# Concepts of Programming
## Day 4: Sep 2022

# Introduction to Java

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----------------------------------------------------------------

Topic:
   -Switch
   -Class & Object

   If: 1 condition
   If-Else: 2  conditions

## Nested If

```
if(cond)
{
    //True state code
    if(cond)
    {
        //True state code
    }
}
else
{
    //False state code
}
```

Mouse    Select    Text    Draw    Stamp    Spotlight    Eraser    Format    Undo

Who can see what you share here? Recording On

Date: 16-09-2022
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Topic:
    -Switch
    -Class & Object
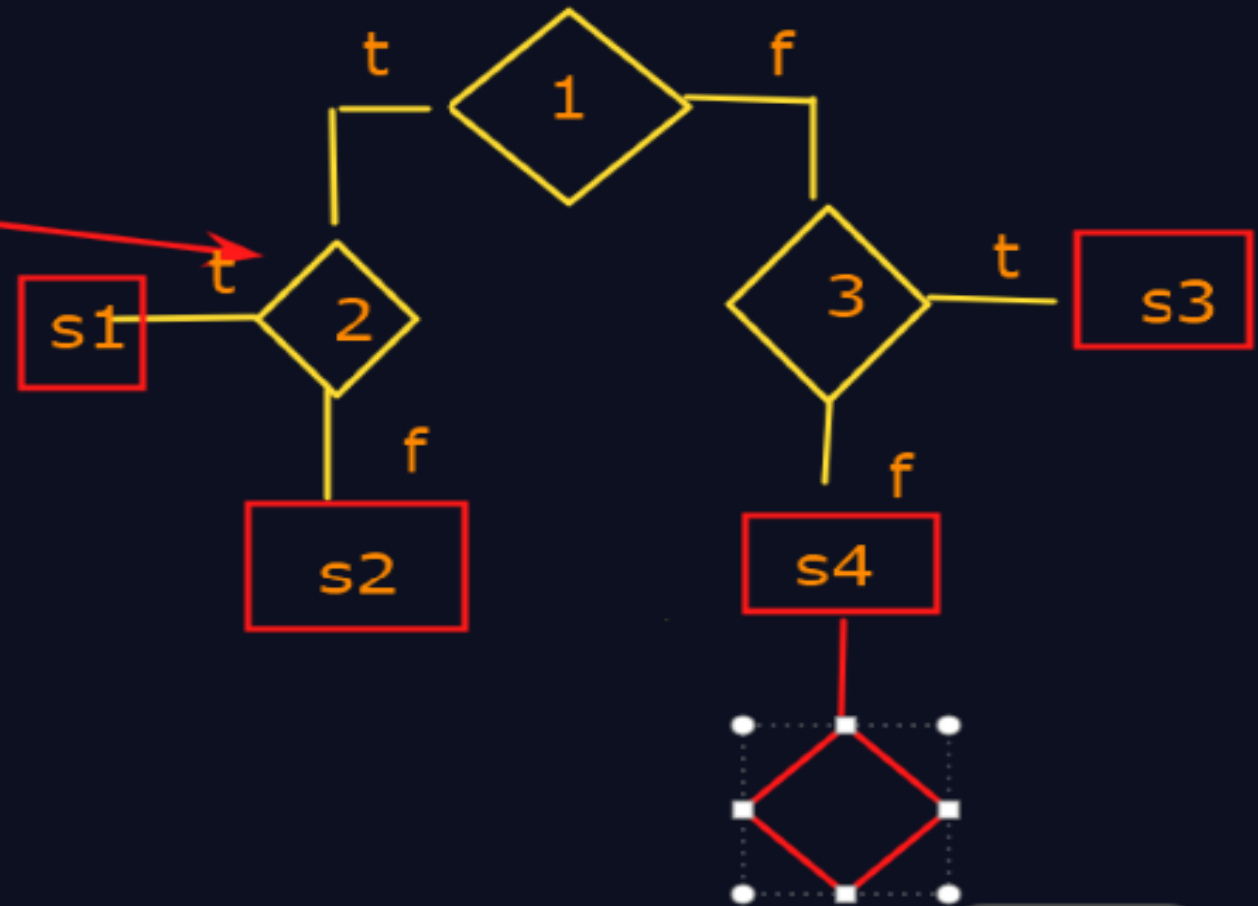
    If: 1 condition
    If-Else: 2  conditions

```
if(cond)
{
    //True state code
    if(cond)
    {
        //True state code
    }
    else
    {
        //False state code
    }
}
else
{
```

```
if(cond)          1
{
    //True state code
    if(cond)      2
    {
        //True state code      s1
    }
    else
    {
        //False state code
                  s2
    }
}
else
{
    //False state code
    if(cond)      3
    {
        //True state code      s3
    }
    else
    {
        //False state code
                  s4
    }
}
```
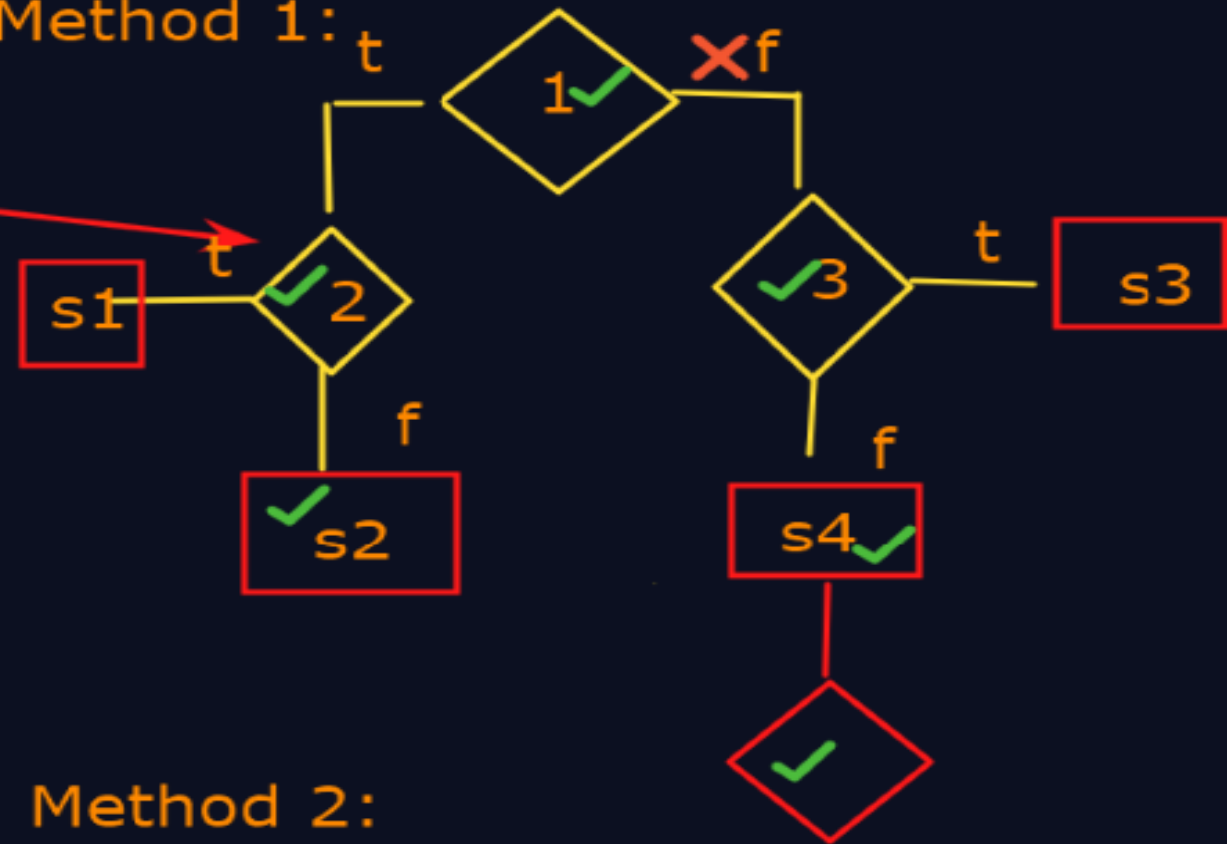


