

Java - Java is an object-oriented, class-based, concurrent, secured and general-purpose computer-programming language. It is a widely used robust technology.

1. java was developed by Sun Microsystems) in the year 1995.
2. James Gosling is known as the father of Java.
3. Before Java, its name was Oak
- 4.. Since Oak was already a registered company, so James Gosling and his team changed the name from Oak to Java.

example

```
class Simple{  
    public static void main(String args[]){  
        System.out.println("Hello Java");  
    }  
}
```

Java Platforms / Editions

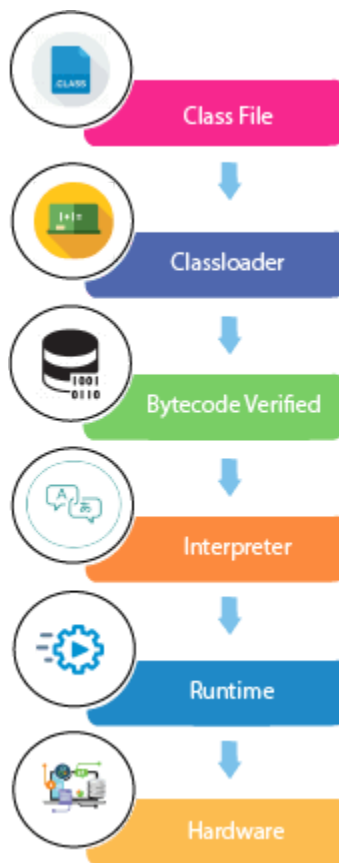
- 1) Java SE (Java Standard Edition)
- 2) Java EE (Java Enterprise Edition)
- 3) Java ME (Java Micro Edition) (mobile application)
- 4) JavaFX (It is used to develop rich internet applications)

Why Java was named as "Oak"? -> it is symbol of strength. it is national tree of many countries like(usa etc).

Features:-

1. **Simple**
2. **Object-Oriented**
3. **Platform-Independent**
4. **Secure** :- byte code verifier helps to prevent malicious code.
5. **Robust** :- It handle memory management.
6. **Multithreaded**
7. **High Performance**
8. **Dynamic** :- Java applications can load classes and execute code dynamically.
9. **Portable** :- compile one system and run anywhere.
10. **Architecture-Neutral**

STEPS OF JAVA EXECUTION



C++ vs Java

There are many differences and similarities between the **C++ programming** language and **Java**. A list of top differences between C++ and Java are given below:

