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.

Property : fields : storing only fields.

Behaviour ; function not storing

Identity : reference : not storing

**14-03-2022**

Java 8 Features

From Java8 onward interface can contains method with body.

But method must be default or static.

If interface contains default method sub class can override but not mandatory.

If interface contains static method sub class can’t override and that method must be call through interfaceName.methodName();

**package** com;

**interface** A {

**void** dis1();

**default** **void** dis2() {

System.***out***.println("This is A interface default method dis2()");

}

**default** **void** dis3() {

System.***out***.println("This is A interface default method dis3()");

}

**static** **void** dis4() {

System.***out***.println("This is a interface static method");

}

}

**class** B **implements** A {

@Override

**public** **void** dis1() {

System.***out***.println("A interface method");

}

@Override

**public** **void** dis2() {

System.***out***.println("B class overrided default method part of A interface");

}

//@Override

**public** **static** **void** dis4() {

System.***out***.println("B class its own method");

}

}

**public** **class** Java8InterfaceExample {

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

B obj1 = **new** B();

obj1.dis1();

obj1.dis2();

obj1.dis3();

A.*dis4*();

obj1.*dis4*(); // B class its own method

B.*dis4*(); // B class itw own method

}

}

Marker : The interface contains zero method or no method is known as marker interface.

Serializable

Functional interface

The interface must be contains only one abstract method. it can contains more than one default as well as static method but only one abstract method is known as functional interface.

**package** com;

@FunctionalInterface

**interface** Sample {

**void** dis1();

//void dis2();

**default** **void** dis3() {

}

**default** **void** dis4() {

}

**static** **void** dis5() {

}

**static** **void** dis6() {

}

}

**public** **class** FunctionalInterfaceExample {

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

}

}

Inner class

Class within another class is known as inner class.

1. Non static inner class
2. Static inner class
3. Anonymous inner class

**package** com;

**class** Outer {

**void** dis1() {

System.***out***.println("dis1 method part of outer class");

Inner1 obj = **new** Inner1();

obj.dis2();

}

// number of outer class object.

**class** Inner1 {

**void** dis2() {

System.***out***.println("dis2 method part of non static inner class");

}

}

// one copy

**static** **class** Inner2 {

**void** dis3() {

System.***out***.println("dis3 method part of static inner class");

}

}

}

**public** **class** InnerClassExample {

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

Outer out = **new** Outer();

out.dis1();

// syntax to create the non static inner class object

// one way

Outer.Inner1 in1 = out.**new** Inner1();

in1.dis2();

Outer.Inner1 in2 = **new** Outer().**new** Inner1();

in2.dis2();

// syntax to create the static inner class object

Outer.Inner2 in3 = **new** Outer.Inner2();

in3.dis3();

}

}

Lambda Expression : it is a Greek word, Using lambda expression we can do functional programming language in java.

Lambda expression replacement of anonymous function or methods.

Lambda expression we can use only on functional interface.

**package** com;

**interface** Abc {

**void** dis1();

}

**class** Xyz **implements** Abc {

**public** **void** dis1() {

System.***out***.println("dis1 method provided body by Xyz");

}

}

**public** **class** AnonyousInnerClassdemo {

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

//1st approach

Abc obj1 = **new** Xyz();

obj1.dis1();

//2nd approach

Abc obj2 = **new** Abc() {

**public** **void** dis1() {

System.***out***.println("This is anonymous inner class with logic 1");

}

};

obj2.dis1();

Abc obj3 = **new** Abc() {

**public** **void** dis1() {

System.***out***.println("This is anonymous inner class with logic 2");

}

};

obj3.dis1();

// 3rd approach

Abc obj4 = ()->System.***out***.println("This is Lambda expression styntax");

obj4.dis1();

}

}

Stream API

Multithreading:

Program : Set of instruction to perform a specific task is known as a program.

Processor : Processor is responsible to execute the code.

Process : time taken to execute the code or program in execution.

