Home Wonc - Week - 7

(1) Rules to Declare Constructor;

P3-01

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- [1] 1. Constructor name & class name must be some
 - 2. Constructor able to turce parameter
 - 3. Constructor not allowed noturn type.
- [2] 1. Constructor name & class name must be same
 - 2. Constructor able to take parameter
 - 3. Constructor not allowed return type.
- [3] 1. Constructor name & class name must be some 2. Constructor able to take parameters.

 3. Constructor not allowed return type.
- [4] 1. Constructor name & dust nume must be seeme
 - 2. Constructor able to truce parameters.
 - 3. Constructor not allowed return type.

- [5] 1. Constructor nume & class name must be some
 - 2. Constructor momable to take parameters.
 - 3. Constructor not allowed return type.

2) LE Symtons

[1] if (condition) &

11 if body - output it condenin is true

3

DI is (condition) &

11 if hedy - output if condition is true.

3

IF (Condition) } // if body - output- IF Condition is true.

is (Condition) & Il is body - oul-put is condition is true.

if ((condition) } Il is body - output it condition is true.

IF- else Syntax

4 4 Q

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S S

4 4 ((Condition) { 11 it body - Output it condition true.

3 else & llelse body if condition is not true 3

[2] (Condition) & Il is body - om-put if condition true. 3 else s Il else body if Condition is not true

[3] IC (Condition) { / I st hody - output if condition true } else {

/lesse body - Out-Put if Condition true

A TO THE TOTAL TOTAL

[4] IF (Condition) { 1 is body - if condition is true out-put 3 else { llelse body if Condition is talse output [57 is (Condition) { 11 if bodoy - if Condition is true output 3 plse & lesse body is condition is pulse output Nested if-else (1) IF (condition) & 11 output it true 3 else i'r (condetrom) { 11 OUL PUT IF Olse is Condition true. 3 else & Il out-put is both whose londition Adje. [RJ IF (Condition) § 1/ output is true 3 else if (Condition) { 11 output- IF Fast condition not true 3 else & / OW- Pul- if above both Condition false

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[3] if (condition) & If our pur if first Condition is true 3 else iF (Condition) & Il out-put IF Airst Condition False & this is true 3 else 9 11 if both whore oure father false. [4] (condition) & Il output if Condition is towne. else if (condition) { 11 Output if First Condition is reduce and this is true q else E 11 if both above are False [5] if (Condition) { Il output if condition is true 3 eise if (condition) & Il output if first condition is false and this is the 3 else & 11 if both above are false. 6

1. Instance relates to Object
2. Instance relates to Object
3. Instance relates to Object
4. Instance relates to Object
5- Instance relates to Object
6. Instance relates to Object
7. Instance relates to Object
8. Instance relates to Object
8. Instance relates to Object

1. Static velyter to class

2. States relates to class

3. Static relates to class

4. Static relates to class
5. Static relates to class

6. Static relates to class

7. Static relates to class

8. State relates to class

Xiushi d	
	R-5
[4] Shritch Cexpression	m) 5
Cose 1:	
System.oud.pmm; brecai; Cuse 2:	In ();
System-out for brew; Cuse n =	,
System.out breeu; defaut :	Pohln();
System.ou.	בנ) מואומים
[5]	á
swither Coxpri	ess(20) {
Case 1:	
System. Out p. breev; cuse 2?	intln () }
System.oulf breeus Casé 9 :	mintln Loj
System.out.pr breau defeult:	miln ();
System.ou.p	ic) when
6 Smitch Cempression) {
ave 1:	
Syctem out anni breez:	In ();
Sychem out printle breeze; asen	0();
Systemour panil	a ();

depents:

System out proble ();

Syntax Swith statement. Switch (expression) & [17 Case 1: System. out. Printly); brew; System-Out-, Print(); case n: System. out. Printin (); descult: System:our. pnntln (); [2] Switch Cexpresizon) { Case 1 ; brun; Case 2: bread: bread: println (); Case n: System. out. Println (); breeze; defaut: System.ow-. Println ()3 3 [3] Switch Cexpression) } are 1:

System-out-println (); breeuc; case 2: brewe; Casen: define out provincy;

System. out. Pronto ();

	P9-6
(S.1) Singl array	(8-2) Multraimentional Array
[3] int x[] = {int1, int2, int3};	Ref: Army a 1
Syctem. Out- Donath (* Cindex no.]];	1 300 400 2 500 600
Firing [] name = { "Strg 1", "strg" , "strg" , strg" }	[1] INT GEJEJ = { \$100, 2003, \$300, 6003, \$500, 6003}]
System.oud.pmilln(name[indexno.]);	System.our. println (alliloi); /1200
[2] int x[] = [int1, intz, int33]	[2] (+ 9 [] = { \$\$60,2003, {300,4003, \$400,5803}}
System.oue-pointln (x [indexNo.])3	System. 64- println (9[2][1]); // 600
String [] name = ("Stry!", "stry 2") Stry 3];	[3] int acjej= new int E3][2];
System.out.printin (nest index no.);	9 [0][0] = 100;
Talling	9 [0][1] = 200;
[3] int x[]= {int1, int2, int33;	9[1][0] = 300;
System.out.println (x [indexno.]);	9 [1][1] = 400]
	9 [2][0] = 500;
String []name = {"stry 1", "stry 2", "stry 3"}	
System our pointh (name [indexivo.]) 3;	For Cint 1=0; 1 <a.length; 1++)="" td="" }<=""></a.length;>
[4] Int x [] = {int1, int2, int3};	for sint Szo; icatio, length; itt) s
System.out.ponthn (x Lindex no] ;	System.oul. printh (acijaij);
Spicinom Domital CX Clares No 19	3 3
String EJ name= {"sing 1","sing 2", "sing 3"- };	[4] intacion = new int [3][2];
	9 [6][0] = 100; 9 [6][]] = 200;
Systemou. pnntln (name [index no]);	9 [1][0] = 3003
5.47	9 [1][1] = 4m;
[5] int x [] = Sint 1, int 2, int 3 3;	a [2][1] > 6005
System.our.print(n (x [index no]) };	Systemour. printin (9 [1][1]); 11 400
Stong to name = & "smg sh, "smg 2", "smg" - 3	(S) The a DIJ = \$ [100, 200], \$ 500, 400];
Syclem. OM. pontho (numer Ender no) 3	System out punt by (9E2JE1J); // 640
	- X- X-

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