# **Section 3\_First Setup**

#### **Topics:**

- 1. Hello Word Project
- 2. Main Method
- 3. Running the Program
- 4. Printing in JAVA
- 5. Variables
- 6. Primitive Types
- 7. Casting
- 8. Operators
- 9. Logical Operators
- 10. Ternary Operator

## **Hello Word Project**

#### **New Project:**

Src-> right click -> new -> java class

#### Main Method

Entry point for any java code

## **Running the Program**

Click on the triangle button on the left side or right click and then select run

**Exit code 0:** means everything run successfully.

# **Printing in JAVA**

```
System.out.println("Hello Gold");
```

Sout + enter = System.out.println(); (keyboard short cut)

int myFirstNumber = 5;

System.out.println("myFirstNumber " + myFirstNumber);

### **Variables**

To define a variable, we need to define the data type and a name.

#### **Primitive Types**

Boolean, byte, char, short, int, long, float, double

```
byte -128 to 127 (8 bits = 1 byte, width = 8) short -32768 to 32767 (16 bits, width = 16) int -2147483648 to 2147483647 (32 bits, width = 32) long -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807 float 3.40282347 \times 10^{38}, 1.40239846 \times 10^{-45} double 1.7976931348623157 \times 10^{308}, 4.9406564584124654 \times 10^{-324} char only stores a single character e.g., char myChar = 'd'; (16 bits, width = 16) boolean true and false string
```

### DON'T FORGET the L in long and F in float

```
long myLongValue = 100L;
float myFloat = 5.25f;
char Unicode
char myChar = 'd';
char myCharUniCode = '\u0044';
```

# Casting

```
Converting a number from one type to another
```

```
byte newByte = (byte) ( minByte / 2);
( minByte / 2) = byte/int = int (thus the casting)
```

## **Operators**

```
int result = 5;
result++; // 5+1
```

```
result--; // 5-1
result +=2 // result = result + 2;
Logical Operators
== Equal
!= Not Equal
&& AND
<u>&& VS &</u>
&& Logical AND which operates on Boolean operands
& bit wise AND working at the bit level
| | VS |
| | Logical OR which operates on Boolean operands
| bit wise OR working at the bit level
Ternary Operator
condition? expression1: expression2.
Bool isCar = true;
```

Bool wasCar = isCar ? true : false;

Int age = 20;

Bool isOverEighteen = (age == 20) ? true : false;

## Operator Precedence

Just use brackets or google it