Thread : small execution of a code with in a process. Thread also known as light weighted process. Light weighted means it takes less memory or resources of our machine.

Generally process is heavy.

Inside a process thread will execute.

Thread Process

Processor

Some language are process base programming language

Some language are thread base programming language

Java is thread base programming language.

In Java inside a main always one default thread will execute.

If we want to find default thread details in java

Thread is a pre-defined class part of lang package. Inside Thread class pre-defined method is currentThread(). This method is static so we can call this method with help of class name.

Thread.currentThread();

This method return type is same class reference.

Thread t = Thread.currentThread();

System.out.println(t); Thread[main,5,main]

Main -🡪 name of the thread

5🡪 priority of the thread

Main -> group of the thread.

By default name of the thread is main, default priority is 5 and group is main.

We can set the priority using setPriority method min priority is 1 and max is 10. We can set 1 to 10 range.

Thread.MAX\_PRIORITY ie 10

Thread.MIN\_PRIORITY ie 1

Thread.NORM\_PRIORITY ie 5

Multi tasking

We can do multi tasking using two ways

1. Using process base
2. Using thread base

Processor

2 min to process it

Task1 Task2 Task3

5 min 5 min 5 min

Multi tasking using thread is faster than multi tasking using process base.

In Java We can create more than one thread or user-defined thread using 2 ways

1. Extends Thread class
2. Implements Runnable interface

extends Thread class

1. First we have to make user-defined class and that class must be extends Thread class.
2. Now we have to create the Thread class reference. (Make the object of that class the class which extends Thread class).
3. Using thread class reference call thread class pre-defined method ie start(). At this point of time two thread are started as well as destroy.
4. start() method internally all run() which is a part of Thread class. That method doesn’t contains any logic.
5. So if you want to execute any custom logic then we have to override run method inside that class which extends Thread class and write the logic.

Implements Runnable interface

1. First we have to make user-defined class which implements Runnable interface.
2. Runnable is a interface which contains one method ie run() . Actually run() is method part of Runnable interface internally Thread class implements Runnable interface and override run() method with empty body.
3. So when class implements Runnable interface we have to override run method mandatory.
4. Now we have to create the reference of thread class. Create the thread class object and inside a constructor pass the object of that class which class implements Runnable interface reference.
5. Using the thread class reference we can call start() and start() method internally call run method.

If class extends Thread class that class can’t extends any other class for different purpose.

Because java doesn’t support multiple inheritance.

If class implements Runnable interface that class can extends any other class as well as implements more than one interface.

When class extends Thread class that class become heavy class because all method of Thread class are inherited. But when class implements Runnable interface that time class is light weighted.

Thread life cycle

sleep()

isAlive()

join

wait()

notify()

notifyAll()

Create the thread ----------🡪 Runnable State ------------🡪 Running State ---------------🡪 Destroy

obj1 or obj2 obj1.start() run() i=10 or j =10

ready to run logic

t1 or t2 t1.start() run() i=10 or j=10

ready to run logic

sleep() : This method is use to pause the thread flow. This method throw checked exception ie InterputedException. So you have to handle it.

isAlive() :This method is use to check thread is running or not. If thread is running we will get true else it return false.

join() method join method is use to join all child thread to parent thread. So parent thread will wait till child thread get destroy.

To work wait(), notify() and notifyAll() we have to create more than one thread in same memory.

Synchronization : synchronization is concept which help to lock the thread or block thread or allow to use all resources for only one thread at time.

To achieve synchronization in java we have use synchronized keyword. This keyword we can use with method or block. If we use method as a synchronized from beginning to end only one thread will execute. Inside a method if you want to execute few line as a multi threading and few line as a single thread then we can use more than one synchronized block.

wait() , notify() and notifyAll()

wait() : This method is use to make the thread to wait or suspend with some conditions.

notify() : This method is use to callback waited thread or resume waited thread. Notify can resume only one thread. notifyAll() can resume more than one thread.