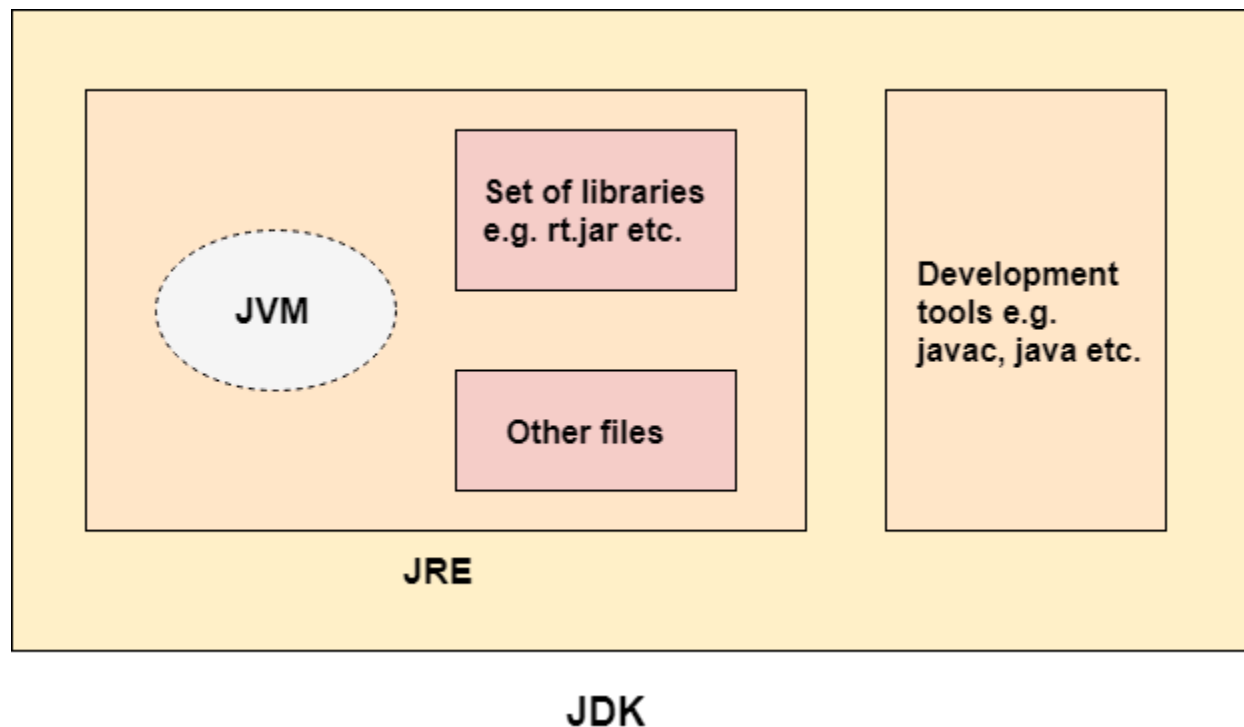
Comparison Index	C++	Java
Platform-independent	C++ is platform-dependent.	Java is platform-independent.
Mainly used for	C++ is mainly used for system programming.	Java is mainly used for application programming. It is widely used in Windows-based, web-based, enterprise, and mobile applications.
Design Goal	C++ was designed for systems and applications programming. It was an extension of the C programming language .	Java was designed and created as an interpreter for printing systems but later extended as a support network computing. It was designed to be easy to use and accessible to a broader audience.
Goto	C++ supports the goto statement.	Java doesn't support the goto statement.
Multiple inheritance	C++ supports multiple inheritance.	Java doesn't support multiple inheritance through class. It can be achieved by using interfaces in java .

Operator Overloading	C++ supports operator overloading .	Java doesn't support operator overloading.
Pointers	C++ supports pointers . You can write a pointer program in C++.	Java supports pointer internally. However, you can't write the pointer program in java. It means java has restricted pointer support in java.
Compiler and Interpreter	C++ uses compiler only. C++ is compiled and run using the compiler which converts source code into machine code so, C++ is platform dependent.	Java uses both compiler and interpreter. Java source code is converted into bytecode at compilation time. The interpreter executes this bytecode at runtime and produces output. Java is interpreted that is why it is platform-independent.
Call by Value and Call by reference	C++ supports both call by value and call by reference.	Java supports call by value only. There is no call by reference in java.
Structure and Union	C++ supports structures and unions.	Java doesn't support structures and unions.
Thread Support	C++ doesn't have built-in support for threads. It relies on third-party libraries for thread support.	Java has built-in thread support.

Documentation comment	C++ doesn't support documentation comments.	Java supports documentation comment (<code>/** ... */</code>) to create documentation for java source code.
Virtual Keyword	C++ supports virtual keyword so that we can decide whether or not to override a function.	Java has no virtual keyword. We can override all non-static methods by default. In other words, non-static methods are virtual by default.
unsigned right shift >>>	C++ doesn't support >>> operator.	Java supports unsigned right shift >>> operator that fills zero at the top for the negative numbers. For positive numbers, it works same like >> operator.
Inheritance Tree	C++ always creates a new inheritance tree.	Java always uses a single inheritance tree because all classes are the child of the Object class in Java. The Object class is the root of the inheritance tree in java.
Hardware	C++ is nearer to hardware.	Java is not so interactive with hardware.

