

# THE COMPLETE JAVA

**SECTION**  
JAVA ADVANCE

**LECTURE**  
WHAT IS JAVA ?

**WELCOME WELCOME WELCOME!**

# WHAT IS JAVA ?

## BEFORE WE START

- ☞ Java is an **object-oriented programming** language.
- ☞ Created by James Gosling in 1992, to be used as **the brains** behind the smart application.
- ☞ It used in mobile application, backend development..



# JAVA DEVELOPMENT KIT

## JAVA DEVELOPMENT KIT

- ☞ JDK is a **tool** that the computer needs to **understand** the Java code you have written.
- ☞ It can be thought of as an **intermediary or translator** between the Java code and the operating system.



# OUR FIRST JAVA PROGRAM

**System.out.println();**

↓                      ↓                      ↓                      ↓

امر لل                      انا احتاج                      مطبوع                      في سطر  
System                      مخرج                      منفصل

👉 **Print** in a separate line the words I'm going to type between ().

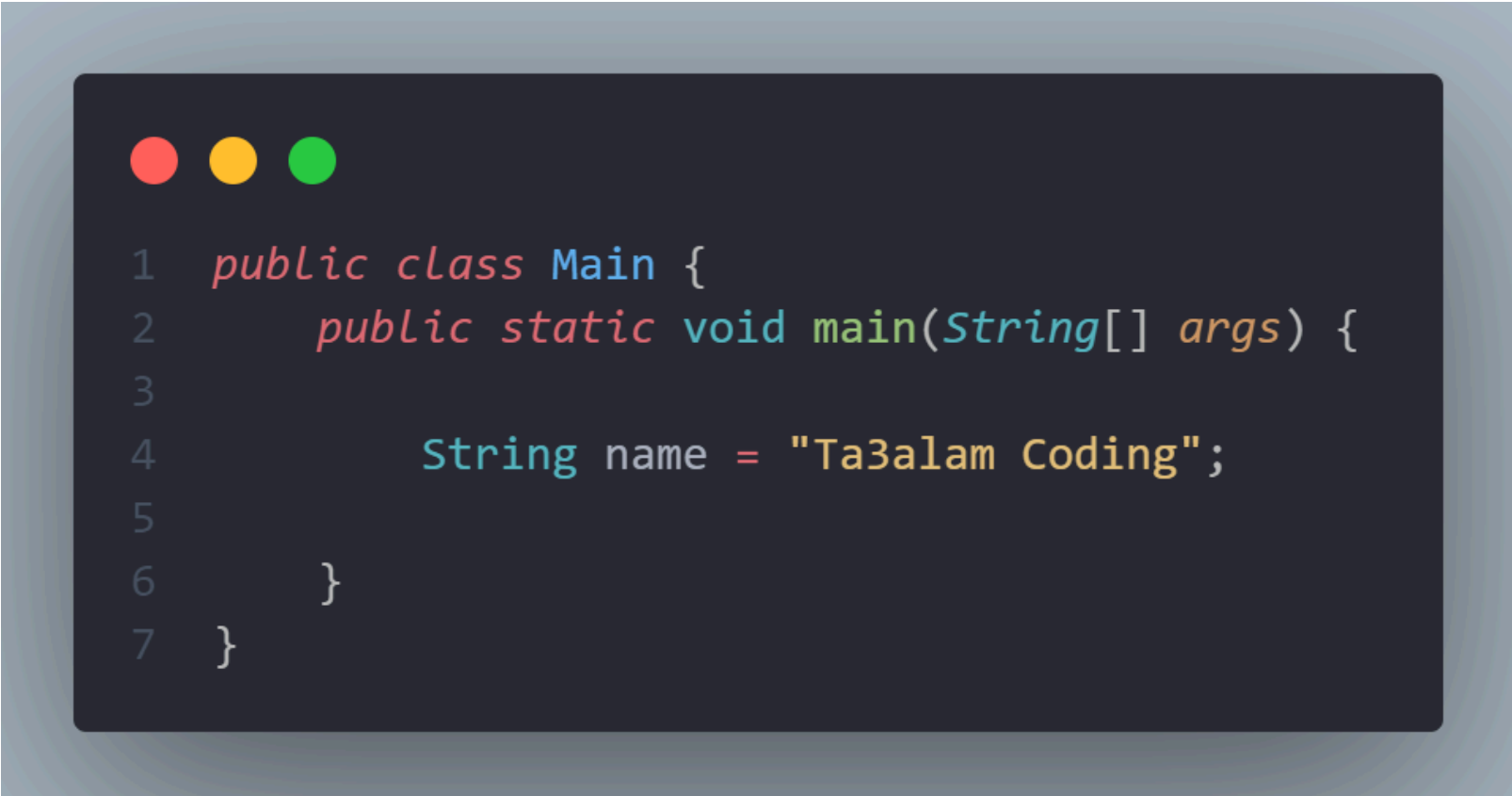
```
1 public class Main {  
2     public static void main(String[] args) {  
3  
4         System.out.println("Ta3alam Coding!");  
5  
6     }  
7 }
```

