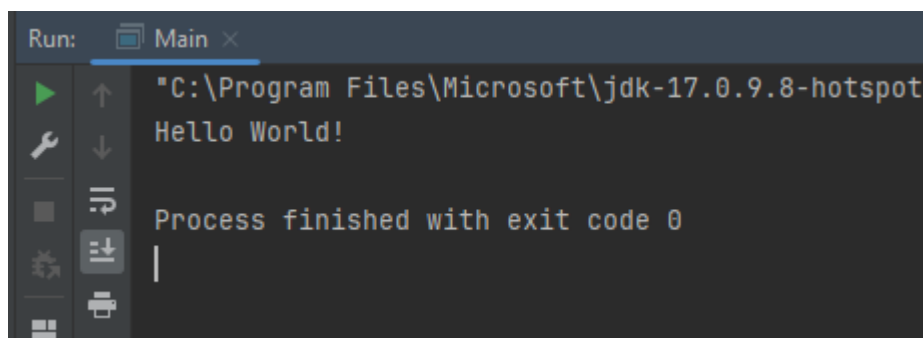


Java Full Stack

Hello World Program without maven

Code:

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



Keywords in java: some of the famous keywords are familiar.

Understanding variables in java.

Refer source for Understanding variables.

Data Types Code

```
public class Main {  
    public static void main(String[] args) {  
  
        int max = 2147483647; // 4 byte  
        int min = -2147483648;  
        short shortMax = 32767; //2 byte  
        short shortMin = -32768;  
        long longMax = 9223372036854775807L; // 8 byte  
        long longMin = -9223372036854775808L;  
        byte byteMax = 127; // 1 byte  
        byte byteMin = -128;  
  
        System.out.println("Int Type Output");  
  
        System.out.println("integer max: "+max);  
  
        // float data type
```

[illegible]

String Basics:

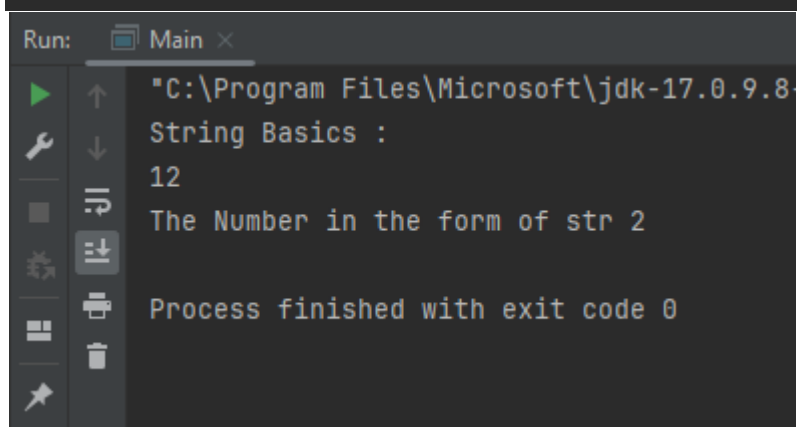
```
package org.example;

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

        System.out.println("String Basics : ");

        String name = "Mahesh \u00f1";
        String no = "2";
        int n = 20;
        System.out.println(Integer.parseInt(no)+10);
        System.out.println("The Number in the form of str "+no);

    }
}
```



```
Run: Main x
C:\Program Files\Microsoft\jdk-17.0.9.8
String Basics :
12
The Number in the form of str 2
Process finished with exit code 0
```

```
// typecasting in java from string to int and all

System.out.println("Typecast in java ");

short a1 = 200;
byte a2 = (byte)a1;
System.out.println(a2);

// typecast 2

float b = 10.5f;
int i = (int)b;
System.out.println(i);
```

```
Typecast in java
-56
10
```

