

# Java Fundamentals

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# Father of Java

- ❑ James Gosling
  - DOB: 19 May 1955
  - Canadian Computer Scientist
- ❑ The Journey started in 1991 by a team of Sun Microsystems
  - Greentalk
  - Oak
  - Java, 1995



# Brief Version History

- ❑ JDK 1.0 was released on January 23, 1996
- ❑ Oracle owned Java from Sun Microsystems on January 27, 2010
- ❑ Java SE 21 was released in September 19, 2023

# Editions

- ☐ Java SE (Java Standard Edition)
- ☐ Java EE (Java Enterprise Edition)
- ☐ Java ME (Java Micro Edition)

# Attributes of Java

- ☐ Familiar, Simple, Small
- ☐ Compiled and Interpreted
- ☐ Platform-Independent and Portable
- ☐ Object-Oriented
- ☐ Robust and Secure
- ☐ Distributed
- ☐ Multithreaded and Interactive
- ☐ High Performance
- ☐ Dynamic and Extensible

# Java Download Link

- ❑ <https://www.oracle.com/java/technologies/downloads/>

# Installation & Path Setting in Windows

## □ Windows

- This PC > Properties > Advance System Setting
- Environment Variables > System Variables > Select Path & Edit > Add installation path upto bin

# Installation & Path Setting in Linux

## □ Linux

— <https://www.youtube.com/watch?v=vVrIDJ--GOA>



# First Java Program

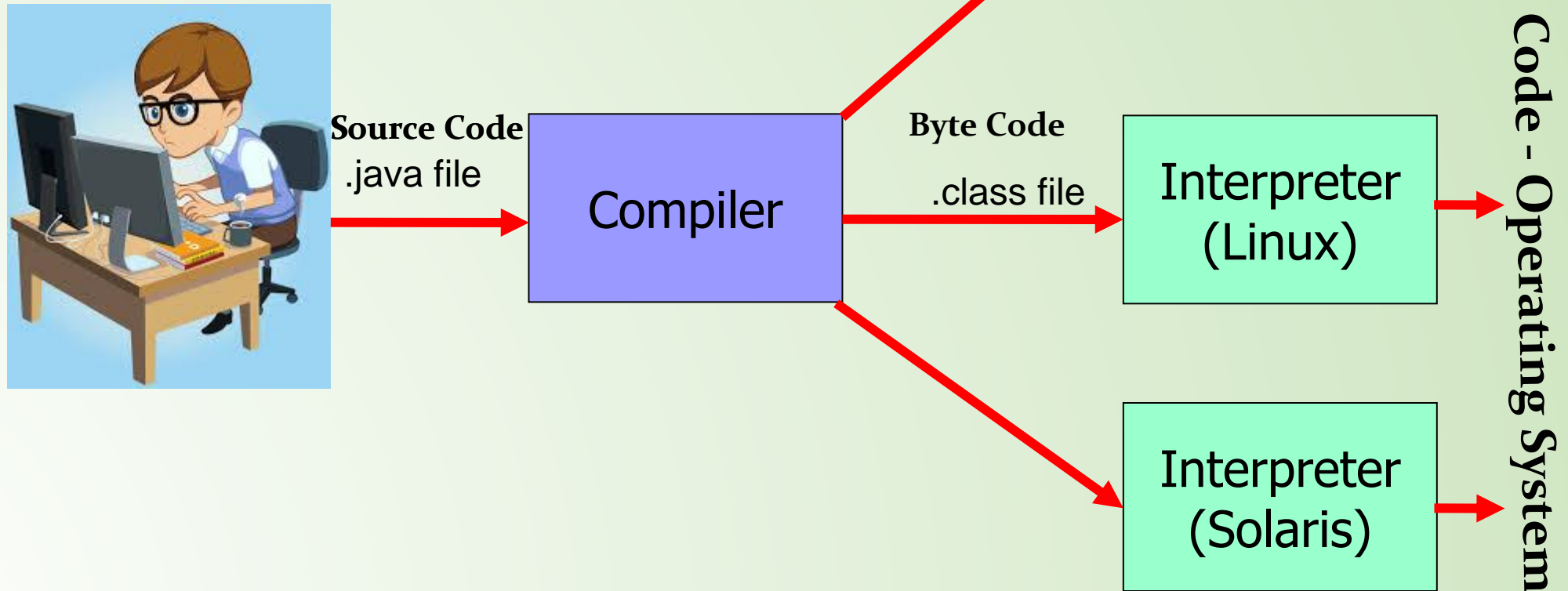
```
class First
{
    public static void main(String args[])
    {
        System.out.println("Welcome to JAVA");
    }
}
```

