

"समय न लगाएँ इसमें कि क्या करना है,
वरना समय ये तय करेगा कि आपका क्या कराना है।"



Beyond the Basics

DSA Launch Pad with JAVA



Welcome & Vision

Why you started this course.

- Communication

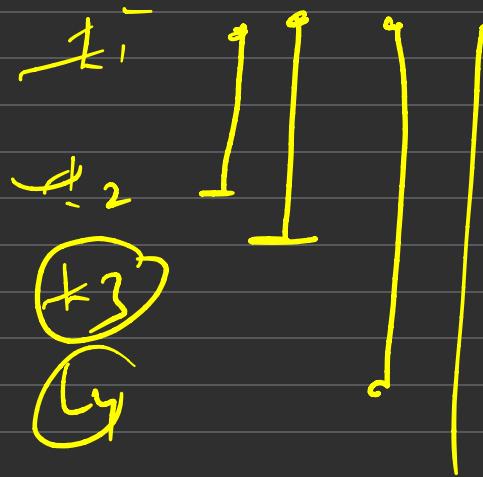
English

Comm.

"I don't just want you to learn coding.....

Don't Mug up - You are Engineer

Change Studying methods



Course Roadmap

Roadmap - Java - OOPs - Collection Frame - DSA

HomeWork Problems

Class Code

Notes

DSA

OOPs

DB

Project
Aph

✓✓✓

first sum = DSA / Aph Mp
project React JS

- -

Let's Start the JAVA 😊

What is Programming ?

Programming means giving instructions to a computer to do something for us.

What is JAVA Programming ?

- OOP → mainly used to build
Enterprise Application
- 1995 — James Gosling

Banking

90's

PROGRAMMING LANGUAGES AND THEIR USES

PYTHON

- 1) Data Science
- 2) Machine Learning
- 3) Web Development
- 4) Automation
- 5) Game Development
- 6) Data analysis
- 7) Data visualization
- 8) Artificial intelligence

JAVA

- 1) Android Apps
- 2) Server-Side Apps
- 3) Enterprise Apps
- 4) Web Based Apps
- 5) Big data
- 6) Game Development
- 7) Internet of things
- 8) Cloud computing

C++

- 1) Games Development
- 2) GUI Apps
- 3) OS
- 4) Database Systems
- 5) Embedded
- 6) Networking
- 7) Virtual Reality
- 8) Computer Vision

JAVASCRIPT

- 1) Server-side Dev
- 2) Web Dev and Apps
- 3) Mobile Apps
- 4) Machine Learning
- 5) IoT
- 6) Automation
- 7) Embedded system
- 8) Chatbot Development

SWIFT

- 1) IOS App Dev
- 2) Deep Learning
- 3) IOT
- 4) Server-side Dev
- 5) Open-source Dev
- 6) MacOS App Dev
- 7) Machine Learning
- 8) Automation

C#

- 1) Games Development
- 2) Web Dev and Apps
- 3) IOT
- 4) Backend Services
- 5) Windows App Dev
- 6) Robotics
- 7) Cloud computing
- 8) Database program