To Solve the eqn

```
package org.example;
import java.util.*;
public class Main {
    public static void main(String[] args) {

        // to solve an equation
        System.out.println("To Solve the eqn:");

        // (a+b)^2=a^2+b^2+2ab;

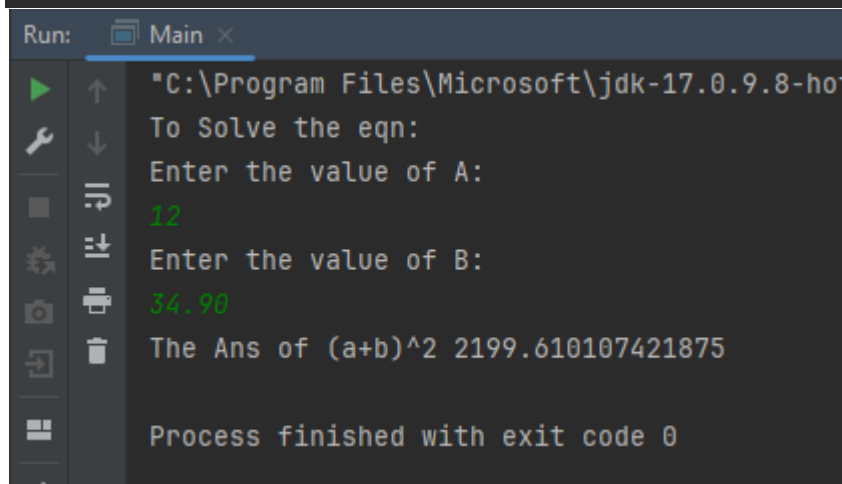
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the value of A: ");
        int a = sc.nextInt();

        System.out.println("Enter the value of B: ");
        float b= sc.nextFloat();

        double val = a*a + 2*a*b + b*b;

        System.out.println("The Ans of (a+b)^2 "+val);

    }
}
```



The screenshot shows the 'Run' console of an IDE. The title bar says 'Run: Main x'. The console output is as follows:

```
"C:\Program Files\Microsoft\jdk-17.0.9.8-hotspot\bin\java.exe"
To Solve the eqn:
Enter the value of A:
12
Enter the value of B:
34.90
The Ans of (a+b)^2 2199.610107421875

Process finished with exit code 0
```

Arithmetic Operators in Java:

```
package org.example;
public class Main {
    public static void main(String[] args) {

        // arithmetic operator

        int x = 300/10;
```

```

String text = "Mahesh" + "Vaithi";
System.out.println(x);

// 2
int mod = 16%4;
int a = 10;
System.out.println("Decrement "+a--);
System.out.println("Basic X value "+a);
}
}

```

```

Run: Main x
"C:\Program Files\Microsoft\jdk-17.0.9.8-hotspot\bin\java.exe"
30
String concat using + is :MaheshVaithi
Decrement 10
Basic X value 9

Process finished with exit code 0

```

```

package org.example;
public class Main {
    public static void main(String[] args) {

        // arithmetic operator

        int x = 300/10;
        String text = "Mahesh" + "Vaithi";
        System.out.println(x);
        System.out.println("String concat using + is :"+text);

        // 2
        int mod = 16%4;
        int a = 10;
        System.out.println("Decrement "+a--);
        System.out.println("Basic X value "+a);

        // ternary operator

        String st = "Mahesh";

        String res = (st=="Mahesh") ? "The Entered name is same" : "The name is
Diff";

        System.out.println(" "+res);
    }
}

```

```
}  
}  
  
Run: Main x  
"C:\Program Files\Microsoft\jdk-17.0.9-hot  
30  
String concat using + is :MaheshVaithi  
Decrement 10  
Basic X value 9  
The Entered name is same  
  
Process finished with exit code 0
```

Basic Control Statements are familiar with loops and control statements

Switch statement with lambda exp;

```
package org.example;  
  
public class Main {  
    public static void main(String[] args) {  
  
        // switch statements in java  
        // lambda exp  
  
        int x=30;  
  
        switch(x) {  
  
            case 1 -> System.out.println("This is not 30");  
            case 30 -> System.out.println("Yes This is 30");  
            default -> System.out.println("None");  
        }  
  
    }  
}
```

```
Run: Main x  
"C:\Program Files\Microsoft\jdk-17.0.9  
Yes This is 30  
  
Process finished with exit code 0
```