**Compile:** javac First.java

After successful compilation a First.class file will be generated

**Execution:** java First

# Java Program Execution Stages



# Java Comments

## □ Single-line Comments

- Single-line comments start with two forward slashes (//).
- Any text between // and the end of the line is ignored by Java (will not be executed).
- // This is a comment  
System.out.println("Hello World");

## □ Java Multi-line Comments

- Multi-line comments start with /\* and ends with \*/.
- Any text between /\* and \*/ will be ignored by Java.
- /\* The code below will print the words Hello World to the screen, and it is amazing \*/  
System.out.println("Hello World");

# Keywords

<code>abstract</code>	<code>continue</code>	<code>for</code>	<code>new</code>	<code>switch</code>
<code>assert<sup>***</sup></code>	<code>default</code>	<code>goto<sup>*</sup></code>	<code>package</code>	<code>synchronized</code>
<code>boolean</code>	<code>do</code>	<code>if</code>	<code>private</code>	<code>this</code>
<code>break</code>	<code>double</code>	<code>implements</code>	<code>protected</code>	<code>throw</code>
<code>byte</code>	<code>else</code>	<code>import</code>	<code>public</code>	<code>throws</code>
<code>case</code>	<code>enum<sup>****</sup></code>	<code>instanceof</code>	<code>return</code>	<code>transient</code>
<code>catch</code>	<code>extends</code>	<code>int</code>	<code>short</code>	<code>try</code>
<code>char</code>	<code>final</code>	<code>interface</code>	<code>static</code>	<code>void</code>
<code>class</code>	<code>finally</code>	<code>long</code>	<code>strictfp<sup>**</sup></code>	<code>volatile</code>
<code>const<sup>*</sup></code>	<code>float</code>	<code>native</code>	<code>super</code>	<code>while</code>

\* not used

\*\* added in 1.2

\*\*\* added in 1.4

\*\*\*\* added in 5.0

<https://docs.oracle.com/javase/tutorial/java/nutsandbolts/keywords.html>

# Primitive Data Types

## ❑ **byte**

- The byte data type is an 8-bit signed two's complement integer. It has a minimum value of -128 and a maximum value of 127 (inclusive).
- The byte data type can be useful for saving memory in large arrays, where the memory savings actually matters.

## ❑ **short**

- The short data type is a 16-bit signed two's complement integer. It has a minimum value of -32,768 and a maximum value of 32,767 (inclusive).
- As with byte, the same guidelines apply: you can use a short to save memory in large arrays, in situations where the memory savings actually matters.

## ❑ **int**

- By default, the int data type is a 32-bit signed two's complement integer, which has a minimum value of  $-2^{31}$  and a maximum value of  $2^{31}-1$ .

## ❑ **long**

- The long data type is a 64-bit two's complement integer. The signed long has a minimum value of  $-2^{63}$  and a maximum value of  $2^{63}-1$ .

# Primitive Data Types

## □ **float**

- The float data type is a single-precision 32-bit IEEE 754 floating point.

## □ **double**

- The double data type is a double-precision 64-bit IEEE 754 floating point.

## □ **boolean**

- The boolean data type has only two possible values: true and false. Use this data type for simple flags that track true/false conditions.

## □ **char**

- The char data type is a single 16-bit Unicode character.