Kiran Waghm...

```
if(cond)
{
    //True state code
    if(cond)
    {
        //True state code     s1
    }
    else
    {
        //False state code    s2
    }
}
else
{
    //False state code
    if(cond)
    {
        //True state code     s3
    }
    else
    {
        //False state code    s4
    }
}
```

## Method 1:



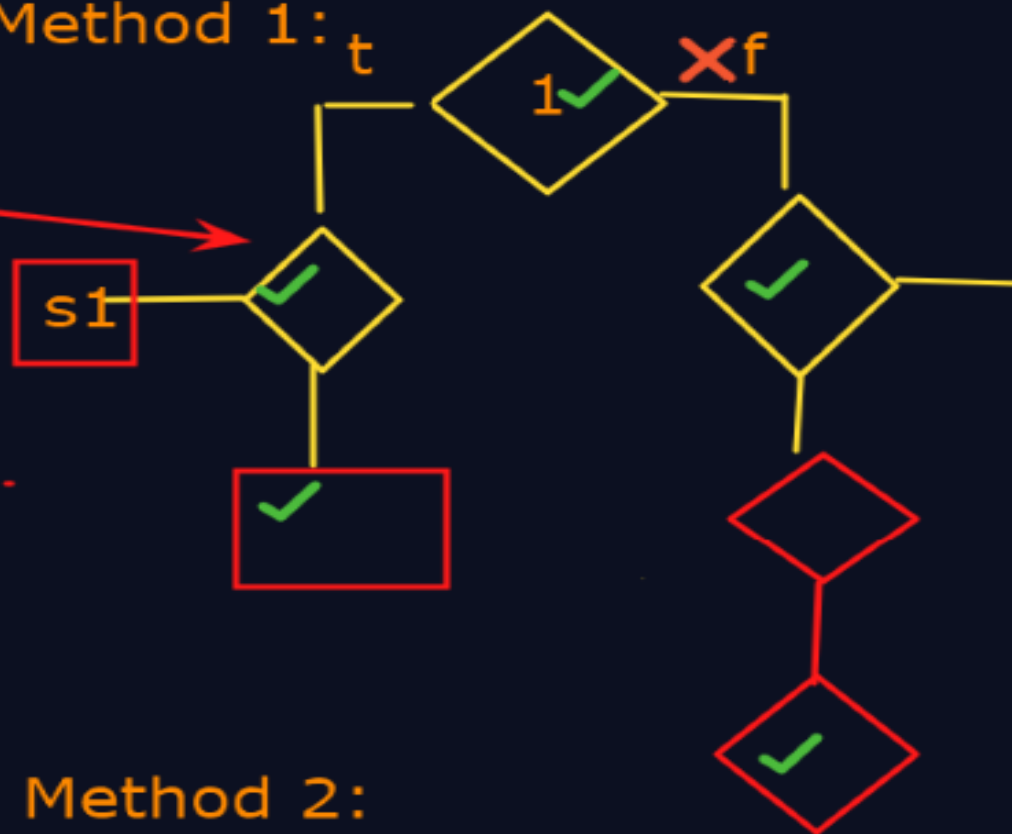## Method 2:



7 days : M ,T, W,Th, F, S Sun

```
if(cond)
{
    //True state code
    if(cond)
    {
        //True state code
        s1
    }
    else
    {
        //False state code
        s2
    }
}
else
{
    //False state code
    if(cond)
    {
        //True state code
        s3
    }
    else
    {
        //False state code
        s4
    }
}
```