Loops are familiar

```
// for loop in java
// increment print

System.out.println("The Increment Print in for loop as below");
for(int j=0;j<=10;j++){
    System.out.println(j);
}

// decrement print

System.out.println("Decrement Print in for loop below");

for(int s=10;s>=1;s--){
    System.out.println(s);
}
```

```

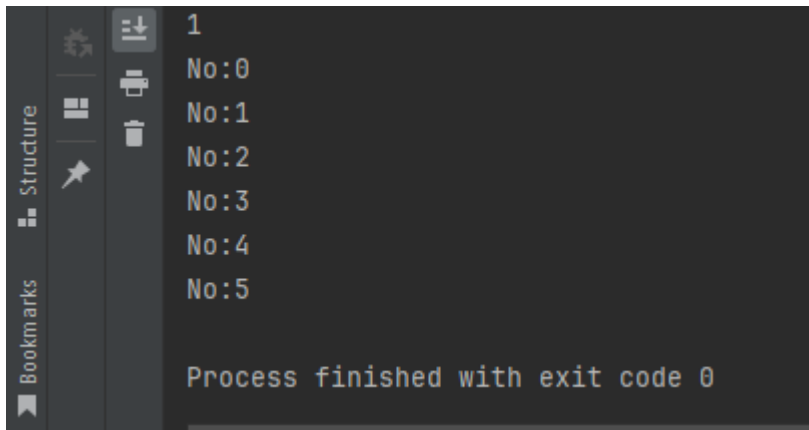
The Increment Print in for loop as below
0
1
2
3
4
5
6
7
8
9
10
Decrement Print in for loop below
10
9
8
7
6
5
```

While and do while loop are also familiar

```
// while loop and do while loop

int end=5;
int c=0;

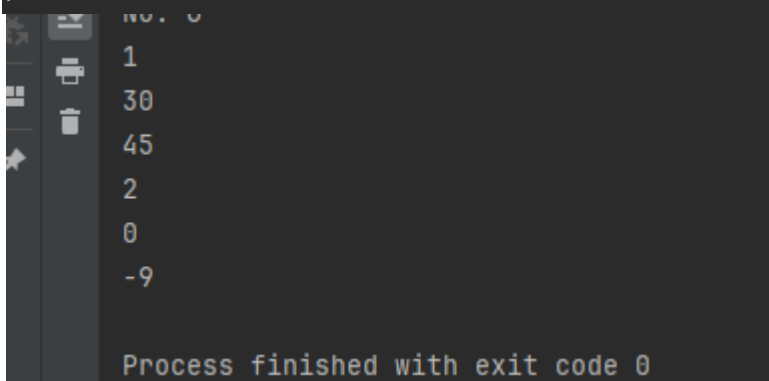
while(c<=end){
    System.out.println("No:"+c);
    c=c+1;
}
```

A screenshot of an IDE's console window. On the left, there is a sidebar with icons for 'Structure' and 'Bookmarks'. The console area displays the following text: '1', 'No:0', 'No:1', 'No:2', 'No:3', 'No:4', 'No:5', and 'Process finished with exit code 0'.

```
System.out.println("Do While Loop");  
do{  
    System.out.println("No: "+c);  
}while(c<=end);
```

```
Do While Loop  
No: 6
```

```
//for each in java  
  
int []arr = {1,30,45,2,0,-9};  
  
for(int g:arr){  
    System.out.println(g);  
}
```

A screenshot of an IDE's console window. On the left, there is a sidebar with icons for 'Structure' and 'Bookmarks'. The console area displays the following text: '1', '30', '45', '2', '0', '-9', and 'Process finished with exit code 0'.

Nested Loops are already familiar ;

Java Methods :

Method Overloading

Overriding , Are some basic concepts:


```

package org.example;
public class Main {
    public static void main(String[] args) {
        // Java Methods

        loopsum();

        loop();

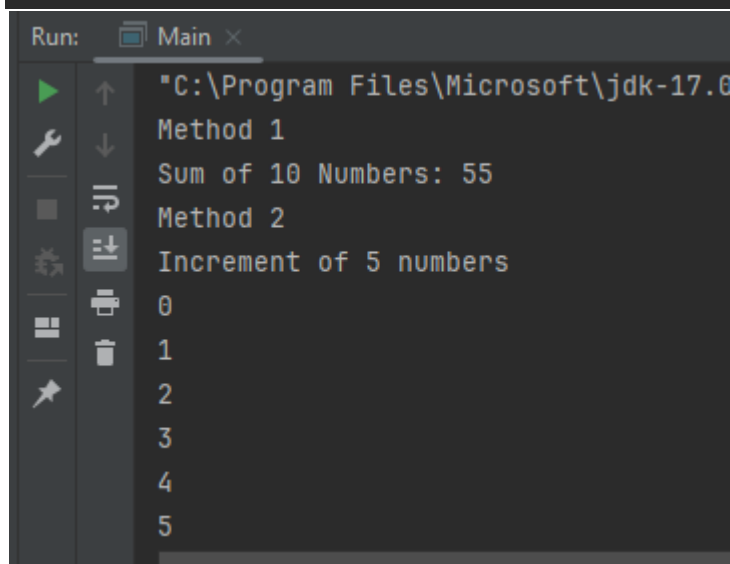
    }

    public static void loopsum(){
        int s=0;
        System.out.println("Method 1");
        for(int i=0;i<=10;i++){
            s=s+i;
        }

        System.out.println("Sum of 10 Numbers: "+s);
    }

    public static void loop(){
        System.out.println("Method 2");
        System.out.println("Increment of 5 numbers");
        for(int j=0;j<=5;j++){
            System.out.println(j);
        }
    }
}