Object-oriented	C++ is an object-oriented language. However, in the C language, a single root hierarchy is not possible.	Java is also an object-oriented language. However, everything (except fundamental types) is an object in Java. It is a single root hierarchy as everything gets derived from java.lang.Object.
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JDK,JRE,JVM



JVM :- Loads code

- **Verifies code**
- **Executes code**
- **Provides runtime environment**

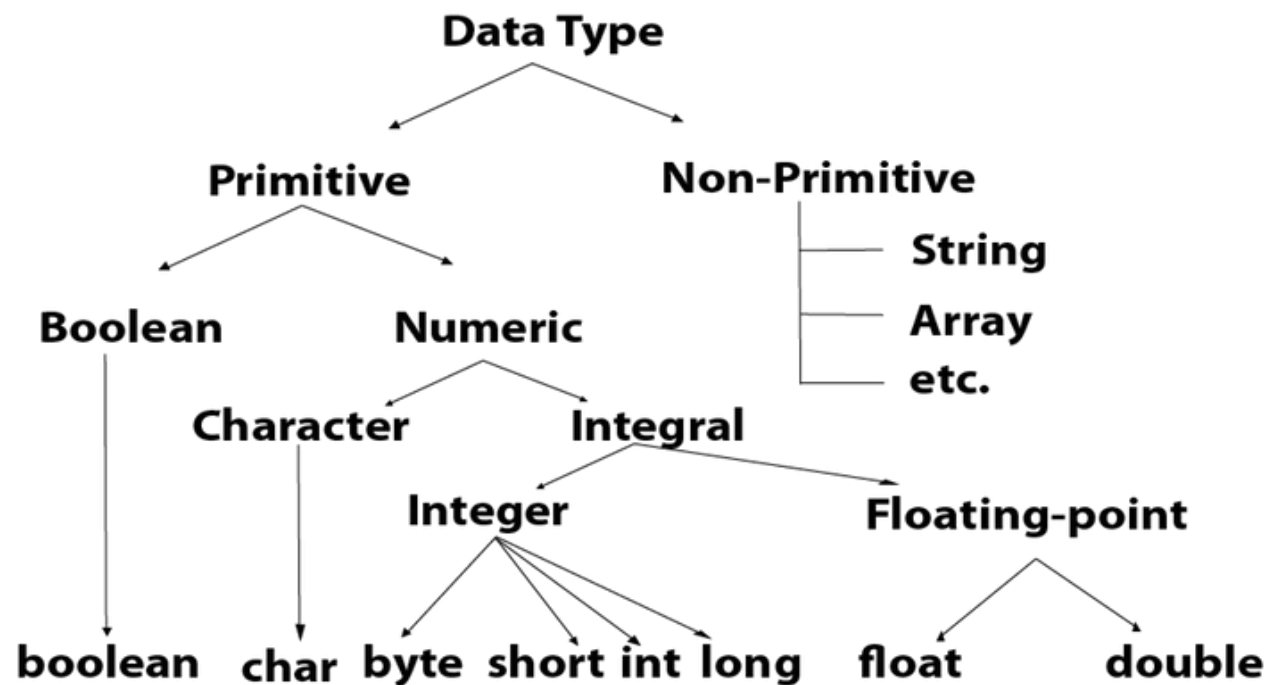
Method area = main method , static variables.

Heap = instance variables , objects(new)

Stack area = local methods , local variables

Data Types in Java

1. Primitive data types: The primitive data types include boolean, char, byte, short, int, long, float and double.
2. Non-primitive data types: The non-primitive data types include **Classes**, **Interfaces**, and **Arrays**.



