



Core Java

Unit 1 Revision

Give One word for

Software development environment used to develop Java applications and applets.

JDK

Tool which converts Java Bytecode to Machine Code

JVM

software layer that runs on top of a computer's operating system, providing additional services specific to Java.

JRE

Tool which finds the unused objects and deletes them to free up memory

**Garbage
Collector**

Find the odd man out

int

~~float~~

long

short

byte

Integer Type

Float

Boolean

~~double~~

Character

Byte

Wrapper Class

<=

>=

~~<>~~

!=

==

Relational
Operators

nextInt()

next()

~~nextChar()~~

nextFloat()

nextLine()

Scanner Class
Methods

Find Errors, if any

Question

```
float a = 4.5;
```

```
double x = 7.231; int a = x;
```

```
char z = "V";
```

```
int y = 45; float f = y;
```

```
String s="VSIT";  
System.out.print("string="+s);
```

Solution

```
float a = 4.5 f;
```

```
double x = 7.231;  
int a = (int) x;
```

```
char z = 'V';
```

No Error

```
String s="VSIT";  
System.out.print("string=" +s);
```

Arrange the given lines of code in sequence to get desired output.

```
/* Program to input your full name and print it on the screen.*/
```

1. public static void main(String a[]) {
2. package mypackage;
3. public class Swap{
4. import java.util.*;
5. String s;
6. System.out.println("Enter your name:");
7. s=sc.nextLine();
8. Scanner sc=new Scanner(System.in);
9. System.out.println(s); } }

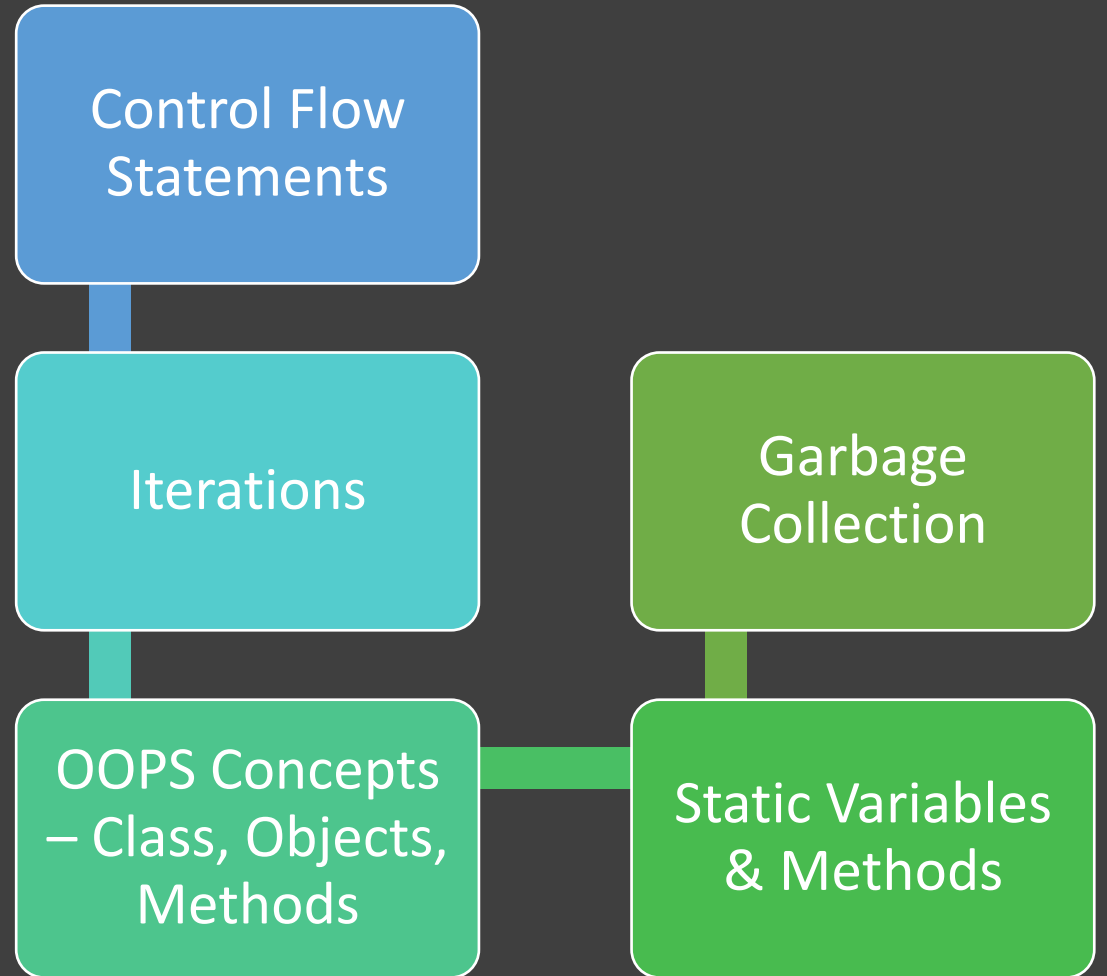
```
/* Correct Sequence*/
```

2. package mypackage;
4. import java.util.*;
3. public class Swap{
1. public static void main(String a[]){
5. String s;
8. Scanner sc=new Scanner(System.in);
6. System.out.println("Enter your name:");
7. s=sc.nextLine();
9. System.out.println(s); } }

UNIT 2



Unit-2 Contents



Control Flow Statement



If-else Statement



Switch Statement

If-else Statement

General Form:-

```
if (condition)
    statement1;
else
    statement2;
```

If-else-if ladder

```
if(condition)
    statement;
else if(condition)
    statement;
else if(condition)
    statement;
...
else
    statement;
```

Switch Case

- General Form:-

```
switch (expression) {  
  
    case value1:  
        // statement sequence  
        break;  
    case value2:  
        // statement sequence  
        break;  
    ... case valueN:  
        // statement sequence  
        break;  
    default:  
        // default statement sequence  
}
```

Take Home Task Solution

String Class

- **Creating String**

```
String s = "VSIT";
```

```
String s = new String(Core Java");
```

Method	Description
char charAt(int index)	Returns the character at the specified index.
int length()	Returns the length of this string.
String toLowerCase()	Converts all of the characters in this String to lower case.
String toUpperCase()	Converts all of the characters in this String to upper case.
String trim()	Returns a copy of the string, with leading and trailing whitespace omitted.
boolean equals (Object anObject)	Compares this string to the specified object.
boolean equalsIgnoreCase (String anotherString)	Compares this String to another String, ignoring case considerations.

Take Home Task

- Write a Java program that takes the user to provide a single character from the alphabet. Print Vowel or Consonant, depending on the user input. If the user input is not a letter (between a and z or A and Z), or is a string of length > 1, print an error message.
- Write a program to accept a grade and display the equivalent description:

Grade	Description
O	Excellent
A+	Very Good
A	Good
B+	Above Average
B	Average



Thank You