Dt : 1/12/2020

Naming Conventions in Java:

=>The rules followed by the programmers in writing Java programs are known as Naming Conventions in Java.

packages:

=>packages must be in lower case.

Classes and Interfaces:

=>In Classes and Interfaces the starting letter of every word must be capital.

Exp:

EmpAddress

EmpSalary

Variables and Methods:

=>In variables and methods the first word must be in lower case and from second word onwards the starting letter must be capital.

Exp:

hNo

panCardNo

rollNo

Keywords:

=>The words which are available from JavaLib are known as keywords or Built-In words.

=>The keywords must be in Lower Case.

***imp**

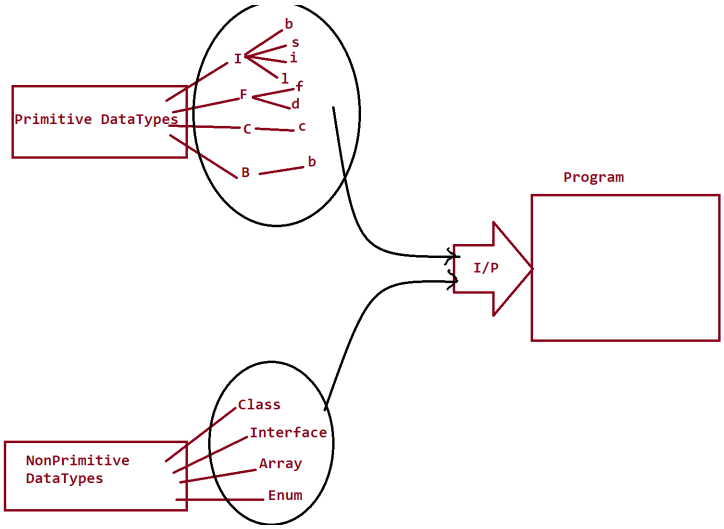
Data Types in Java:

=>The types of data which we are expecting as input to Java program are known as 'Data Types in Java'.

DataTypes in Java are categorized into two types:

1.Primitive datatypes

2.NonPrimitive datatypes



1.Primitive datatypes:

=>The 'Single valued data formats' are known as Primitive DataTypes.

=>Primitive datatypes are categorized into four types:

(a)Integer datatypes

(b)Float datatypes

(c)Character datatype

(d)Boolean datatype

(a)Integer datatypes:

=>The numeric data which is represented without decimal point are known as Integer datatypes.

Types:

byte - 1 Byte(8bits)

short - 2 Bytes

int - 4 Bytes

long - 8 Bytes

(b)Float datatypes:

=>The numeric data which is represented with decimal point are known as Float datatypes.

Types:

float - 4 Bytes

double - 8 Bytes

(c)Character datatype:

=>The single valued character which is represented in single quotes is known as Character datatype.

Exp:

'k','i',...

Types:

char - 2 Bytes

(d)Boolean datatype:

=>The datatype which is existing in the form of true or false is known as Boolean datatype

Types:

boolean - 1 bit

2.NonPrimitive datatypes:

=>The 'group valued data formats' are known as NonPrimitive datatypes or referential datatypes.

=>These NonPrimitive datatypes are categorized into four types:

(a)Class

(b)Interface

(c)Array

(d)Enum

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faq:

define Field Storage?

=>The memory which is generated to hold single value is known as Field Storage.

Note:

=>The primitive datatypes which are declared part of program will generate Field Storages

faq:

define Object Storage?

=>The memory generated to hold group members is known as Object Storage.

Note:

=>The NonPrimitive datatypes which are declared part of program will generate Object Storage.

Note:

=>'String' is a NonPrimitive datatype but it can be declared like primitive datatypes.(String is a Special datatype)

Exp:

```
int a = 10;//Assigning int literal
String str = "java";//Assigning String literal
```

***imp**

Operators in Java:

=>Operator is a special symbol or keyword which perform operation.

The following are some important operators in Java:

1.Arithmetic Operators

2.Relational Operators

3.Logical Operators

4.Increment-decrement Operators

1.Arithmetic Operators:

=>The operators which perform basic operations are known as Arithmetic Operators.

Operator	Meaning
+	Addition
-	Subtraction
*	Multiplication
/	Division
%	Modulo Division

2.Relational Operators:

=>The operators which are used for comparisions are known as Relational Operators.

Operator	Meaning

> Greater Than

>= Greater Than or equal

< Less Than

<= Less Than or equal

== Is equal to

!= Not equal to

3.Logical Operators:

=>The operators which are used to compare two comparisions are known as Logical Operators.

Operator	Meaning
&&	Logical AND
||	Logical OR
!	Logical NOT

4.Increment-decrement Operators:

=>The operators which are used to increment the value by one or decrement the value by 1,are known as Increment-decrement operators.

Operator	Meaning
++	Increment
--	Decrement

***imp**

Control Structures in Java:

=>The structures which are used to control some part of the program are known as Control Structures.

These Control Structures are categorized into three types:

1.Selection statements

2.Iterative statements

3.Branching statements

1.Selection statements:

=>The statements which are used to select one part of the program based on condition are known as Selection statements or Conditional Statements.

List of Selection Statements:

(a)simple if

(b)if-else

(c)Nested if

(d)Ladder if-else

(e)switch-case

2.Iterative statements:

=>The statements which are used to repeat some lines of the program on some condition are known as Iterative statements or Repeatitive Statements or Looping Structures.

List of Iterative Statements:

(a)while loop

(b)do-while loop

(c)for loop

3.Branching statements:

=>The statements which are used to transfer the execution control from one loaction to another location in the program are known as Branching Statements or Transfer Statements.

List of Branching statements:

(a)break

(b)contine

(c)return

(d)exit

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