1. Wait(), notify() and notifyAll() method are belong to Object they are not a part of Thread class.
2. Notify() can be work only if more than one thread created in same memory.
3. Method must be synchronized.

Wait

Notify()

15-03-2022

**Lambda Expression**

Lambda expression by default return the value without return keyword.

**package** com;

**interface** Operation {

**public** **int** add(**int** x, **int** y);

}

**interface** FindLargest{

**public** **boolean** find(**int** x, **int** y);

}

**class** OperationImp **implements** Operation{

**public** **int** add(**int** x, **int** y) {

**return** x+y;

}

}

**public** **class** LambdaExpressonExample {

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

Operation op1 = (x,y)->x+y;

System.***out***.println(op1.add(100, 200));

Operation op2 = (a,b)->a+b;

System.***out***.println(op2.add(100, 200));

Operation op3 = (**int** x, **int** y)->x+y;

System.***out***.println(op3.add(100, 300));

Operation op4 = (**int** x, **int** y)-> {

**int** sum= x+y;

**return** sum;

};

System.***out***.println(op4.add(1, 2));

FindLargest lf1 = (**int** x, **int** y)->x>y;

System.***out***.println(lf1.find(10, 5));

FindLargest lg2 = (**int** x, **int** y)-> {

**if**(x>y) {

**return** **true**;

}**else** {

**return** **false**;

}

};

System.***out***.println(lg2.find(5, 10));

}

}

Stream API :

Stream API is part of function package and function sub package of util package.

Pre-defined functional interfaces.

javap java.util.function.Function

Function

apply(): it take T as a parameter and return R value.

Supplier

Get() : it doesn’t take any parameter but return T value.

Predicate

test() : take T as a parameter and return boolean value.

Consumer

accept() take T as parameter and no return type.

Stream API : Collection framework is memory data structure. It takes memory while doing some operation on data.

Stream API help to load the data from collection framework on demand and we can do any operation temporary on data.

Source

Array -🡪 Stream --🡪 IO1 🡪IO2🡪O3--🡪Terminal operator

Or

Collection

Intermediate operator return type is stream itself. And terminal operator return type is non stream mean may be void or any primitive value.

16-03-2022

Git :

Version Control system tool

Version control system tool that record every changes done in project or program or file.

3 types

Local Version control : RCS : Revision control system

Centralized version control tool : SVN : In this tool we use concept as client and server.

In Server machine we keep repository and n number of client connect to that repository and end of the day they push the code to remote repository.

Distributed Version control system : git. In DVCS we can use concept as local repository as well as remote repository.

Git is open distributed version control base upon unix.

git --version

git init : This command is use to make the any folder as local repository

(this command only one time).

git status : This command is use to check the current status of our repository.

git add filename : This command is use to add the file from local machine to staging area.

git commit –m “msg1” : This command is use to send the file or project form staging are to local repository.

git branch : git branch is like a pointer which hold more than one commit details.

By default git created default branch as main or master.

Command to check the branch

git branch

syntax to create the branch

git branch branchName

the command to switch from one branch to another branch

git checkout branchName

merge one branch code to another branch

git merge branchName (it will merge to current branch)

to delete the branch

git branch –D branchname

create remote repository logic

gitlab

rename branch name

git branch -m main

to connect local repository to remote repository we have to run the command as

git remote add origin URL

now to push the code we have to run the command as

git push –u origin main

17-03-2022

Week 4

RDBMS and JDBC, Introduction to Hibernate

Data : raw fact

Information : meaningful data .

Database : : storing the data in table format.

DBMS : it is a software which help to store the data in proper table format.