# Data Types and Default Values

Data Type	Default Value (for fields)
byte	0
short	0
int	0
long	0L
float	0.0f
double	0.0d
char	'\u0000'
String (or any object)	null
boolean	false



# Type Casting in Java

- ❑ Widening Casting (automatically)
  - converting a smaller type to a larger type size
  - `byte -> short -> char -> int -> long -> float -> double`
- ❑ Narrowing Casting (manually)
  - converting a larger type to a smaller size type
  - `double -> float -> long -> int -> char -> short -> byte`



# Widening Casting

```
public class Main {  
    public static void main(String[] args) {  
        int myInt = 9;  
        double myDouble = myInt; // Automatic casting: int to double  
        System.out.println(myInt);    // Outputs 9  
        System.out.println(myDouble); // Outputs 9.0  
    }  
}
```

# Narrowing Casting

```
public class Main {  
    public static void main(String[] args) {  
        double myDouble = 9.78d;  
        int myInt = (int) myDouble; // Manual casting: double to int  
        System.out.println(myDouble); // Outputs 9.78  
        System.out.println(myInt);    // Outputs 9  
    }  
}
```

# Operators in Java

- ❑ Simple Assignment Operator
  - = Simple assignment operator
- ❑ Arithmetic Operators
  - + Additive operator (also used for String concatenation)
  - Subtraction operator
  - \* Multiplication operator
  - / Division operator
  - % Remainder operator

# Operators in Java

## □ Unary Operators

- + Unary plus operator; indicates positive value (numbers are positive without this, however)
- Unary minus operator; negates an expression
- ++ Increment operator; increments a value by 1
- Decrement operator; decrements a value by 1
- ! Logical complement operator; inverts the value of a boolean

# Operators in Java

## □ Equality and Relational Operators

== Equal to

!= Not equal to

> Greater than

>= Greater than or equal to

< Less than

<= Less than or equal to

# Operators in Java

## □ Conditional Operators

&& Conditional-AND

|| Conditional-OR

?: Ternary (shorthand for if-then-else statement)

## □ Type Comparison Operator

instanceof Compares an object to a specified type

# Operators in Java

## □ Bitwise and Bit Shift Operators

- ~      Unary bitwise complement
- <<    Signed left shift
- >>    Signed right shift
- >>>   Unsigned right shift
- &      Bitwise AND
- ^      Bitwise exclusive OR
- |      Bitwise inclusive OR

# Decision Making: *if-else*

```
class IfElseDemo {  
    public static void main(String[] args) {  
        int age=25;  
        if (age>=21)  
        {  
            System.out.println("He is Adult.");  
        }  
        else  
        {  
            System.out.println("He is not Adult.");  
        }  
    }  
}
```



# Decision Making: *nested if-else*

```
public class Demonested {  
    public static void main(String[] args) {  
  
        int n1 = 150, n2 = 180, n3 = 170;  
  
        if (n1 >= n2) {  
            if (n1 >= n3)  
                System.out.println("Student with  
height: " + n1 + " is the tallest.");  
            else  
                System.out.println("Student with  
height: " + n3 + " is the tallest.");  
        }  
  
        else {  
            if (n2 >= n3)  
                System.out.println("Student  
with height: " + n2 + " is the tallest.");  
            else  
                System.out.println("Student  
with height: " + n3 + " is the tallest.");  
        }  
        System.out.println("\n");  
    }  
}
```

# Decision Making: *else-if ladder*

```
class IfElseDemo {  
    public static void main(String[] args)  
    {  
        int testscore = 76;  
        char grade;  
        if (testscore >= 90) {  
            grade = 'A';  
        } else if (testscore >= 80) {  
            grade = 'B';  
        }  
    }
```

```
        else if (testscore >= 70) {  
            grade = 'C';  
        } else if (testscore >= 60) {  
            grade = 'D';  
        } else {  
            grade = 'F';  
        }  
        System.out.println("Grade = " +  
grade);  
    }  
}
```