Java Operator Precedence

Operator Type	Category	Precedence
Unary	postfix	<i>expr</i> ++ <i>expr</i> --
	prefix	++ <i>expr</i> -- <i>expr</i> + <i>expr</i> - <i>expr</i> ~ !
Arithmetic	multiplicative	* / %
	additive	+ -
Shift	shift	<< >> >>>
Relational	comparison	< > <= >= instanceof
	equality	== !=
Bitwise	bitwise AND	&
	bitwise exclusive OR	^
	bitwise inclusive OR	
Logical	logical AND	&&
	logical OR	
Ternary	ternary	? :

Java Left Shift Operator Example

1. `public class` OperatorExample{
2. `public static void` main(String args[]){
3. `System.out.println(10<<2);`// $10 \times 2^2 = 10 \times 4 = 40$
4. `System.out.println(10<<3);`// $10 \times 2^3 = 10 \times 8 = 80$
5. `System.out.println(20<<2);`// $20 \times 2^2 = 20 \times 4 = 80$
6. `System.out.println(15<<4);`// $15 \times 2^4 = 15 \times 16 = 240$
7. `}}`

Java Right Shift Operator Example

1. `public` OperatorExample{
2. `public static void` main(String args[]){
3. `System.out.println(10>>2);`// $10/2^2 = 10/4 = 2$
4. `System.out.println(20>>2);`// $20/2^2 = 20/4 = 5$
5. `System.out.println(20>>3);`// $20/2^3 = 20/8 = 2$
6. `}}`
7. `public class` OperatorExample {

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

```
    int a = 10;
```

```
    int b = 5;
```

```
    int c = 20;
```

```
    System.out.println(a < b && a++ < c); // false && true = false
```

```
    System.out.println(a); // 10 because second condition is not checked
```

```
    System.out.println(a < b & a++ < c); // false & true = false
```

```
    System.out.println(a); // 11 because second condition is checked
```

```
}
```

```
}
```

false

10

false

11

Summary

- Short-Circuiting (**&&**): If the first condition of **&&** is **false**, the second condition is not evaluated. In this case, **a** remains unchanged.
- Non-Short-Circuiting (**&**): Both conditions are evaluated, so **a** is incremented.

|| AND |

```
public class OperatorExample {  
    public static void main(String args[]) {  
        int a = 10;  
        int b = 5;  
        int c = 20;  
  
        System.out.println(a > b || a < c); // true || true = true  
        System.out.println(a > b | a < c); // true | true = true  
        // || vs |  
        System.out.println(a > b || a++ < c); // true || true = true  
        System.out.println(a); // 10 because second condition is not checked  
        System.out.println(a > b | a++ < c); // true | true = true  
        System.out.println(a); // 11 because second condition is checked  
    }  
}
```

Summary

- Logical OR (**||**): Uses short-circuit evaluation, meaning if the first condition is **true**, the second condition is not evaluated.
- Bitwise OR (**|**): Does not use short-circuit evaluation, meaning both conditions are always evaluated.
- Outputs:
 - **true** (from the **||** operator, first condition **true**)
 - **true** (from the **|** operator, both conditions **true**)

Inheritance:-

single

```
class Hello {  
    public void m1() {  
        System.out.println("run");  
    }  
  
    public void display() {  
        System.out.println("display");  
    }  
}  
  
class Main extends Hello {  
    public void run() {  
        System.out.println("running");  
    }  
  
    public static void main(String[] args) {  
        Main c = new Main();  
        c.run();  
        Hello h = new Hello();  
        h.m1();  
        h.display();  
    }  
}
```

Output: -

Running
Run
Display

Multilevel :-

```
class Animal {  
    public void m1() {  
        System.out.println("run");  
    }  
  
    public void display() {  
        System.out.println("display");  
    }  
}
```

```
class dog extends Animal{  
    public void bark(){  
        System.out.println("barking");  
    }  
    public void sleep(){  
        System.out.println("sleep");  
    }  
}
```

```
class Main extends dog{  
    public void eat(){  
        System.out.println("eating");  
    }  
    public static void main(String[] args){  
        Main m = new Main();  
        m .eat();    //eating  
    }  
}
```

```
m.bark();    // barking
m.m1();     // run

dog d = new dog();
d.bark();
d.display();
}
}
```