Input

Process

Output

File system

Limitation of file system

1. Data redundancy (duplicate records)
2. Data consistency (types of files, text, doc, pdf, excel etc).
3. Security

Excel : Database

TrainerStudentDetails

TID TName Tech SId SName Age

1 Raj Java 100 Seeta 21

1 Raj Java 101 Reeta 22

1 Raj Java 102 Meeta 23

Trainer

TId TName Tech

PK

1 Raj Java

2 Raju Python

Student

PK FK

SId SName Age TSId

100 Seeta 21 1

101 Reeta 22 1

102 Meeta 23 2

103 Keeta 24 2

DR EF codd’s 12 rules start 0 to 11 rules

MySQL, Oracle, Db2, SQL Server, PostGres SQL etc

MySQL Open source database

SQL : Structure Query Language

Five types

DQL or DRL : Data Query language : Select clause

DML : Data Manipulation language : insert, delete and update

DDL : Data definition language , create, drop, alter, rename, truncate

TCL : Transaction control language : commit, rollback and savepoint

DCL : Data Control language : create user, grant and revoke

Mysql default username is **root**

**Password :**

**Show databases**

use databaseName

create database databaseName

use databaseName

show tables;

syntax to create the table

create table tableName(columnName datatype, columnName datatype)

create table sample(id int, name varchar(10));

table name 🡪 sample

id-🡪 number

name 🡪 string

desc sample

Insert query part of DML

insert into sample values(1,'Ravi');

delete from tableName

delete from sample all record delete

delete from sample where id =1; specific record with id 1

delete from sample where name =’Raj’; specific record with name = Raj

update record

update tableName set columnName = value; update all record

update sample set name =’Raj’;

update sample set name = ‘Ravi Kumar’ where id =1;

update sample set name='Raj Deep' where id =2;

DQL

Select \* from tableName

select \* from sample;

Keys

A key is a an attribute or combination of more than one attribute which used to identify the record or unique record.

Cid,CName,Age,PhNumber,Pid,PName,price, accno,name,amount,city,state etc.

Cid

PId

AccNo

PhNumber

Cid, PId

Cid,CName,

Cid,CName,Age,

Accno,Pid

Cid,Pid,Accno

Etc

Super key : an attribute or combination of more than one attribute that is used to identity the record uniquely is known as super key.

Candidate key : Candidate key is a type of super key which is known as irreducible super key.

Primary key : primary key is type of candidate key. We can make only one column as primary key.

Unique : it doesn’t allow duplicate and in single table we can create more than one column as

Unique key. It can allow null value. Primary key doesn’t allow null value.

FK : foreign key : it is use to refer to primary key of same table or different table.

If column is fk it allow only those value which present in primary key. Fk allow null value.

Alternate key : it is type of candidate key except primary key.

create table trainer(tid int, tname varchar(10) not null,tech varchar(10) unique not null, primary key(tid));

Trainer 🡪 Table

TId 🡪 PK 🡪 int

TName -🡪 String but not null

Tech-🡪 String not null and unique

insert into trainer values(1,'Raj','Java');

create table student(sid int, sname varchar(10) not null, age int,tsid int, primary key(sid), foreign key(tsid) references trainer(tid));

Student -🡪 Table

SId -🡪 PK🡪 Int

SName 🡪 String not null

Age 🡪int can be null

TsId 🡪int FK

insert into student values(100,'Reeta',21,1);

insert into student values(102,'Meeta',23,2);

inner join

select t.tname,t.tech,s.sname from trainer t inner join student s on t.tid=s.tsid;

TCL : TCL command work with DML (Insert, Delete and Update)

ACID Properties

start transaction;

10 dml operation

Start transaction

2 operation

S1

3 operation

S2

3 operation

S3

2 operation

S4

Rollback

Rollback to s2

TCL

RDBMS

JDBC : Java Database Connectivity using Maven to Do CRUD Operation

ORM : Object Relation Mapping :

Limitation of JDBC :

1. Using JDBC we can’t store Java object or we can’t retrieve java object from database.

We have to covert java object into query or query back to java object in DAO Layer(Data Access Object).

1. JDBC use sql language and SQL is database dependent language.
2. JDBC throw checked exception. So you have to handle this exception mandatory.
3. JDBC doesn’t support is a(Inheritance) and has a (aggregation and composition) relationship.