# Decision Making: *switch* statement

```
public class SwitchDemo {  
    public static void main(String[] args) {  
        int month = 8;  
        String monthString;  
        switch (month) {  
            case 1: monthString = "January";  
                break;  
            case 2: monthString = "February";  
                break;  
            case 3: monthString = "March";  
                break;  
            case 4: monthString = "April";  
                break;  
            case 5: monthString = "May";  
                break;  
            case 6: monthString = "June";  
                break;
```

```
            case 7: monthString = "July";  
                break;  
            case 8: monthString = "August";  
                break;  
            case 9: monthString = "September";  
                break;  
            case 10: monthString = "October";  
                break;  
            case 11: monthString = "November";  
                break;  
            case 12: monthString = "December";  
                break;  
            default: monthString = "Invalid month";  
                break;  
        }  
        System.out.println(monthString);  
    }  
}
```

# Iteration- *for* loop

## Syntax:

```
for (initialization; termination condition; increment/decrement)
{
    statement(s)
}
```

## Example:

```
class ForDemo {
    public static void main(String[] args){
        for(int i=1; i<11; i++){
            System.out.println("Count is: " + i);
        }
    }
}
```

# Iteration- *while* loop

## Syntax:

```
while (expression) {  
    statement(s)  
}
```

## Example:

```
class WhileDemo {  
    public static void main(String[] args){  
        int count = 1;  
        while (count < 11) {  
            System.out.println("Count is: " + count);  
            count++;  
        }  
    }  
}
```

# Iteration- *do-while* loop

## Syntax:

```
do {  
    statement(s)  
} while (expression);
```

## Example:

```
class DoWhileDemo {  
    public static void main(String[] args){  
        int count = 1;  
        do {  
            System.out.println("Count is: " + count);  
            count++;  
        } while (count < 11);  
    }  
}
```

# Jumping Statement: *continue*

```
public class Test {  
    public static void main(String[] args) {  
        for (int i = 0; i < 5; i++) {  
            if (i == 2) {  
                continue; //skip the particular iteration  
            }  
            System.out.print(i+"\t");  
        }  
    }  
}
```

Output: 0      1          3          4

# Jumping Statement: *break*

```
public class Test {  
    public static void main(String[] args) {  
        for (int i = 0; i < 5; i++) {  
            if (i == 2) {  
                break; //it terminates the iteration  
            }  
            System.out.print(i+"\t");  
        }  
    }  
}
```

Output: 0    1



# Array in Java

- ❑ Java array is an object which contains elements of a similar data type.
- ❑ Additionally, The elements of an array are stored in a contiguous memory location.
- ❑ Array in Java is index-based, the first element of the array is stored at the 0th index, 2nd element is stored on 1st index and so on.
- ❑ Advantage
  - Random access
- ❑ Disadvantage
  - Storage limitation

# 1D Array in Java

## □ Declaration

- `dataType[] arr;`  
(or)  
— `dataType []arr;`  
(or)  
— `dataType arr[];`

## □ Instantiation

- `arrayRefVar=new datatype[size];`

## □ Declaration, instantiation, and initialization

- `int a[]={33,3,4,5};`

# 1D Array in Java

```
class Testarray{  
    public static void main(String args[]){  
        int a[]=new int[5];//declaration and instantiation  
        a[0]=10;//initialization  
        a[1]=20;  
        a[2]=70;  
        a[3]=40;  
        a[4]=50;  
        //traversing array  
        for(int i=0; i<a.length; i++)//length is the property of array  
            System.out.println(a[i]);  
    }  
}
```

# 1D Array with for Loop

```
class Testarrayloop{  
    public static void main(String args[]){  
        int arr[]={3,7,4,5};  
        //printing array using for-each loop  
        for(int i:arr)  
            System.out.println(i);  
    }  
}
```

Output: 3

7

4

5

# Multidimensional Array in Java

## ❑ Declaration

- `dataType[][] arrayRefVar;`  
(or)
- `dataType [][]arrayRefVar;`  
(or)
- `dataType arrayRefVar[][];`  
(or)
- `dataType []arrayRefVar[];`

