

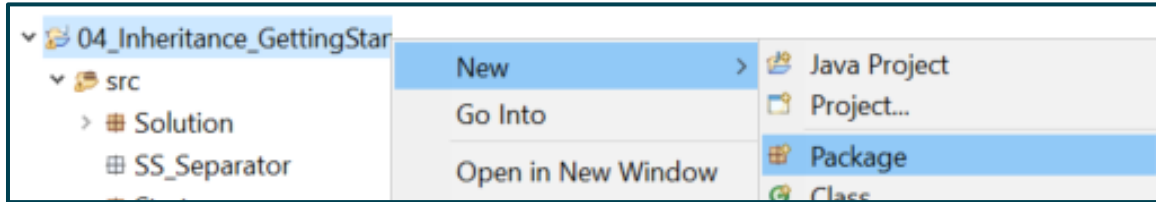


Fundamentals – recap



Java: First few concepts – recap

- Package – used to give a type a unique name



Creates folders corresponding
Source folder: 04_Inheritance_
Name: qa.training



```
package qa.training;  
  
public class Student {  
    Trainer trainer;  
}
```

```
package qa.training;  
  
public class Trainer {  
    Student student;  
}
```

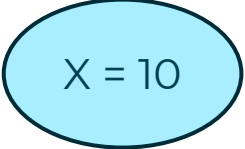
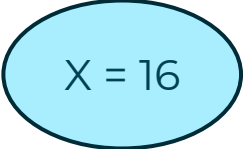
Classes in the same namespace can refer to classes

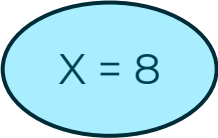
```
package sales;  
import qa.training.*;  
  
public class Program {  
    public static void main( String[] args)  
    {  
        Student student;  
    }  
}
```

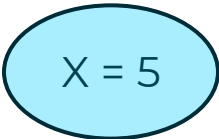
Classes in the a different package

First few concepts – recap

- **8 primitive types supplied as value-types**
byte, char, short, int, long, float, double, boolean
- **Compound operators**
+=, -=, *=, /=, %=

```
int x = 4, y = 6;  
  
x = x + y;   
  
x += y; 
```

```
int x = 5;  
x = x + 1;   
x++;  
++x;
```

```
int x = 5;  
x = x - 1;   
x--;  
--x;
```

Pre and post increment/decrement

```
int x = 4, y = 6;
```

```
x = y++;
```

X = 6
Y = 7

What are the
values of x and Y

```
int x = 4, y = 6;
```

```
x = ++y;
```

X = 7
Y = 7

What are the
values of x and Y

Methods and parameter passing

```
public class HR {  
    public boolean register(String name, int age, String courseName) {  
        return true;  
    }  
}
```

```
public class Student {  
    private String name;  
    int age;  
    public void attendCourse() {  
        HR hr = new HR();  
        boolean success = hr.register(name,age,"Java");  
    }  
}
```

Methods and parameter passing

```
public class HR {  
    public boolean register(String name, int age, String courseName) {  
        return true;  
    }  
  
    public boolean register(Student student, String courseName) {  
        return true;  
    }  
}
```

```
public class Student {  
    private String name;  
    int age;  
    public void attendCourse() {  
        HR hr = new HR();  
        boolean success = hr.register(this, "Java");  
    }  
}
```

Formatted output via System.out.printf()

- Java:

```
System.out.println("Name: %s, Age: %d", name, age);
```

```
String result = String.format("Name: %s, Age: %d", name, age);  
System.out.println(result);
```

Conditionals and operators

```
if(age > 16) {  
}
```

```
if (age < 16 || age > 18) {  
}
```

```
if(age > 16) {  
}  
else {  
}
```

```
switch (age) {  
    case 15:  
        // do something  
        break;  
    case 16:  
    case 17:  
        // do something  
        break;  
    default:  
        // do something  
        break;  
}
```

```
if(age > 30) {  
}  
else if(age > 18) {  
}  
else {  
}
```


Reading data in from console

- There is no `System.in.readLine()`. Use `java.util.Scanner`

```
Scanner s = new Scanner(System.in);

System.out.println("What is your name?");
String name = s.nextLine();

System.out.println("What is your age?");
int age = s.nextInt();
```

Arrays – simplest sort of collection

```
int[] votes;                // declare
votes = new int[3];         // create

String[] names = new String[6]; // declare & create

int[] numbers = {4,3,8,12};   // declare & create & fill

names[0] = "Bob";
votes[0] = 80;
```

Arrays

```
int[] numbers = {4, 3, 8, 12, 45, 5};
```

```
int len = numbers.length;  
int i = 0;  
while (i < len) {  
    print(numbers[i++]);  
}
```

```
for (int i=0; i<numbers.length; i++)  
    print(numbers[i]);
```

```
for (int x : numbers)  
    print(x);
```