# VARIABLES

## DECLARATION

In order to create a variable in Java, we must specify two things :

- ☞ The type of data the variable will use.
- ☞ A variable name that expresses its content.



```
1 public class Main {  
2     public static void main(String[] args) {  
3  
4         String name = "Ta3alam Coding";  
5  
6     }  
7 }
```

# VARIABLES

## DATA TYPES

☞ Integer numbers: **byte, short, short, int, long**.

☞ Decimal numbers : **double, float**.

☞ Characters : **char** (stores a single character).

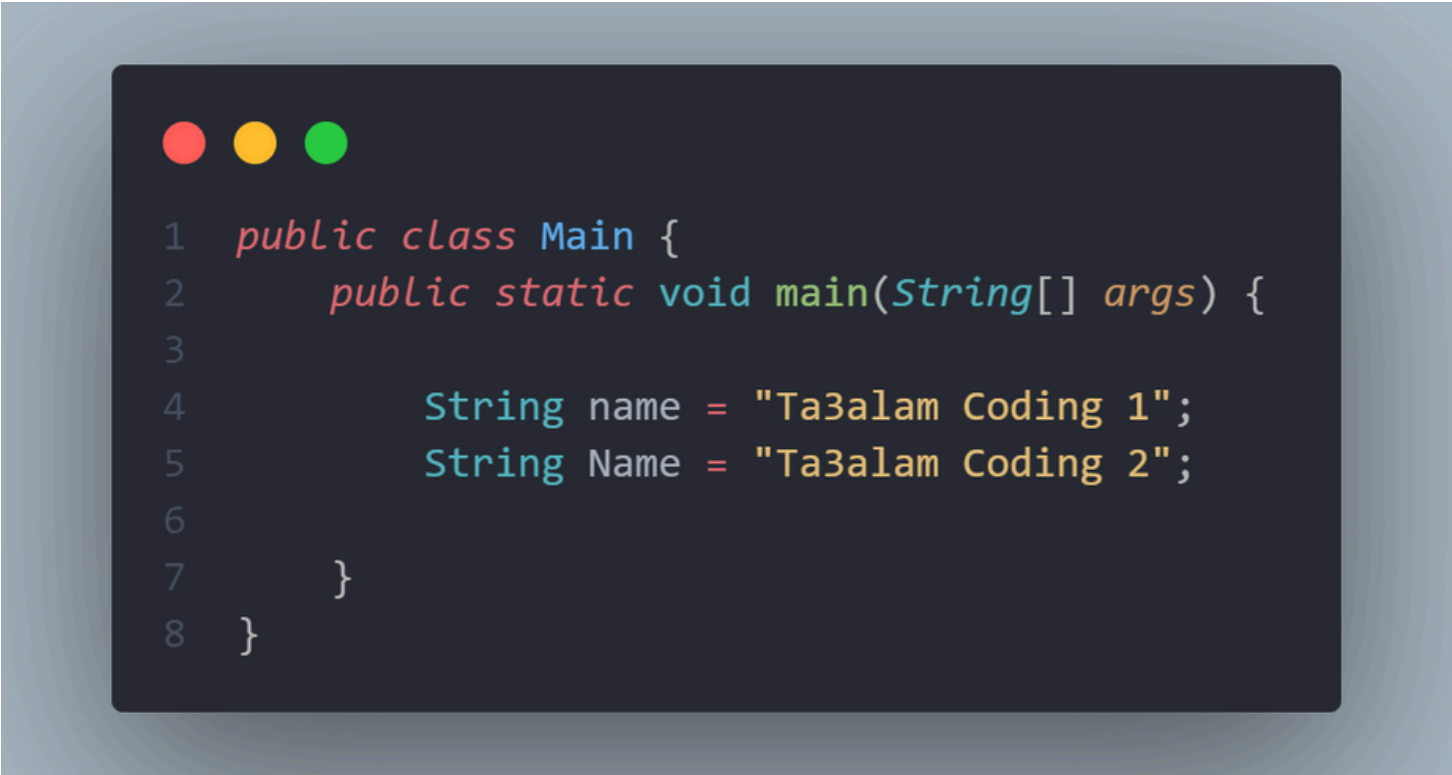
☞ Texts : **String**.