**Method 1:**

s1

**Method 2:**

7 days : M ,T, W,Th, F, S Sun

```
if(cond)
{
        //True state code
        if(cond)
        {
                //True state code
        }
}
else
{
        //False state code
        if(cond)
        {
                //True state code
        }
        else
        {
                //False state code
        }
}
```

```java
int day=1;
String DayName;
switch(day){
    case 1:
        System.out.println("Today is Monday.")
        //break;
    case 2:
        System.out.println("Today is Tuesday."
        //break;
    case 3:
        System.out.println("Today is Wednesday
        break;
    case 4:
        DayName="Today is Thurday.";
        //break;
    case 5:
        DayName="Today is Friday.";
        //break;
    case 6:
        DayName="Today is Saturday.";
        //break;
    case 7:
        DayName="Today is Sunday.";
        //break;
    default:
        DayName="Invalid Day";
        //break;
```

```
C:\Test>java SwitchCase2
Day is Today is Friday.

C:\Test>javac SwitchCase2.java
SwitchCase2.java:35: error: variabl
            System.out.println("Day is

1 error

C:\Test>javac SwitchCase2.java

C:\Test>java SwitchCase2
Today is Monday.
Today is Tuesday.
Today is Wednesday.

C:\Test>
```
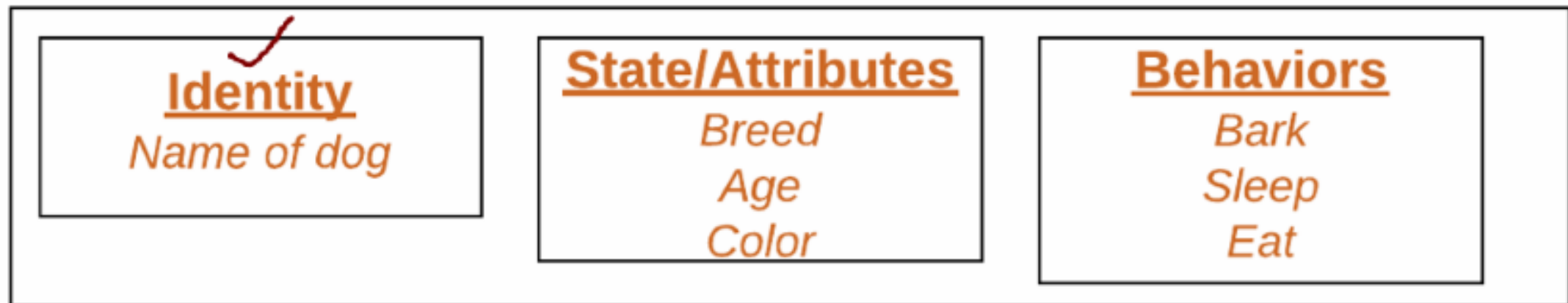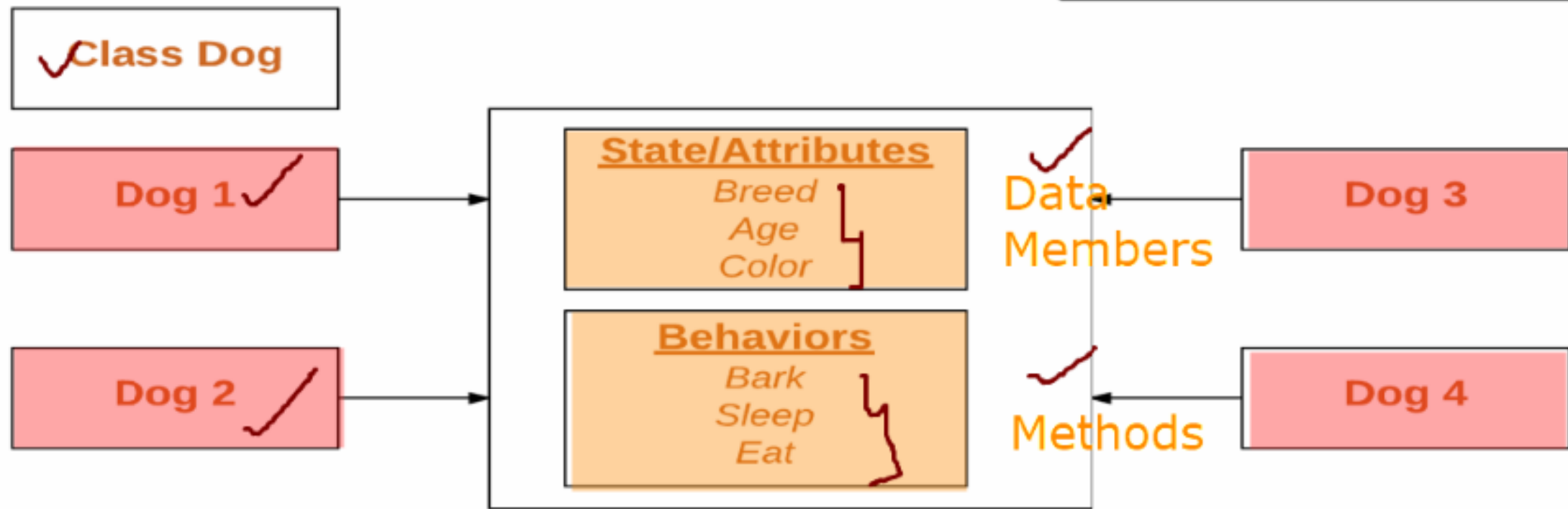
**Class Dog**

Dog 1

Dog 2

**State/Attributes**
*Breed*
*Age*
*Color*

**Behaviors**
*Bark*
*Sleep*
*Eat*

Data Members

Methods

Dog 3

Dog 4

**Identity**
*Name of dog*

**State/Attributes**
*Breed*
*Age*
*Color*

**Behaviors**
*Bark*
*Sleep*
*Eat*

```
-runtime entity
-3 characteristics:
    1.State:data value
    2.Behavior:functionality
    3.Identity:id, unique no.
-An object is an instance of class.

Syntax:

Classname objectname = new Classname();

User defined class:
-------------------------

Employee emp1 = new Employee();
Employee emp2 = new Employee();


Inbuilt class:
---------------
import java.util.Scanner;
Scanner sc = new Scanner();
```

name=null;
empid=0;
age=0;

emp2

emp1

Heap area

Stack