Hierarchical Inheritance

```
class Animal {
    public void m1() {
        System.out.println("run");
    }

    public void display() {
        System.out.println("display");
    }
}

class dog extends Animal{
    public void bark(){
        System.out.println("barking");
    }

    public void sleep(){
        System.out.println("sleep");
    }
}
```

```
}
```

```
class Main extends Animal{  
    public void eat(){  
        System.out.println("eating");  
    }  
    public static void main(String[] args){  
        Main m = new Main();  
  
        m.m1();    // run  
  
        dog d = new dog();  
        d.bark();  
        d.display();  
    }  
}
```

POLYMORPHISM:-

1.Method overloading

```
class Cal {  
    public static int add(int a, int b) {  
        return a + b;  
    }  
  
    public static int sub(int a, int b) {  
        return a - b;  
    }  
}
```

```
public static int mul(int a, int b) {  
    return a * b;  
}  
}
```

```
class Main extends Cal {  
    public static int div(int a, int b) {  
        if (b == 0) {  
            throw new ArithmeticException("Division by zero");  
        }  
        return a / b;  
    }  
}
```

```
public static void main(String[] args) {  
  
    System.out.println("Addition: " + Cal.add(10, 5));  
    System.out.println("Subtraction: " + Cal.sub(10, 5));  
    System.out.println("Multiplication: " + Cal.mul(10, 5));  
  
    System.out.println("Division: " + Main.div(10, 5));  
}  
}
```

METHOD OVERRIDING:- (

```
class A{  
    public int m1(int a , int b){
```

```

        return a+b;
    }

}

class Main extends A{
    public int m1(int a , int b){
        return a + b;
    }
    public static void main(String[] args){
        A a = new A();
        System.out.println(a.m1(10,5)); // 15
        Main b = new Main();
        System.out.println(b.m1(11,5)); //16
    }
}

```

SUPER();

1. Non static method and super instance method call only
2. Static method of super don't call.
3. If you want to call static method in child class without using super () method so you need to provide like that

Ex . A.M1(); // A is a parent class and m1 is static method of parent class

```

class A {
    public static void work() {
        System.out.println("working");
    }
}

```

```

class Main extends A {
    void eat() {
        System.out.println("eating");
    }
}

```



```

    public static void dance() {
        A.work(); // Correct way to call static method from the superclass
        System.out.println("dancing");
    }

    public static void main(String[] args) {
        Main b = new Main();
        Main.dance();
        b.eat();    }
}

```

With use super()

```

class A{
    public void work(){
        System.out.println("working");
    }
}

class Main extends A{
    void eat(){
        System.out.println("eating");
    }

    void dance(){
        super.work();
        System.out.println("dancing");
    }
    public static void main(String[] args){

        Main b = new Main();
        b.dance();
        b.eat();
    }
}

```

Java Runtime Polymorphism with Data Member

```
1. class Bike{
2.   int speedlimit=90;
3. }
4. class Honda3 extends Bike{
5.   int speedlimit=150;
6.
7.   public static void main(String args[]){
8.     Bike obj=new Honda3();
9.     System.out.println(obj.speedlimit);//90
10.}
```

Rule: Runtime polymorphism can't be achieved by data members.

static binding

When type of the object is determined at compiled time(by the compiler), it is known as static binding.

If there is any private, final or static method in a class, there is static binding.

Example of static binding

```
1. class Dog{
2.   private void eat(){System.out.println("dog is eating...");}
3.
4.   public static void main(String args[]){
5.     Dog d1=new Dog();
6.     d1.eat(); }}
```

Dynamic binding

When type of the object is determined at run-time, it is known as dynamic binding.

Example of dynamic binding

```
1. class Animal{
2. void eat(){System.out.println("animal is eating...");}
3. }
4.
5. class Dog extends Animal{
6. void eat(){System.out.println("dog is eating...");}
7.
8. public static void main(String args[]){
9. Animal a=new Dog();
10. a.eat();
11. }
12.}
```

Abstraction in Java

1.Hide important details and showing only essential info to user or (a method without body).

2.It can have abstract and non-abstract methods. It needs to be extended and its method implemented. It cannot be instantiated.

3.An abstract class must be declared with an abstract keyword.

