gross Salary)

Display descending order salary by employee details.

Pre defined classes/ user defined class

Interface pre-defined or user-defined

Enum

Day 3

02-03-2022

OOPs :

object : any real word entity.

Properties or state -🡪 have

Person

Behaviour 🡪do/does

Bank

Car

Animal

Employee

Customer

class : blue print of object or template of object or user-defined data type which help to create the object.

className referenceName = new ClassName();

types of variable or fields.

3 types

1. Instance variable
2. The variable which declared outside a method is known as instance variable.
3. It hold default value according to their data types. int family 🡪0 float family 0.0, char space, String null, boolean false.
4. We can use instance variable directly inside all method but method must be part of same class and it must not static.
5. Local variable
6. The variable which declared inside a method is known as local variable.
7. It doesn’t hold default value.
8. Scope within that method where it declared.
9. Static variable

Encapsulation : Binding or wrapping data and code in a single unit is known as Encapsulation.

**class**

local variable and instance variable have same name then local variable hide the visibility of instance variable. So if you want to refer to instance variable we have use this.variableName;

Day 3 :

03-03-2022

Inheritance : Inheritance is use to inherits or acquire the properties and behaviour of old class to new class.

class OldClass { super class or base class or parent class

Properties

Behaviour

}

class NewClass extends OldClass{ sub class, child class or derived class.

Properties

Behaviour

}

Types of inheritance

1. Single inheritance :

One super class and one sub class

Class A { }

Class B extends A { }

1. Multilevel inheritance : one super class and n number of sub class connected one by one

Class A { }

Class B extends A { }

Class C extends B { }

Class D extends C { }

1. Multiple inheritance : more than one super class and one sub class

Class A { }

Class B { }

Class C extends A,B{ } // Java doesn’t support this type of inheritance.

This type of inheritance we can achieve using interface.

1. Hierarchical inheritance

One super class and n number of sub classes extends directly to super class.

Class A { }

Class B extends A{ }

Class C extends A{ }

OOPs relationship

1. Is a relationship
2. Has a relationship

class Employee {

id,name,salary

readEmp()

disEmp()

}

class Manager extends Employee {

Address add = new Address();

numberOfEmp

}

class Programmer extends Employee{

techName;

}

class ProjectManager extends Manager{

projects

}

class Address {

city, state

}

Has a relationship

Association

class A {

//B obj1 = new B(); 0, 1 or many

}

class B {

//A obj2= new A(); 0 , 1 or many

}

Aggregation : it is a type of association which is known as weak association.

class Manager {

Address oadd = new Address();

Address ladd =new Address();

}

class Address {

}

Composition : it is a type of association which is known as strong association.

class Student {

StudentHistory sh = new StudentHistory();

}

class StudentHistory {

}

Polymorphism :one name many forms or many implementation

Compile time or static binding or early binding

Ex : Method overloading : The method have same name but different parameter list is known as method overloading.

Run time or dynamic binding or late binding

Ex :method overriding : method same and same method signature is known as method overriding.

Annotation : annotation is known meta-data. Meta data means data about data.

Java provided lot of pre-defined annotation and all annotation start with prefix @ followed by annotation name. Few annotation we can use on method level or class level or property level.

@Override : This annotation we can use on method level (only those method which are override by sub class).

abstract, final and static

abstract : abstract is a keyword we can use with method and class but not with variable.

1. Abstract method : The method without body or without curly braces or incomplete method. is known as abstract method.
2. If class contains abstract class then we have to declare the class as abstract class.
3. Which ever class extends abstract that class must be override all abstract method belong to that class. that class can ignore if this class itself is a abstract class.
4. Abstract class we can’t create the object.
5. Abstract class can contains normal as well as abstract method. it can contains 0 or 1 or many abstract method.

Final :

Final keyword we can use with variable, method and class

final variable : to declare constant variable in java we use final keyword.

final int A=10;

A=20; Error we can’t change the final variable value.

final method : if method is final we can’t override that method in sub but we can use it.

final class : if class is final we can’t extends or inherits that class.

static : this keyword we can use with variable and method but not with class.

1. static variable : if variable is static we can access or assign the value for that variable using class name as well as through object.
2. static method : if method is static we can call that method using class name as well as through object.
3. inside static method we can access only static variable directly. Inside non static method we can access both static as well as non static variable directly.

Every class we will get only one static memory

Number of heap memory equal number of object creation.

Access modifiers or specifiers

It is use to show the visibility of variable, method and class.

private : we can use with instance variable, static variable, static as well as non static method and constructor but we can’t use with class and local variable.

Scope : within a same class

default : we can use with all.

Scope : within a same package.

protected : we can use with instance variable, static variable, static as well as non static method and constructor but we can’t use with class and local variable.

Scope :within a same package other package if it is a sub class.

public : we can use with instance variable, static variable, static as well as non static method and constructor, class but not with local variable.

Scope : same package and other package.

Package : collection of classes and interfaces.

When two classes and interface which have same name but different purpose then using package concept we can avoid naming conflicts.

Education

School college

Attendance Attendance

Interface : it is known as 100% pure abstract class.