☞ Boolean: **boolean** (true/false).

# VARIABLES

## SENSITIVITY

👉 JAVA **differentiates** between lowercase and uppercase letters, i.e. variable **a** and variable **A** are not the same.



```
1 public class Main {  
2     public static void main(String[] args) {  
3  
4         String name = "Ta3alam Coding 1";  
5         String Name = "Ta3alam Coding 2";  
6  
7     }  
8 }
```



# VARIABLES

## METHODS OF NAMING VARIABLES (CANONICAL)

**CAMEL CASE :**

```
1 String MyFullName = "Ta3alam Coding";
```

**PASCAL CASE :**

```
1 String myFullName = "Ta3alam Coding";
```

**SNAKE CASE :**

```
1 String my_full_name = "Ta3alam Coding";
```

# TYPE CASTING

## TYPE CASTING

☞ It is the operation of **converting** a variable from one **data type** to another.

## STRING TO NUMBERS

☞ A value can be **converted** from **text** to **integers** or **doubles** **only** when it is a **numerical value**.

```
1 public class Main {  
2     public static void main(String[] args) {  
3  
4         String stringNumber = "2024";  
5         int number = Integer.parseInt(stringNumber);  
6         double number1 = Double.parseDouble(stringNumber);  
7  
8     }  
9 }
```