- It can have abstract and non-abstract methods.

- It cannot be instantiated.
- It can have **constructors** and static methods also.
- It can have final methods which will force the subclass not to change the body of the method.
- Static , final, void method allow in abstract class
- Static method call by using classname.methodname();
- Other method call by using child class obj,
-
- **abstract class A{**
- **abstract void run(); // abstract word mandatory**
- **void sleep(){ // default void method**
-
- **System.out.println("sleeping");**
- **}**
-
- **public static void write(){**
- **System.out.println("writting");**
- **}**
-
- **final void read() {**
- **System.out.println("reading.");**
- **}**
-
- **}**

-
- **class Main extends A{**
- **void run(){**
- **System.out.println("runnnig");**
- **}**
-
- **public void eat(){**
- **System.out.println("eting");**
- **}**
-
- **public static void main(String[] args){**
- **Main m = new Main();**
- **m.run();**
- **m.eat();**
- **m.read();**
- **m.eat();**
-
- **//static**
- **A.write();**
- **}**
- **}**
-

By using abstract class obj

```
abstract class A {  
    // Abstract method  
    abstract void run();  
  
    // Concrete method  
    void sleep() {  
        System.out.println("sleeping");  
    }  
  
    // Static method  
    public static void write() {  
        System.out.println("writing");  
    }  
  
    // Final method  
    final void read() {  
        System.out.println("reading.");  
    }  
}  
  
public class Main {  
    public static void main(String[] args) {  
        // Creating an anonymous inner class to provide  
        implementation for the abstract method  
        A a = new A() {  
            @Override  
            void run() {  
                System.out.println("running");  
            }  
        };
```

```

// Calling instance methods
a.run(); // Outputs: running
a.sleep(); // Outputs: sleeping
a.read(); // Outputs: reading

// Calling static method
A.write(); // Outputs: writing
}
}

```

Interface in Java

An interface in Java is a blueprint of a class. It has static constants and abstract methods, default void.

default and static methods in an interface.

Since Java 9, we can have private methods in an interface.

- By interface, we can support the functionality of multiple inheritance.
- It can be used to achieve loose coupling.

Example:-

```

interface A {
    default void run(){
        System.out.println("runnig");
    }

    void bark(); // abstract        or abstract void bark();

    static void sleep(){
        System.out.println("sleeping");
    }
}

```

```

class Main implements A{
    public void bark(){           //access specifier takne
        System.out.println("barking");
    }

    public void eat(){
        System.out.println("eating");
    }

    public static void main(String[] args){
        Main m = new Main();
        m.run();
        m.bark();
        A.sleep();

        m.eat();
    }
}

```

Java Encapsulation

Wrapping a data and methods(code) in a single unit.

Not outside world.

It's resolve implementation level issues

Same as abstraction

Private variables.

Getter and setter method only public (**read-only or write-only**).

Only modifies and access through public getter and setter method.

```

class A {
    private String name;
    private int age;

    public A(String name, int age) {
        this.name = name;
        this.age = age;
    }
}

```



```
public void setName(String name) {  
    this.name = name;  
}
```

```
public String getName() {  
    return name;  
}
```

```
public void setAge(int age) {  
    this.age = age;  
}
```

```
public int getAge() {  
    return age;  
}
```

```
public void display() {  
    System.out.println("Name is " + name + " and age is " + age);  
}  
}
```

```
public class Main {  
    public static void main(String[] args) {
```

```
        A a = new A("Loki", 21);
```

```
        a.display();
```

```
        a.setName("Thor");  
        a.setAge(25);
```

```
        a.display();
```

```
        System.out.println("Updated name: " + a.getName());  
        System.out.println("Updated age: " + a.getAge());  
    }  
}
```

Output

Name is Loki and age is 21
Name is Thor and age is 25
Updated name: Thor
Updated age: 25

Access Modifiers in Java

1. **Private:** The access level of a private modifier is only within the class. It cannot be accessed from outside the class.
2. **Default:** The access level of a default modifier is only within the package. It cannot be accessed from outside the package. If you do not specify any access level, it will be the default.
3. **Protected:** The access level of a protected modifier is within the package and outside the package through child class. If you do not make the child class, it cannot be accessed from outside the package.
4. **Public:** The access level of a public modifier is everywhere. It can be accessed from within the class, outside the class, within the package and outside the package.