```



```

Run: Main x
"C:\Program Files\Microsoft\jdk-17.0
Method 1
Sum of 10 Numbers: 55
Method 2
Increment of 5 numbers
0
1
2
3
4
5

```

```

// return value in method

public static double area(int radius) {
    return 3.14*radius*radius;
}

```

```

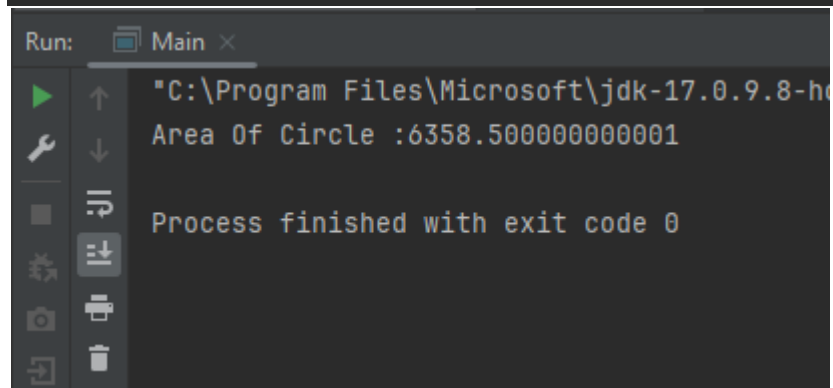
}
public static void main(String[] args) {
    // Java Methods

    //loopsum();

    //loop();

    System.out.println("Area Of Circle :"+area(45));
}

```



Method Overloading:

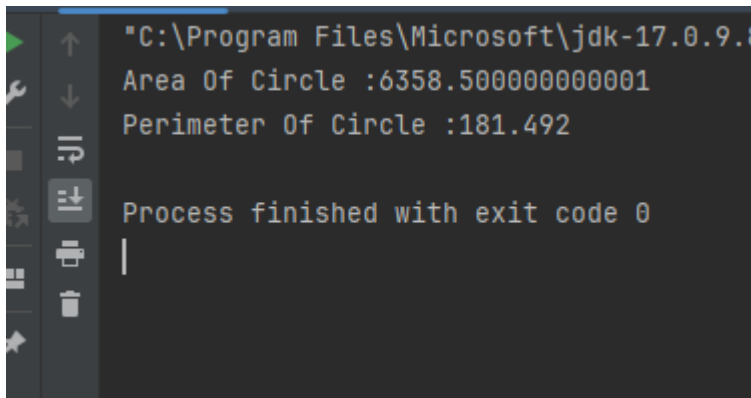
```

// method overloading

public static double circle(int radius) {
    return 3.14*radius*radius;
}

public static double circle(double r){
    return 2*3.14*r;
}

```



```
"C:\Program Files\Microsoft\jdk-17.0.9.8
Area Of Circle :6358.500000000001
Perimeter Of Circle :181.492

Process finished with exit code 0
|
```

Method overloaded with same method name with different params.

