

Variable -

used to store value of any data type.

int ~~genr~~ age = 10; Value
 data type variable name

float rate = 2.4821f;
 char initials = 'M';

Type Casting -

Type casting is when you assign a value of one primitive data type to another type.

byte → short → char → int → long → float → double

- * Implicit Type casting
- * Explicit Type casting.

Implicit type casting is done automatically by the java compiler.

JULY	AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER
S M T W T F S	S M T W T F S	S M T W T F S	S M T W T F S	S M T W T F S	S M T W T F S
1 2 3 4 5 6	1 2 3	1 2 3 4 5 6 7	1 2 3 4 5	1 2	1 2 3 4 5 6 7
7 8 9 10 11 12 13	4 5 6 7 8 9 10	8 9 10 11 12 13 14	6 7 8 9 10 11 12	3 4 5 6 7 8 9	8 9 10 11 12 13 14
14 15 16 17 18 19 20	11 12 13 14 15 16 17	15 16 17 18 19 20 21	13 14 15 16 17 18 19	10 11 12 13 14 15 16	15 16 17 18 19 20 21
21 22 23 24 25 26 27	18 19 20 21 22 23 24	22 23 24 25 26 27 28	20 21 22 23 24 25 26	17 18 19 20 21 22 23	22 23 24 25 26 27 28
28 29 30 31	25 26 27 28 29 30 31	29 30	27 28 29 30 31	24 25 26 27 28 29 30	29 30 31

Explicit type casting is done forcefully by the programmer. Output is always ceiling value.

Implicit type casting -

```
byte x = 4;
```

```
int y = x;
```

```
double z = x;
```

```
System.out.println(y, + "\n" + z);
```

Output - 4

4.0

Explicit Type Casting -

```
double x = 16.043;
```

```
int y = (int) x;
```

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

Output - 16

Arrays

Single Dimensional Array-

- Used to store value of single data item.
- Syn - `dataType varName[] = new dataType[size];`
- Dynamic memory allocation.

```
int arr[] = {1, 2, 3, 4, 5, 6};
```

```
arr = [1 | 2 | 3 | 4 | 5 | 6]
```

- Different type of allocation -

```
int a[]; 1D
```

```
int[] a; 1D
```

```
int[] a[]; 2D
```

```
int[] a[][]; 3D
```

```
int[][] a; 2D
```

```
int[][] a[]; 3D
```


Multi Dimensional Array - 2D Array -

• `dataType varName[][] = new dataType [size] [size2];`

• `int a[][] = { {1, 2, 3},
 {4, 5, 6},
 {7, 8, 9}};`

a is a 3x3 matrix.

Note - new is Keyword; used for dynamic (runtime) memory allocation.

	0	1	2
0	0,0	0,1	0,2
1	1,0	1,1	1,2
2	2,0	2,1	2,2

a 3x3 (2D) array representation.

String - *Heap Space / String Pool

- Collection of alphanumeric characters enclosed in double quotes (" ").
- Example - "Maneet", "Computer Science", "AI", "123".
- Syntax - String varName = "___".
- ~~Not~~ • Non-Primitive Data Type; index start = 0.
- It is a class.
- If declared using new keyword then at 2 place value is generated string pool (if not) & heap area.
- Immutable data Type; if edited in variable than previous value is also present in memory.

Various Functions -

- char charAt(int index)
- int length()
- String substring(int beginIndex)
- String substring(int beginIndex, int endIndex)
- boolean contains

JANUARY							FEBRUARY							MARCH							APRIL							MAY							JUNE						
S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S							
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6	7	8	9	10	11	12	3	4	5	6	7	8	9	3	4	5	6	7	8	9	7	8	9	10	11	12	13	5	6	7	8	9	10	11							
13	14	15	16	17	18	19	10	11	12	13	14	15	16	10	11	12	13	14	15	16	14	15	16	17	18	19	20	12	13	14	15	16	17	18							
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- boolean equals (Object another)
- boolean isEmpty()
- String concat (String str)
- String replace (old, new)
- String[] split (String regex)
- int indexOf (char ch)
- String toLowerCase()
- String toUpperCase()
- String.trim()