5. Understanding Java Access Modifiers

Access Modi fier	withi n cl as s	within pack age	outside package by subclass only	outside pack age
Private	Y	N	N	N
Default	Y	Y	N	N
Protected	Y	Y	Y	N
Public	Y	Y	Y	Y

Wrapper classes in Java

convert primitive into object and object into primitive.

java is not considered a 100% pure object-oriented programming (OOP) language.

because it includes primitive data types, which are not objects.

Java support primitive data types not object like c++.

Wrapper class in java : - **java . lang** package

```
import java.lang.*;
```

```
class Main{
```

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

```
        int a = 10;
```

```
        Integer j = a;    // autoboxing
```

```
        //or Integer j = Integer.valueOf(a);
```

```
        System.out.println(j);
```

```
        Integer b = new Integer(25);
```

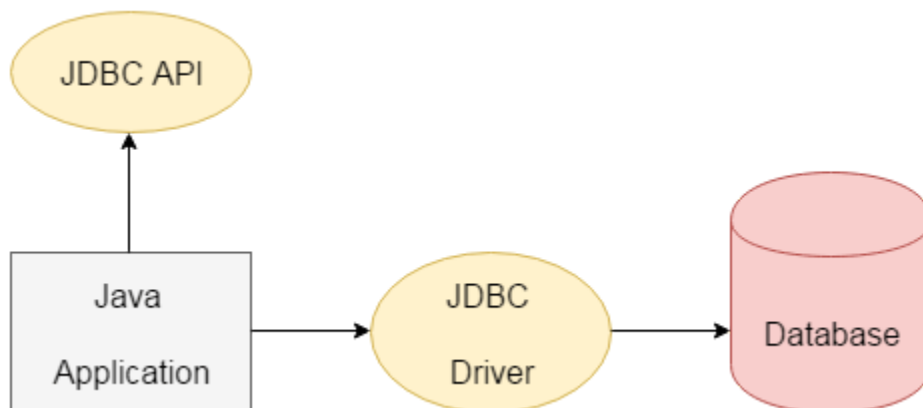
```
        int x = b;        // unboxing
```

```
        // or int x = b.intValue();
```

```
System.out.println(x);}}
```

JDBC

- 1 . java database connectivity.
2. It uses jdbc driver for connect to database.
3. JDBC is a Java API to connect and execute the query with the database.
4. Java api is used to access data , save ,modify ,delete and update
5. 4 Driver
 - JDBC-ODBC Bridge Driver,
 - Native Driver,
 - Network Protocol Driver, and
 - Thin Driver



- **Driver interface**
- **Connection interface**
- **Statement interface**
- **PreparedStatement interface**
- **CallableStatement interface**
- **ResultSet interface**
- **ResultSetMetaData interface**
- **DatabaseMetaData interface**
- **RowSet interface**

A list of popular *classes* of JDBC API are given below:

- **DriverManager class**
- **Blob class**
- **Clob class**
- **Types class**

Connectivity with mysql

1. **import** java.sql.*;
2. **class** MysqlCon{
3. **public static void** main(String args[]){
4. **try**{
5. Class.forName("com.mysql.jdbc.Driver");
6. Connection con=DriverManager.getConnection(
7. "jdbc:mysql://localhost:3306/sonoo","root","root");
8. Statement stmt=con.createStatement();

```
9. ResultSet rs=stmt.executeQuery("select * from emp");
10.while(rs.next())
11.System.out.println(rs.getInt(1)+" "+rs.getString(2)+" "+rs.getString(3));
12.con.close();
13.}catch(Exception e){ System.out.println(e);}
14.}
15.}
```