Java OOPS Concept:

Classes and Objects:

```
package org.example;

public class Main {
    public static void main(String[] args) {
        // class initialization
        Car c = new Car();
        //c.getdoors(4);
        c.speed = 100;
        System.out.println("The Car Speed is: "+c.speed);

        //getter and setter in java

        System.out.println(c.getdoors(4));
    }
}
```

```
package org.example;

public class Car {

    private int doors;
    private String driver;
    public int speed;
    // get and set
    public int getdoors(int doors){
        return doors;
    }
}
```

```
}

Run: Main x
"C:\Program Files\Microsoft\jdk-17.0.9.8-h
The Car Speed is: 100
4
Process finished with exit code 0
```

For Inheritance refer the code:

Composition in Java:

Codes are done on composite concepts:

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

        Person p = new Person("Mahesh",25,"Male");

        p.setAge(30);
        System.out.println(p);
    }
}

package org.example;

public class Person {
    private String name;
    private int age;

    private String gender;

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

    public boolean setAge(int age) {
        if(age>0 && age<=100){

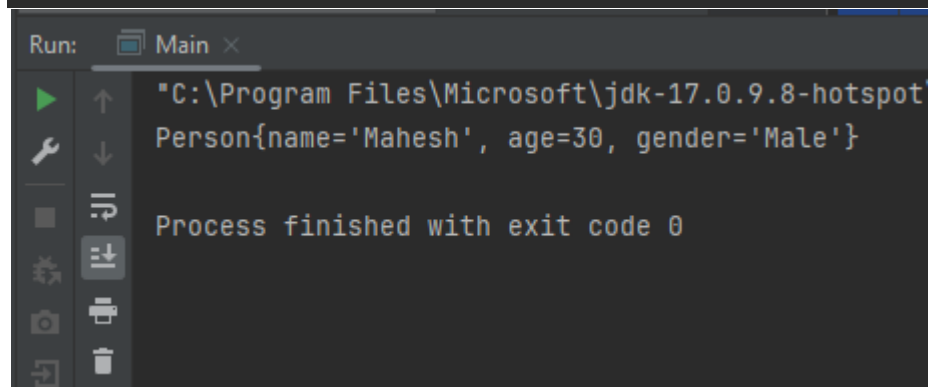
            this.age = age;
            return true;
        }
    }
}
```

```

    }
    else {
        return false;
    }
}

@Override
public String toString() {
    return "Person{" +
        "name='" + name + '\'' +
        ", age=" + age +
        ", gender='" + gender + '\'' +
        '}';
}
}

```



```

Run: Main x
"C:\Program Files\Microsoft\jdk-17.0.9-hotspot
Person{name='Mahesh', age=30, gender='Male'}

Process finished with exit code 0

```

Polymorphism

```

package org.example;

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

        //polymorphism

        /*Phone p = new Phone();
        p.feature();

        PocoMobile pc = new PocoMobile();
        pc.feature();

        MotoMobile m = new MotoMobile();
        m.feature();*/
        Phone p;
        p = new Phone();
        p.feature();
    }
}

```

```

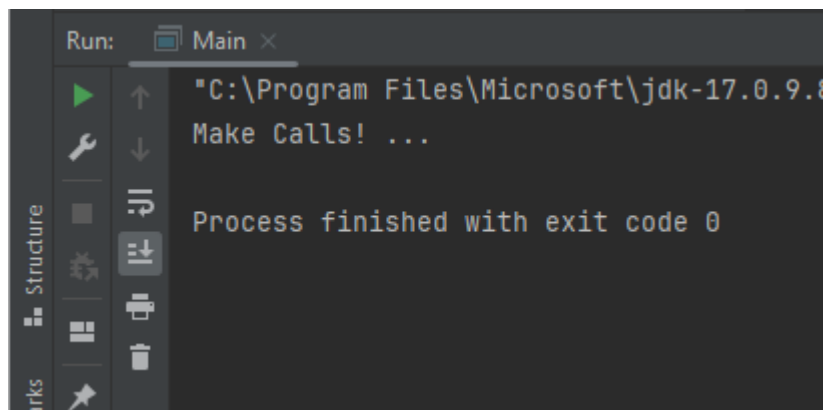
    }
}
package org.example;

public class Phone {
    public void feature(){
        System.out.println("Make Calls! ...");
    }
}
package org.example;

public class MotoMobile extends Phone{
    public void feature()
    {
        System.out.println("Make Calls more Reliable...");
    }
}
package org.example;

public class PocoMobile extends Phone {
    public void feature()
    {
        System.out.println("Make Calls and do Smart Things...");
    }
}

```



Interface with multiple inheritance examples are done.