# TYPE CASTING

## DOUBLE / INTEGER

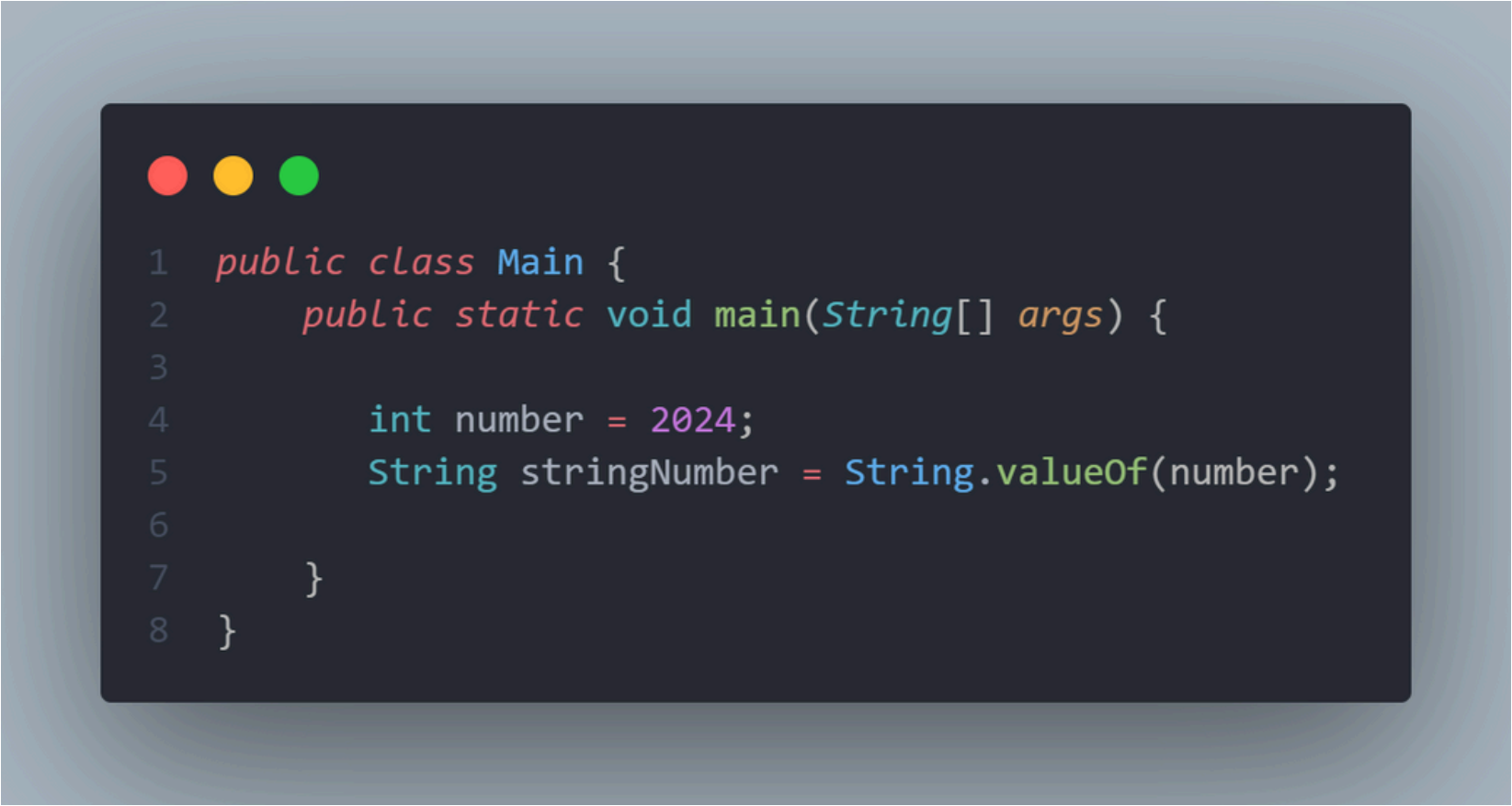
👉 When we converting from **integer to decimal** or the **opposite**. Java takes care of it for u :) .

```
1 public class Main {  
2     public static void main(String[] args) {  
3  
4         double number = 14.26;  
5         int number1 = (int) number; //14  
6         double number2 = (double) number1; //14.00  
7  
8     }  
9 }
```

# TYPE CASTING

## NUMBERS TO STRING

👉 In this case, any value can be converted to String.



```
1 public class Main {  
2     public static void main(String[] args) {  
3  
4         int number = 2024;  
5         String stringNumber = String.valueOf(number);  
6  
7     }  
8 }
```

# CONDITIONS

الترميز	المعنى	مثال
==	تساوي	$a == b$
!=	لا يساوي	$b != a$
<	أصغر	$a < b$
>	أكبر	$a > b$
>=	أكبر أو يساوي	$b >= a$
<=	أصغر أو يساوي	$b <= a$

# CONDITIONS



```
1  public class Main {  
2      public static void main(String[] args) {  
3  
4          boolean isRaining = true;  
5          double temperature = 18.4;  
6  
7          if (isRaining) {  
8              System.out.println("Take your umbrella");  
9          } else if( temperature <= 20){  
10             System.out.println("Coldy take your jacket");  
11          } else {  
12              System.out.println("Wonderful day");  
13          }  
14      }  
15  }  
16 }
```

# CONDITIONS

**SWITCH CASE  
ARE SAME AS C IN JAVA**

# LOOPS

**LOOPS ARE SAME AS C IN JAVA**



# SCANNER INPUT

## SCANNER

- 👉 to enter any data from user we use Java's **Scanner Class**.
- 👉 u can input **data** when the program is **running**.

