Java Programming

* Most Java code starts as follows:
  + public class FileName {

public/private returnType methodName(parameters) {}

}

* Most lines end with a semicolon ;
* Boolean
  + Can either be true or false
  + Conditional Operators:
  + ||(OR), ==, !=, &&(AND)
* Operators(Numbers)
  + +, addition
  + – subtraction
  + \* multiplication
  + / division
  + % Modulus (Reminder this gets the integer remainder)
* Java uses String(starts uppercase) to store a sequences of chars
  + EX: String name = “Hi”;
  + Can use + to concat strings/numbers (many times)
    - Doesn’t change value of OG strings, creates a new string
  + All objects have a toString() method which returns a String representation
  + Length() returns length of string
  + IsEmpty returns a bool if string is empty
  + indexOf(str) returns the index if str is in string or -1 if not
  + substring(int1,int2) returns a substring starting from index int1 and ends at int2
  + toUpperCase() and toLowerCase() perform intended changes to substring
* To print:
  + System.out.println()
* Var names are case sensitive and have no spaces/reserved words/start with a digit or have symbols
  + Start with lower cass for vars and classes should be capitalized
* Syntax: Grammar of programming language
* Statement: Code that does something
* Expression: Code which gives an answer
  + Conditional ones use bool operators
  + If all data types are the same, then that is the type of expression. Otherwise, if all parts are the same type but not data type, then it is the largest type
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* Autoboxing is the automatic conversion between a primitive type and wrapper object whe primitive type is used whereas unboxing the oppositie
* Static: can call a method without making an object
  + In Javas case, you use it to provide functionality where making an object is cumbersome
* If statement
  + if (expression){  
    } else if {  
    } else {  
    }
* switch statement is like a series of if-else statements
  + Pass an expression into the statement and it will choose the correct case to execute
  + switch(expression){

case expression:

statement(s)

break;

default:

statement(s);

}

* while loop
  + while (condition){

repeat}

* for loop
  + for (int i=x,i<n;i++){}
* Arrays
  + Must declare and construct
  + Fixed size at construction
  + Syntax: new type[arraysize]
  + To set a val array[x]= val and to access val at index x we use array[x]
  + .length gives length
  + We can resize an array by making a new larger array and use System.arrraycopy(Object source, sourcestartposition, destination, destinationStartPostion, itemstocopy) then reassign original var to new array
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* Better to fix one error at a time then recompile
* Common syntax errors:
  + Misspelled keyword or var name
  + No semicolon
  + FileName!=ClassName
  + Import Library forgotten
* Cohesion: Classes contain set of related functionalities and functionalities arer related to purpose of class
* Classes broken down into methods
* Class can contain instance variables and methods
  + Object is an instance of a class
  + Every object based on a class
  + Difference between object is values in instance variables
  + Class Date{

int day;

int month;

int year;};

* + - Has 3 instance variables
  + Define methods inside classes
  + In methods inside class no need pass an object as a parameter
  + As methods and instance vars are part of the same class, it will always change the values for the object that method is called for
  + Methods must:
    - Specify return type
    - Name of method
    - Parameters
    - Then add code after above three
* Struct used to group variables
  + Has to be passed as a parameter
  + Struct Date{

int day;

int month;

int year;};

* + If you wish to increment month per say, youd do the following
    - Void incrementMonth(struct Date\* d){

d🡪day=1;

if (d🡪month<12){

d🡪month++;

}

}

* To create an object, we need a constructor, which need correct params
  + Each class has a default constructor,
  + If we define a new one, we remove default
    - No return type
    - Must match class
    - Defined inside class
    - Example:
      * Date(int d, int m, int y){ constructor here, we can set vars here}
  + Can add many constructors
  + Forces users to add info
  + We use the keyword new to create an object as follows:
  + Class var =new Class()
  + Definition of a class decides what an object can do
* ObjName,varName access value in object
* objctName.Methods() calls the named Method of a object
* Every obj has same instances vars and each object can have different values for instance vars
* Pointers=References in Java
* Every object is a reference
* When using new, obj is created and stored in memory and the constructor will return a reference to where object is in memory
* Primitive vars stored directly in memory
* When we copy a primitive var into another value( copy x into y) and incremented one, only that value changes
  + Note we cant copy objects and must create a new one
* Reference has no val(null) until we assign it one
* Packages help group code and each package is a folder in which we put related code into
* We use the keyword package a the beginning of the file if we want it to belong to a package
  + Form: package packagename;
  + Can separate files into smaller packages caledd sub-packages
  + Eg a package declaration can be examples.week1 which the file is stored in a folder week1 which is inside examples folder
  + Same idea for storing all of its libraries
  + A screenshot of a computer

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* Application Programmer Interface(API) is a list of all libraries available in a language
  + Lists all classes and their instance vars, constructor, functionality description and methods while including a detailed description of each constructor and method
  + Usually import the closs and then construct the object based of class
  + Form: import package.ClassName
* Example: Program
  + A screenshot of a computer program