ORM : Object Relation Mapping

JavaBean or POJO Table

Entity class

Class Employee Employee

Id,name,salary id,name,salary

Mapping

Employee --🡪 EMPLOYEE

Id ID PK

Name NAME

Salary SALARY

Mapping using XML or using annotation

Configuration file can be xml or properties or java classes.

Database details.

driverName,url,username and password.

ORM is concept : The implementation of ORM is Hibernate or JPA or iBaties etc.

ORM CRUD Operation

Done insert operation

Delete, update and retrieve participants can do.

Hibernate Relationship

4 types of relationship

One to one

One to many

Many to one

Many to many

Select \* from tableName

Select emp from Employee emp (Employee is entity class name)

23-03-2022

Relationship

One – PK Many – FK

One – to – One : Person – Passport

PK -🡪PK (Shared PK)

Pk 🡪 FK

One – to – Many Trainer --- Student

Department – Employees

PK FK

Many – to – One Employees – Project

FK PK

Many – to – Many Students – SkillSet

PK FK

FK PK

EmployeeDetails

1. Raj
2. Ravi
3. Ramesh

SkillSet

100 Java

101 Python

EmployeeDetails\_SkillSet

1. 100
2. 101
3. 101
4. 100

SQL

select \* from employee (employee table name)

select \* from employee where salary > 12000

select \* from employee where id = 100;

select name from employee

select salary from employee

select name,salary from employee

HQL

Select emp from Employee emp (Employee is entity class name)

from Employee

from Employee emp

select emp from Employee emp where emp.salary > 12000

select emp from Employee emp where emp.id = 100;

select emp.name from Employee emp

select emp.salary from Employee emp

select emp.name,emp.salary from Employee emp

25-03-2022

No SQL Database

Structure format : Table format

Semi structure : XML, JSON etc

Un structure format

RDBMS : Limitation

Schema based Database

* Table 🡪 number of column each column data types.

Employee

Id Name Salary city phnumber

1 Ravi 12000 null null

2 Ramesh 14000 null null

3 Raju 16000 Bangalore null

4 Ramesh 18000 null 9900

Trainer

PK

TId TName Tech

1 Raj Java

Student

PK FK

SId SName age TSId

100 Reeta 21 1

101 Meeta 22 1

No SQL Database

Mongo DB

Hbase

Neo4j

Cassandra

Etc

Mono DB is type of No SQL Document base data base which help to store the data in JSON format.

Key – value format . key must be unique and value must be duplicate.

{“id”:100,”name”:”Ravi”,”age”:21}

Install the mongo DB database

In C drive please create folder as

🡪data inside data folder create db folder

🡪db both folder must be lower case.

C:\Program Files\MongoDB\Server\5.0\bin

Open the command in bin folder and run the mongo db server we have to run the command as

mongod : To start the server

Then open another command prompt in bin folder and run the command as

mongo : it will mongo terminal to run the mongo commands.

In mongo terminal

To clear the screen we have to run the command as

Cntr + L

show dbs

Or

show databases

use databaseName; if database present it will switch to existing database else it will create and switch to new database.

In Mongo Db table is known as collection.

Syntax to create the collection

db.createCollection(“Sample”);

show collections

or

show tables;

In mongo db collection is use to store the document. Document is like a records. In the form of key-value pairs and key is like a columnName.

Every document can store same type of key-value or different type of key-value pairs.

Syntax to store the document in collection.

View documents form collection

db.CollectionName.find(); it display all document from a collection

db.Employee.find()[0]; : it will display 0 index position document

db.Employee.find()[1].name; it will display 1 position specific document name property

db.collectionName.find({condition},{fieldName});

db.Employee.find({},{name:1}); it display \_id and name field

db.Employee.find({},{name:1,\_id:0}); it display only name field

db.Employee.find({},{name:1,\_id:0,age:1}); it display name and age field

db.Employee.find({},{name:1,\_id:0,age:1})[0]; it display name and age of zero position

condition

db.Employee.find({\_id:1})

db.Employee.find({City:"Bangalore"})

db.Employee.find({age:{$gt:23}})

update document

db.Employee.update({\_id:1},{$set:{age:26}}); : it will update only one

db.Employee.updateMany({City:"Bangalore"},{$set:{City:"Mysore"}}); : it will update more than

one

remove document

db.Employee.remove({\_id:1});

28-03-2022

Connecting mongo db database through Java technologies using ORM.