Defining your own types

```
public enum Status{  
    Active,  
    Completed,  
    Left  
}
```

```
public class Student {  
    private String name, course;  
    private int age;  
    private Status status;  
  
    public Status getStatus() {  
        return status;  
    }  
    public void setStatus(Status status) {  
        this.status = status;  
    }  
    // other getters and setters  
}
```

```
Student stu = new Student();  
stu.setStatus(Status.Active);  
stu.setName("Bob");  
stu.setAge(25);  
// Set other fields
```

Defining your own types - Constructors

```
public class Student {  
    private String name, course;  
    private int age;  
    private Status status;  
  
    public Student(String name, int age, String courser, Status status) {  
        this.name = name;  
        this.age = age;  
        this.course = course;  
        this.setStatus(status);  
    }  
    // the other getters and setters  
}
```

```
Student stu = new Student();
```



```
Student stu = new Student("Bob",25,"Java",Status.Active);
```



String Class

Strings are immutable, no methods to change their state

- Methods like `trim()`, `toUpperCase()` etc. all return new String ref

```
String name = "Fred";  
char c = name.charAt(2);
```

- In Java, chars are NOT enumerable without invoking `toCharArray()`

```
for (char c : name.toCharArray()) {  
    ...  
}
```

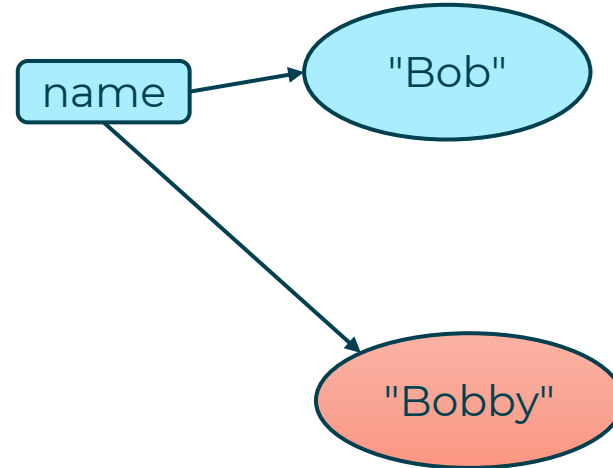
Strings are immutable

```
name = "Bob";
```

```
name[0] = 'R';
```

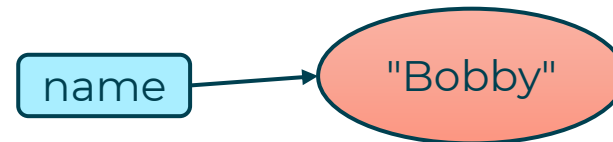
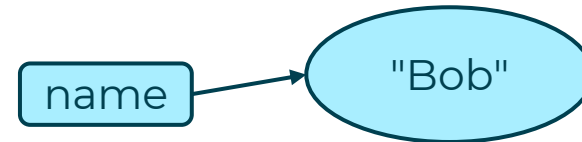


```
name = name + "by";
```



```
public static void main(String[] args) {  
    String name = "Bob";  
    changeName(name);  
}
```

```
private static void changeName(String name) {  
    name = "Bobby";  
}
```



StringBuilder

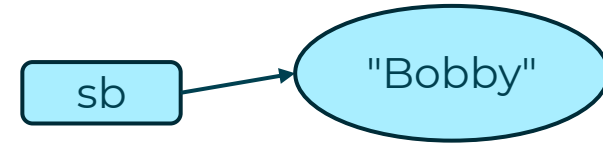
StringBuilder is a mutable String buffer

- Key methods: `append()`, `insert()`, `replace()`, `delete()`

```
StringBuilder sb = new StringBuilder("Bob");
```

```
sb.append("by");
```

```
String name = sb.toString();
```



Generic Collection classes

- ArrayList<E>, ArrayDeque<E>, TreeMap<K,V>

```
ArrayList<String> names = new ArrayList<String>();  
names.add("Bob");  
names.add("Linda");  
  
print(names.get(0));  
  
for (String x : names)  
    System.out.println(x);
```

FILE I-O

class File

- Provides instance methods to allow manipulation of files and directories



Java example – Copy using stream classes

```
public static void copy (String inFile, String outFile)
                                throws IOException {
    byte[] bytes = new byte[128];

    FileInputStream fis  = new FileInputStream(inFile);
    FileOutputStream fos = new FileOutputStream(outFile);

    int count = 0, read = 0;

    while ((read = fis.read(bytes)) != -1) {
        fos.write(b, 0, read); // mainly 128 at a time
        count += read;
    }
    System.out.printf("Wrote: %d bytes\n ", count);
    fis.close();
    fos.close();
}
```