Use preparedstatement

```
import java.sql.*;
```

```
public class Main {
```

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

```
        String url = "jdbc:mysql://localhost:3306/yourdatabase";
```

```
        String user = "username";
```

```
        String password = "password";
```

```
        Connection con = null;
```

```
PreparedStatement pstmt = null;
```

```
try {
```

```
Class.forName("com.mysql.cj.jdbc.Driver");
```

```
con = DriverManager.getConnection(url, user, password);
```

```
System.out.println("Connected to the database");
```

```
// 1. Using PreparedStatement for INSERT
```

```
String insertSQL = "INSERT INTO yourtable (col1, col2) VALUES (?, ?)";
```

```
pstmt = con.prepareStatement(insertSQL);
```

```
pstmt.setString(1, "value1"); // Set parameter 1
```



```
pstmt.setInt(2, 123); // Set parameter 2
```

```
int rowsInserted = pstmt.executeUpdate();
```

```
System.out.println("Insert Success, Rows affected: " + rowsInserted);
```

```
// 2. Using PreparedStatement for UPDATE
```

```
String updateSQL = "UPDATE yourtable SET col_name = ? WHERE  
condition_column = ?";
```

```
pstmt = con.prepareStatement(updateSQL);
```

```
pstmt.setString(1, "newValue"); // Set parameter 1
```

```
pstmt.setInt(2, 123); // Set parameter 2
```

```
int rowsUpdated = pstmt.executeUpdate();
```

```
System.out.println("Update Success, Rows affected: " + rowsUpdated);
```

```
// 3. Using PreparedStatement for SELECT
```

```
String selectSQL = "SELECT col1, col2 FROM yourtable WHERE  
condition_column = ?";
```

```
pstmt = con.prepareStatement(selectSQL);
```

```
pstmt.setInt(1, 123); // Set parameter
```

```
ResultSet rs = pstmt.executeQuery();
```

```
// Process the ResultSet
```

```
while (rs.next()) {
```

```
    String col1 = rs.getString("col1");
```

```
    int col2 = rs.getInt("col2");
```

```
    System.out.println("Selected Data: col1 = " + col1 + ", col2 = " + col2);
```

```
}
```

```
} catch (ClassNotFoundException e) {
```

```
        System.err.println("JDBC Driver not found.");

        e.printStackTrace();

    } catch (SQLException e) {

        System.err.println("SQL Exception.");

        e.printStackTrace();

    } finally {

        try {

            if (pstmt != null) pstmt.close();

            if (con != null) con.close();

        } catch (SQLException e) {

            e.printStackTrace();

        }

    }

}}
```

HIBERNATE

1.Hibernate is an ORM(OBJECT RELATIONAL MAPPING) framework it is use to convert java object into database table(relational database)

@GeneratedValue(strategy = GenerationType.IDENTITY) annotation in JPA .When you define an entity class in JPA, the primary key field usually needs to be unique for each instance. To handle this, you can configure the primary key to be auto-generated, meaning that the database will automatically generate a unique value for the primary key when a new record is inserted.

```
import javax.persistence.Entity;
```

```
import javax.persistence.Id;
```

```
import javax.persistence.GeneratedValue;
```

```
import javax.persistence.GenerationType;
```

```
@Entity
```

```
public class Student {
```

```
    @Id
```

```
    @GeneratedValue(strategy = GenerationType.IDENTITY)
```

```
private Long id;
```

```
private String name;
```

```
private int age;
```

```
// Getters and setters
```

```
public Long getId() {
```

```
    return id;
```

```
}
```

```
public void setId(Long id) {
```

```
    this.id = id;
```

```
}
```

```
public String getName() {
```

```
    return name;
```

```
}
```

```
public void setName(String name) {
```

```
    this.name = name;
```

```
}
```

```
public int getAge() {
```

```
    return age;
```

```
}
```

```
public void setAge(int age) {
```

```
    this.age = age;
```

```
}
```

```
}
```