ORM provide OGM (Object Grid Mapper) API to connect no sql database.

Hibernate / JPA OGM engine extends its functionality to support No SQL Database.

Hibernate Use JPA API to connect mongo db database.

Hibernate jpa

Database details

hibernate.cfg.xml persistence.xml

week 5 contents

HTML, CSS and Bootstrap

Using HTML,CSS,Bootstrap, JavaScript, jQuery is use to create front end application.

https://[www.google.com](http://www.google.com) -🡪 URL : Uniform resource locator

hyper text transfer protocol : set of rules which help to communicate more than one machine or device.

www : word wide web

google -🡪 domain

com 🡪 commercial

------------------🡪 Http/Https------------------------------------🡪

Client Server

🡨-----------------http/https------------------------------------------- html or html5

Css or css3

JS (JavaScript)

Using html we can display the content on browser. : display content

It use to display the content on browser proper format : presentation logic or formatting style.

Using JS we can do programming on web page.

Html : hyper text mark up language which help to create the web page. Web page is use to display the content on browser in different format.

Html provide lot of pre-defined tags or elements which help to create the web page.

Html is not a case sensitive. We can write the tag in upper or lower case doesn’t mattern.

Html tags.

1. Html
2. Head
3. Body

Syntax

<tagName> opening tag

</tagName> closing tag

<html>

<head>

</head>

<body>

</body>

</html>

VS code (Visual studio code) :

Open the folder in VS code editor

Then create the file with any name with extension .html

Paragraph tag : p

P tag must be use inside a body tag.

**29-03-2022**

Break tag : <br> or <br/>

Heading tags

6 heading

H1 to h6

H1 is largest

H6 smallest

Attribute of a tag

Every tag contains one or more attribute. Attribute is use to describe the properties of tags.

Attribute we have to use in opening tag form of name value pairs.

Value can be in single quote or double quote or without quote.

Syntax

<tagName name1=”value1” name2=’value2’ name3=value3> </tagName>

Font tag : This tag is use to change font color, size and face(style)

Html 4.0

<!DOCTYPE HTLML public url="http://www.sfdsafasfasfafasf.dtd">

<html>

    <head>

    </head>

    <body>

        <p>Welcome to</p>

    </body>

</html>

Html5

<!DOCTYPE HTLML>

Html coding

Hyper link : This tag is use to connect one page to another page.

1. External hyper link

<a href=”pageName.html”>Text</a>

1. Internal hyper link or book mark

<a name=”#a1”>Text</a>

<a name=”a1”></a>

Adding image to html

<img src=”imageName.jpeg/gif”/>

List tag : These tags are use to display the items details.

Un order list

Order list

Definition list

Table tag

Employee Details

**Id Name Age**

100 Raj 21

101 Ravi 22

102 Ramesh 23

30-03-2022

Form Tag

Form is use to send the group of data to server.

Till HTML4

<input type="text/password/radio/checkbox/button/submit/reset/file"/>

From HTML5

<input type=”email/number/date/time/color/url/search”/>

CSS : Cascading Style sheet

Css provide set of properties and value which help to apply good look and feel for the web page.

And using css we can achieve separation of concern.

types of CSS

1. Inline css
2. Internal css or embedded css
3. External css

Inline CSS

<tagName style=”property:value;property:value;”> </tagName>

Internal CSS or Embedded CSS

This tag we have to write in between head tag

<style type=”text/css”>

Selector {property :value};

</stye>

1. Universal selector : \* {property:value;property:value;}
2. Specific selector : tagName {property:value}
3. Multi specific selector tagName,tagName{property:value}
4. Local Class selector tagName.className{property:value}
5. Global class selector .className{property:value}

Class selector and id selector

Class : group of tags which have same name or different types.