Apple → Swift

Windows → C#

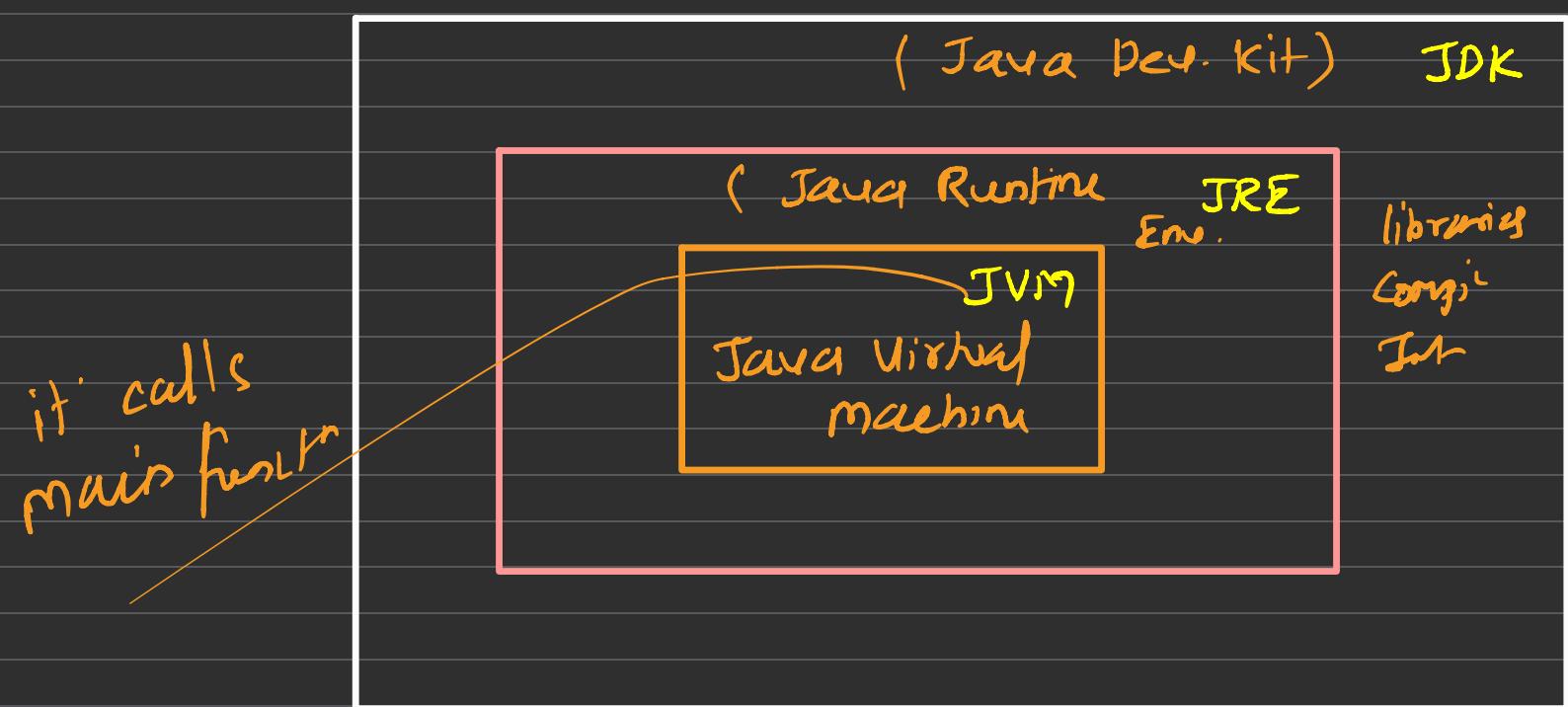
frameworks → Spring / Hib

Assembly machine level

fast

JDK JRE JVM

Kitchen + Chef + Recipe



Setting Up Java Environment

Java

Features of Java Programming

* OOP * Platform Independent * Secure

* Portable — Window — Linux — Mac

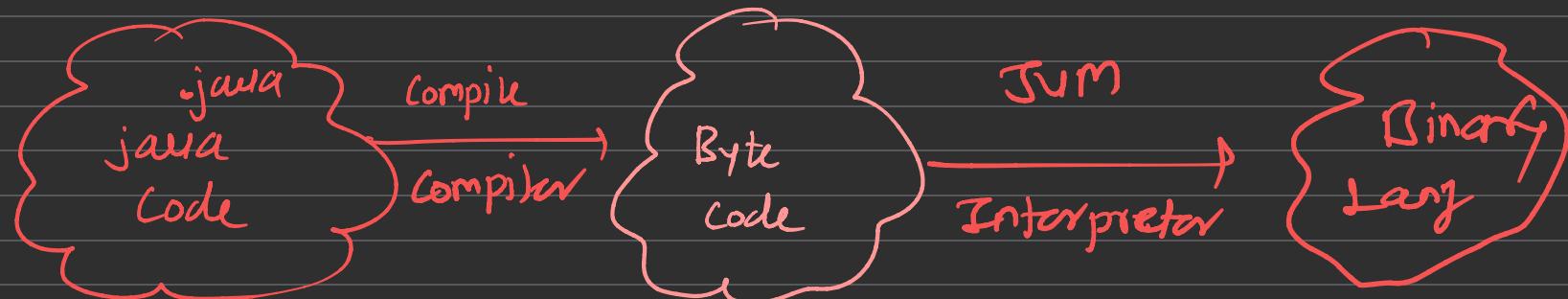
Structure of JAVA Programming

```
public class Main {  
    public static void main(String[] args) {  
        }  
}
```

Class Name and File Name should be same

class which contains main function → must
be public & class Name = fileName.java

JVM



intermediate lang. betn
human & machine

English



Hybrid { compiler
Interpretor

```
class Pramod{  
}  
class Yash{  
}  
class Snehal{  
}  
  
public class Main{  
    public static void main(String[] args) {  
    }  
}
```

main.java
Java file

compile → java Main.java

M P Y S
• class

Run → java Main

Writing First “Hello World” Program

How to Print ?



Object

What is System.out.println

System.out.println()

(
inbuilt class)

(
method | function

deep
object
printStream
function /

class Pramod

3 int x

Variables



obj.x

class System



public print()



 {
 //
 }



System

import
println

import

Pointstream

println()

Out.println

System.out.println

Behind the Scenes

What exactly happens when we compile the code and run the code.

Stuff you never taught by anyone



Source Code → Byte Code → Binary Code

Variables & Data Types

What is Variable

How to give names to the variables