Syntax

Interface interfaceName {

fields // public static and final by default

methods; // public and abstract

}

interface Abc {

int A=10;

void dis1();

}

interface Xyz {

int B=20;

void dis2();

}

interface Mno extends Abc,Xyz{

int C=30;

void dis3();

}

class Test implements Mno {

public void dis1() { }

public void dis2() { }

public void dis3() { }

}

07-03-2022

Types exceptions

Try and catch

Finally

Nested try

User-Defined Exception

throw and throws

Exception : Exception is a object which occurs when unexpected or abnormal things happened during the execution of program.

Java program

Compile program run the program

Javac java

Compile time error run time error

Syntax error

Typo error.

Run time error

Error Exception 🡪 both are pre-defined classes in java.

Error : The error which generate at the run time which we can’t handle it.

JVM Crash, Software and hardware issue.

Exception : it is type of run time error which we can handle it . divided by zero.

Object

Throwable

Error Exception

Checked exception unchecked exception

RuntimeException

IOException ArithmeticException

FileNotFoundException ArrayIndexOutOfBoundsException

SQLException

Five keyword

Try

Catch

Finally

Throw

Throws

Try with single catch block

Try with multiple catch block

try {

code 1

try{

code 2

}catch(ArithmeticException e) {

}

Code 3

}catch(NumberFormatException e) {

}

Finally block : finally is a block which will execute 100% sure if any exception generate or not.

try {

open the file

read and write

}catch(Exception e) {

}finally {

close the file

}

throw : throw keyword is use to raise or generate pre-defined or user-defined exception with terms and condition .

syntax

throw new Exception();

or

throw new ExceptionSubClass();

throws is use to throw the exception to caller method. The exception can be checked or unchecked.

void display() throws Exception, ExceptionSubClass {

}

Collection Framework

Collection framework is use to store the collection of object or elements.

int a=10;

int abc[];

class Employee {

int id;

String name;

float salary;

}

Employee emp = new Employee();

emp.id=100;

emp.name=”Ravi”;

emp.salary = 12000;

Array object

Employee employees[]=new Employee[100]; 0 object created of employee class.

Memory created array not for Employee.

employees[0]=new Employee();

employees[1]=new Employee();

employees[99]=new Employee();

collection framework provided set of collection of classes and interfaces which help to store the collection of object or elements. By default collection of classes allow to store any object.

it provided lot of pre-defined method which help to add, remove, search, iterate the elements very easily.

Collection framework hierarchy

Collection --🡪 interface

Set List Queue Map

All four are interfaces

Set, List and Queue internally extends Collection. But Map doesn’t extends Collection.

Set :Doesn’t allow duplicate. Few API under set maintain the order, unorder and sorted.

HashSet🡪 unorder

LinkedHashSet🡪 Order

TreeSet 🡪 Sorted.

List : maintain the order. It allow duplicate

Stack : First In Last Out

ArrayList

LinkedList : it is also type of queue

Queue : First In First Out

PriorityQueue

Map :it allow to store the information in key-value pairs key is unique and value may be duplicate.

HashMap : unorder

LinkedHashMap : order

TreeMap : sorted as key

Hashtable :synchronized

Wild card with generics

username,password, typeOfUser

raj, 123, client

ravi, 567,visitor

Ramesh, 111,client

Raju, 444,visitor

09-03-2022

class Employee {

private int id=123;

private String name=”Ramesh”;

private Address add;

Employee() {

id=100;

name =”Ravi”;

add = new Address();

}

}

class Address {

private String city;

private String state;

}

10-03-2022

1. Thread and Runnable :
2. Thread using API.
3. Using multithreading

Finally and throw

1. File handling

Thread and Runnable

synchronization : it is use to block or lock or it allow to use all resource for only one thread at time.

Synchronized keyword : we can use with method or block.

wait(), notify() and notifyAll()

wait() : this method is use to suspend()

notify() this method is use to resume the thread

more than one thread must be created in same memory.

Method must be synchronized.

These method belong to Object class.

Inter thread communication.

**javac -d . Demo.java**

finally and throw

try{

open the file

read and write

}catch(Exception e) {

}finally {

Close resources

}

**IO packages**

System.out.println();

System.in;

Scanner obj = new Scanner(System.in);

System is a class part of lang package it contains in, out and err three constant and static fields.

System.in InputStream class reference.

InputStream is = System.in;

InputStream always refer to standard device keywords.

PrintStream ps = System.out;

ps.println(“Welcome to Java”);

PrintStream class always refer to standard output device : console

IO operation using stream

Stream : flow of data or it is a abstraction between source and destination.

Source 🡪 keyboard, file, database, network etc.

Destination 🡪 console, file, database, network, browser etc.

Stream

byte char

1 byte 2 byte

Input Output input output

InputStream OutputStream Reader Writer

DataInputStream DataOutputStream FileReader FileWriter

FileInputStream FileOutputStream BufferedReader BufferedWriter

BufferedInputStream BufferedOutputStream

PrintStream

Serialization : storing the object in external file is known as object serialization.