Id : using id we can make the tag unique ness.

<p class=”abc” id=”a1”>First para</p>

<p class=”xyz” id=”a2”>Second para</p>

<p class=”abc” id=”a3”>Third para</p>

<p id=”a4”>Fourth para</p>

<h1 class=”abc” id=”a5”>First heading </h1>

<h1 class=”xyz” id=”a6”>second heading </h1>

Flex model or Flex box : The flex box model provides for an efficient way to layout, align and distributed space among the element or tags. Even the viewport and element size is dynamic or unknown.

Error in mongo db connection using hibernate

Exception in thread "main" java.lang.ExceptionInInitializerError at java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance0(Native Method) at java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance(NativeConstructorAccessorImpl.java:78) at java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccessorImpl.java:45) at java.base/java.lang.reflect.Constructor.newInstanceWithCaller(Constructor.java:499) at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:480) at org.hibernate.ogm.dialect.impl.GridDialectInitiator$GridDialectInstantiator.newInstance(GridDialectInitiator.java:95) at org.hibernate.ogm.dialect.impl.GridDialectInitiator$GridDialectInstantiator.newInstance(GridDialectInitiator.java:66) at org.hibernate.ogm.util.configurationreader.impl.DefaultClassPropertyReaderContext.getDefaultValue(DefaultClassPropertyReaderContext.java:117) at org.hibernate.ogm.util.configurationreader.impl.DefaultClassProper

01-04-2022

Bootstrap : Bootstrap is open source css web framework which help to create responsive web as well as mobile application.

Bootstrap container classes

Container

Container-fluid

Bootstrap grid layout Bootstrap grid system allow up to 12 column across the page.

In Grid layout each row divided into by default 12 columns.

Using grid layout display arrange our component in row and column format.

Device size

Xs extra small <576px

Sm Small >=576px

Md medium >=768px

Lg large >=992px

Xl Extra large >=1200px

JavaScript

Using ES5 JavaScript

Till ES5 JavaScript was object based interpreter scripting language.

Java provided lot of pre-defined object or user-defined object without class keyboards.

JS is prototype base scripting language.

Syntax

<script type=”text/JavaScript”> opening tag

</script> closing tag

This tag we can write in between head tag or body tag. In one web page we can write more than one script tag.

In JS till ES5 to declare the variable we can use var keyword.

In JavaScript we can use all operator which present in other language.

Arithmetic operator, logical, conditional, ternary, increment/decrement, assignment etc.

= == ===

= assignment operator

If statement

If else

If else if

Switch statement

Looping

While loop

Do while loop

For loop

10\*10

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 |
| 2 | 4 | 6 |  |  |  |
| 3 | 6 | 9 |  |  |  |
| 4 | 8 | 12 |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

05-04-2022

**Functions : function is use to write set of instruction to perform a specific task.**

**types of function**

1. Pre-defined function
2. User defined function

Few pre-defined function

alert(“msg”); This function is use to display pop up message.

prompt(): This function is use to take the input through keyboards.

parseInt(): This function is use to convert string to integer.

parseFloat() This function is use to convert string to float

eval() This function is use to convert string number.

confirm() : This function contains two button ok and cancel. If user click ok it return true if user click cancel it return false.

do {

alert : 1 :Add 2 :Sub

prompt : take the options through keyboards.

conversation : using eval or parseInt or parseFloat

switch() {

case 1: take value of x and y and do addition

case 2 : take the value of x and y and do subtraction

default :wrong choice

}

Confirm : do you want to continue

}while(va);

User defined function

Normal style using function keyword.

Syntax

function functionName(parameterList) {

coding……

}

1. Function not passing parameter and no return type.
2. Function passing parameter and no return type
3. Function passing parameter and return type
4. Function no passing parameter and return type.