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* We can use enum to store set values
  + Form enum var {vals};
* Classes are an objects structure while objects are the building blocks of a program
* Encapsulation: Hiding implementation details inside a class but publishing an interface to class
  + Idea is to manipulate private/hidden vars through a method
  + Accessor methods allow us to access said hidden methods
  + Mutators allow us to change private variables
* OOP is usually easy to understand and allows us to re-use working code
* Good ways to test code:
  + Establish a test case, make an instance of the class to reflect baseline, call the method and check if output is correct. Afterwards make more test cases to check other possible scenarios.
  + Try avoid just using print statements as a one and done, instead use it at key points to identify where it goes wrong, Do so gradually
* Unit testing:
  + Testing individual parts of code(units of code)
  + Done to validate each part works as intended
  + Smallest part is a method thus unit testing revolves around them in OOP
  + JUnit is used for this
  + @Test  
    void function() {}  
    @Test   
    void function2{  
    try {} catch (exception ex) {}  
    }
  + @Test is an annotation which informs the Junit framework that current method is a test and then tests are executed order in which they are declared
  + assertEquals(x,y) tests that the two values are indeed the same and informs framework if the same or not
  + fail() method allows us to be alerted if code goes wrong
  + @BeforeEach/@AfterEach: Execute method before/after each @Test method
  + @BeforeAll/@AfterAll: Method called before/after test and before/after test class is constructed. Former is used for general set up while latter for general cleanup
* Class Diagrams:
  + Structure diagram denoted structure of program by showing classes, instance variables, methods and relationship among classes
  + UML
* Cohesion: How much the elements in a component belong together
  + Measure strength of a relationship
  + IN terms of classes
  + High cohesion classes are good as they robustness, reliability, reusability and understandability
* Access level modifiers :
  + public: Accessible anywhere. For classes mostly. Declared for methods if we expect others to use it
  + protected: Accessible only within same class/package or by subclass of class. Used if we define a method that is used in other parts but don’t want others to use
  + default: Accessible within same class/package
  + private: Only accessible/changed or even used from same file. Only change values via methods given. Only used if we write a methods from within class. Most instance variables are this.
* Visibility: Places where one can modify code
* Access level modifiers can be applied to many parts of the code
* Default isnt defined by a keyword

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* Class= Single concept
* Java passes by reference
* Accessor: Ask object to get a result without changing internal state
* Mutator: Change internal state of object
  + Return void
  + Shouldn’t modify parameter values
* Immutable: No mutators
  + Strings are this. They usually return a new string return than modify prev one
* Methods should follow consistent scheme
* Patterns in most Java programs:
  + Keep total
  + Count events
  + Collecting values
  + Manage properties
  + Model distinct states either via enum or a constant (public stat final)
  + Describe key properties or features
* Instance variables have separate value for each object and class variables share a single value over all objects
* Class variables are usually static.
* Static: All object’s instance variables share the same value
  + Methods can be static but rarely used other than for utility, if so all variables in method must be static
  + Can make programs easier to read by the form import static package and any method in package turns from package.method() to method()
* Final: Only assigned a value once
* Constant: Both final and static
  + Usually uppercase and separated by \_
* Singleton variables are a special case of static class variables and are almost always an object
  + Runtime is most well-known variable
    - Used to interact with OS
    - All applications have a single instance of this class
* Reusing software is cheaper than starting from scratch
* Interfaces: List of all actions an object can do and methods an object must have to be behave
  + Can be used for software reuse
  + public interface InterfaceName{ method signature}
  + All are abstract and public
  + No instance variable
  + To know if an object behaves like another we use the following syntax:
    - public class Name implements InterfaceName, InterfacrName2 {}
    - must provide an implementation for each method in interface and must match signatures.
    - Methods must be public
    - Return types, name and parameter must be the same
    - If using more than one, implement all methods from all interfaces. Even if they share the same name
  + Commons ones are:
    - Comparable: Used in collections for sorting
    - Cloneable: Make true copies of object
    - Serializable: Store/transmit instances of object
    - Runnable: Threading and concurrency
* Can convert objects to interface types
* Type casting: If we have an object that has a type, we can convert the type of the variable. Object wont be changed
  + (newType) varName
* instanceOf always to check if it is safe to typecast via syntax:
  + if (X instanceof Y){ Y a = (Y)X }
* Classes can implement methods differently
* Dynamic method lookup helps to choose correct method
* Polymorphism: Store object references as an interface type. However objects don’t have the interface type so when we execute methods, each object is treated the same but Java uses the true class of different objects to execute different versions of same method
* Can put static methods in interfaces (no instance, non-final final static vars are allowed)
  + Usually comparing two params and can only call methods
* Can put Default methods:
  + No instance vars and can only can methods
  + Similar to defining methods for classes
* Interfaces can use constants
* Interfaces aren’t classes so no objects are of type interface
* Mock objects: Simple object which respond appropriately to specific input