we have :

**String** : `nextLine()`

**int** : `nextInt()`

**float** : `nextFloat()`

**double** : `nextDouble()`

**boolean** : `nextBoolean()`

```
1  import java.util.Scanner;
2
3  public class Main {
4      public static void main(String[] args) {
5
6          Scanner in = new Scanner(System.in);
7
8          String name = in.nextLine();
9          int age = in.nextInt();
10         double moy = in.nextDouble();
11         boolean isMale = in.nextBoolean();
12
13     }
14 }
```

# COMMAND LINE ARGUMENTS INPUT

## ARGS INPUT

- 👉 we can input data **only before execution** in the command line (terminal).
- 👉 **args** data type : **String** (that's why we always convert numerical values.).

```
1
2 public class Main {
3     public static void main(String[] args) {
4
5         String name = args[0];
6         int age = Integer.parseInt(args[1]) ;
7         double moy = Double.parseDouble(args[2]) ;
8         boolean isMale = Boolean.parseBoolean(args[3]) ;
9
10    }
11 }
```

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS
PS D:\Java advanc> java Main.js "someone" 20 12.5 true
```

ik advance tenkteb b  
e :) kont njri w 3jezt  
nzid el e apr :) sah ki  
tefham

# ARRAYS (TABLEAUX)

## ARRAYS

☞ An array is **an object** that stores a specific number of data (**SAME TYPE**).

Syntax :

Data type **[ ]** varName

;

Data type varName **[ ]**

;

REMEMBER THIS! , WE NEED IT AFTER :)

```
1
2  public class Main {
3      public static void main(String[] args) {
4
5          String brands [] = {"BMW", "Mercedes" , "Buggati" , "Nissan"};
6          String [] brands1 = {"BMW", "Mercedes" , "Buggati" , "Nissan"};
7
8      }
9  }
```

# ARRAYS (TABLEAUX)

## ARRAYS

- 👉 In order to access a particular value in Array, we need to know **the index of that value**.
- 👉 we can **access to each value** in the Array and do some operation on it using **the foreach loop**.

```
String brands [ ] = {"BMW" , "Mercedes" , "Buggati" , "Nissan"};
```

index

0

1

2

3

# ARRAYS (TABLEAUX)

## FOREACH LOOP

```
for ( DataType name : arrayName ) {  
  
    System.out.println(name);  
  
}
```

👉 **DataType** : the type of **values** that is inside the array (Array type).

👉 **name** : each value in the array will be stored in **variable** called name (in this case).

# ARRAYS (TABLEAUX)

## FOREACH LOOP

👉 EXAMPLE :

```
String brands [ ] = {"BMW" , "Mercedes" , "Buggati" , "Nissan"};
```

```
for (String brandName : brands) {  
    System.out.println(brandName);  
}
```



EXECUTION OF FOREACH 01: "BMW" , "Mercedes" , "Buggati" , "Nissan"

```
brandName = "BMW";  
System.out.println(brandName);  
BMW
```

# ARRAYS (TABLEAUX)

EXECUTION OF FOREACH 02: "BMW" , "Mercedes" , "Buggati" , "Nissan"



```
brandName = "Mercedes";  
System.out.println(brandName);  
Mercedes
```



EXECUTION OF FOREACH 03: "BMW" , "Mercedes" , "Buggati" , "Nissan"

```
brandName = "Buggati";  
System.out.println(brandName);  
Buggati
```



EXECUTION OF FOREACH 03: "BMW" , "Mercedes" , "Buggati" , "Nissan"

...

# ARRAYS (TABLEAUX)

## FOREACH LOOP



```
1  public class Main {  
2      public static void main(String[] args) {  
3  
4          String brands [] = {"BMW", "Mercedes" , "Buggati" , "Nissan"};  
5  
6          for (String brandName : brands) {  
7              System.out.println(brandName);  
8          }  
9  
10     }  
11 }
```





**Mehdi** Bouchachi

**SEE YOU SOON...**