## ❑ Instantiation

- `arrayRefVar=new datatype[size][size];`

## ❑ Declaration, instantiation, and initialization

- `int arr[][]={{1,2,3},{2,4,5},{4,4,5}};`

# Multidimensional Array in Java

```
class Testarraymultidementional{  
    public static void main(String args[]){  
        //declaring and initializing 2D array  
        int arr[][]={{1,2,3},{2,4,5},{4,4,5}};  
        //printing 2D array  
        for(int i=0;i<3;i++){  
            for(int j=0;j<3;j++){  
                System.out.print(arr[i][j]+" ");  
            }  
            System.out.println();  
        }  
    }  
}
```

# Copying an Array in Java

```
class TestArrayCopyDemo {  
    public static void main(String[] args) {  
        //declaring a source array  
        char[] copyFrom = { 'd', 'e', 'c', 'a', 'f', 'f', 'e', 'i', 'n', 'a', 't', 'e', 'd' };  
        //declaring a destination array  
        char[] copyTo = new char[7];  
        //copying array using System.arraycopy() method  
        System.arraycopy(copyFrom, 2, copyTo, 0, 7);  
        //printing the destination array  
        System.out.println(String.valueOf(copyTo));  
    }  
}
```

Output: caffeine

# Cloning an Array in Java

```
class Testarray{  
    public static void main(String args[]){  
        int arr[]={33,3,4,5};  
        System.out.println("Printing original array:");  
        for(int i:arr)  
            System.out.println(i);  
        System.out.println("Printing clone of the array:");  
        int carr[]=arr.clone();  
        for(int i:carr)  
            System.out.println(i);  
        System.out.println("Are both equal?");  
        System.out.println(arr==carr);  
    }  
}
```



# Command Line Argument

```
class CommandLineExample{  
    public static void main(String args[]){  
        System.out.println("Your first argument is: "+args[0]);  
    }  
}
```

**Compile:** javac CommandLineExample.java

**Run:** java CommandLineExample **IEM**

**Output:** Your first argument is IEM

# String

- Java String is basically an object that represents sequence of char values. An array of characters works same as Java string.

- `char[] ch={'s','u','s','o','v','a','n'};`  
`String s=new String(ch);`

or

- `String s="susovan";`

# Methods of String Class

```
class Demostring {  
    public static void main(String args[]) {  
        String s="Welcome to Java";  
        System.out.println(s); //output: Welcome to Java  
        int l=s.length();  
        System.out.println(l); //output:15  
        char c=s.charAt(5);  
        System.out.println(c); //output:m Note: It returns the charcter at the index 5  
        System.out.println(s.indexOf("m")); //output:5  
        System.out.println(s.indexOf("o")); //output:4  
        System.out.println(s.indexOf("o",5)); //output:9  
    }  
}
```

# Methods of String Class

```
class Demostring {  
    public static void main(String args[]) {  
        String s="Welcome to Java"; System.out.println(s); //output: Welcome to Java  
        String s1=s.substring(8);  
        System.out.println(s1); //output: to Java  
        String s2=s.substring(8,13);  
        System.out.println(s2); //output: to Ja  
        String s3=s1.concat(s2);  
        System.out.println(s3); //output: to Javato Ja  
        String s4=" Hello ";  
        System.out.println(s4); //output: Hello  
        System.out.println(s4.trim()); //output: Hello  
        System.out.println(s.toLowerCase()); //output: welcome to java  
        System.out.println(s.toUpperCase()); //output: WELCOME TO JAVA  
    }  
}
```

# Methods of String Class

```
class Demostring {  
    public static void main(String args[]) {  
        String s="Welcome to Java";  
        System.out.println(s); //output: Welcome to Java  
        String t="welcome to java";  
        System.out.println(s.equals(t)); //false  
        System.out.println(s.equalsIgnoreCase(t)); //true  
        System.out.println(s.replace('o', 'X')); //WelcXme tX Java  
        String arr[]=s.split(" ", 3);  
        for (String a : arr)  
            System.out.print(a); // Welcome to Java  
    }  
}
```

