CODE CONCEPT:  What I've learnt from code concept is mainly 3 points. They are
                                1. Have to know the basics.
                                2. Have to practice the coding.
                                3. Check the program with the flowchart.
                                4. Have to maintain a line gap after the bracer.
     2. STANDARD CODE: It defines set of technical definitions & guidelines. It gives all the necessary requirements 
                                          for the product, service & operation.
    3. BASIC PROGRAM: public class addition
                                          {

                                             int n1=5;
                                             int n2=3;
                                             System.out.println("Sum = " +(n1+n2) );

                                          }
     4. STATIC VARIABLE: It is common for all the instances of the class, since it is a class level variable.
         INSTANCE METHOD: It is nothing but which access static variables directly and also called as objects.
 
    5. PROGRAM:
                             Public class program{

                            

   






























Int a=55;
Int b=5;
Public void IF(){
If(a<b){
             system.out.println(b+"is greater than"+a);
            }
Else{
        system.out,println(a+"is greater than"+b);
       }
}
Public void switch() {
            switch(a)
            {
               case 1: if(a<10) {
                               system.out.println("a is less than 10"); }
                               break;
               case 2:
                           if(a>10) {
                             system.out.println("a is greater than 10");}
                             break;
              default:
                            system.out.println(" a is 10");
            }
}
Public void loop(){
              while(b<=a){
                                 system.out.println(b);
                                 b=b+3;
                                 while(b>25){
                                                         continue;
                                  }
                           }
}
Public static void main(string[]args){
  








 6. DIFFERENCE BETWEEN SONARQUBE & SONARLINT:
                           SONARQUBE                                                                                                      SONARLINT
          (i). It is a server where you can host your projects                      (i). It is an agent us to connect with sonarqube.
                & execute them.
         (ii). It gives instant feedback.                                                            (ii).It is used with IDE, Eclipse & visual studio.
Public static void main(string[]args){
                  program obj=new program();
                  obj.switch();
                  obj.if();
                  obj.loop();
          }
}