ES6 Features

From ES6 onwards to declare the variable we can use var, let and const keywords.

Using var keyword we can do declaration same variable with same value or different values.

Using let keyword we can’t do declaration.

Using var keyword we can declare global scope.

Using let keyword we can declare local or block scope.

Const if we declare the variable using const keyword we can’t change the value.

Types of function

1. Normal function
2. Expression style function
3. Arrow function
4. Callback function : passing the function name or function body or function itself to another function as a parameter is known as callback function.

Array concept

In JavaScript ES5 and ES6. Array is known as pre-defined objects.

Which help to store same type as well as different types of values.

Using ES6 JavaScript

ECMA Script :

08-04-2022

Object : Object is any real word entity.

Properties or state 🡪 have

Object

Behaviour 🡪 do/does

Pre-defined object

Object hierarchy

Object properties

Behaviour

Object properties

Behaviour

Object properties

Behaviour

BOM : Browser Object Model

DOM : Document object model

User-defined object.

In JavaScript we can describe the object using 3 ways

1. Literal style : Es5 style
2. Function style : ES5 style
3. Class style : From ES6 onwards

Events : event is known delegation model or it provide the bridge between html and JavaScript code.

All event start with pre-fix on followed by name of the event.

Types of events

onClick

onDbClick : button

onMouseOver

onMouseOut : img

onKeyUp

onKeyDown : textfield, and password

onSubmit : submit

onChange : dropdown

onFocus : textfield

onBlur : textfield

etc

event listener : it is a function which help to capture the event and do the task. These function is ready to listen the events.

BOM : Browser Object Model

Window is top most object in BOM hierarchy.

window.alert() or alert

window.prompt() or prompt()

window.confirm() or confirm()

DOM : Document Object Model

window.document.write(“Welcome”);

or

document.write(“Welcome”)

index.html

html

head body

title p

textNode 🡪Welcome textNode Hello

DOM API (Document Object Model Application programming interface). Lot of programming language provided DOM API means functions or method which help to read, write and update html contents dynamically.

Java, Python, C# as well as JS.

**12-04-2022**

**Synchronous and asynchronous communication**

Statement level

Synchronous statement execution

**Statement1**

**Statement2**

**Statement3**

Asynchronous statement execution

**Statement1**

**Statement2**

**Statement3**

Function call level

Synchronous function execution

**Fun1();**

**Fun2()**

**Fun3();**

Asynchronous function execution

**Fun1();**

**Fun2()**

**Fun3();**

Send request to server level

Synchronous communication

1st req

2nd req

3rd req

Asynchronous communication

1st req

2nd req

3rd req

Client server

Basic asynchronous functions

setTimeout

setInterval

clearInterval

JSON : Java Script Object Notation : JSON is a format of data which help to share the data between one technologies to another technologies.

Syntax

{“key1”:value1,”key2”:”value2”};

According to json key must be in double or single quote.

Value can be number, string, boolean ,array, complex object type.

How to covert json to string or string to json or object to json

13-04-2022

AJAX : Asynchronous JavaScript and XML

JavaScript provided pre-defined object ie XMLHttpRequest is use to do to asynchronous communication.

readyState

0🡪 not initialize

1 🡪ready to send the request

2 🡪 sent the request

3🡪 processing

4🡪 ready to give response

Promise : Promise is pre-defined object provided by JS which help to handle asynchronous event of data.

Promise can be resolved or reject.

Resolved means successfully

Rejected means failure.

User-defined promise

// ES5 style promise object creation

var obj1 = new Promise(function(resolved,rejected){

    resolved("Done the task...")

})

//ES6 style promisse object creation

let obj2 = new Promise((resolved,rejected)=> {

    rejected("Error Generated...")

})

To load the data from object we have to use then and catch.

Then and catch execute asynchronously.

If promise resoled then will call if promise rejected catch will call.

Pre-defined API with promise