Apurva Aggarwal
2020 Grad

Adobe (4 years)
Google

Refresher (1 month)
Intermediate 1
Advanced 4

9 - 11 / 11:30 PM
Recording & Notes

① PSP
Problem solving
Percentage (≥85%)

→ Assignment ✓
① Problems based on class
② unlocked after class

Additional HW

② Attendance (≥80%)
(Live / Recording)

Ask a Qus → Public Chat
Answer a Qus → Private Chat

- Refresher : Introduction to Java : Input/Output + Data * Types + Operators
- Refresher: Introduction to Java : If-Else
- Refresher: While Loop
- Refresher: For Loop
- Refresher: Patterns
- Refresher : Functions
- Refresher : 1D Arrays
- Refresher : 2D Arrays
- Refresher : Arraylists
- Refresher : Strings
- Refresher : HashMap & HashSet
- Refresher Practice Test

1. **PSP (Problem Solving Percentage) - Solved Assignment Problems / Total Open Assignment Problems**

- There are two types of section - Assignment and Additional. Assignment section consists of implementation of the problems done in class. PSP is calculated based on only Assignment Problems.
- Additional Problems are slight modifications of assignment problem, they are not part of PSP but once you're done with assignment, we highly recommend to complete additional problems as well.
- Try to keep PSP least 85% no matter what. It shall really help you to stay focused and we have seen in the past that people with >= 85%, do well in contests and mock Interviews that you will face later.

2. **Attendance**

- Try to maintain at-least 80% attendance either through live classes or by watching recording, though I will recommend you to come to classes regularly because otherwise it may create backlogs.
- So, I expect all of you to attend live classes and if for any reason you are unable to, then please send me a message stating the reason.

Output in Java

Data Types

Typecasting

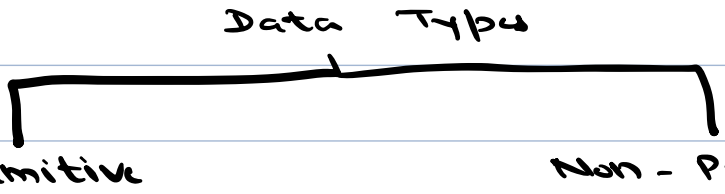
Input

Output

```
public static void main () {

    System.out.print("Hello World!");

    System.out.print(10);

}
```

Data Types in Java

10:18



Primitive

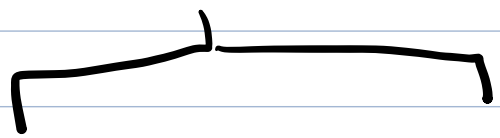
predefined in Java language

- byte, short, int, long, double, float, boolean, character

Non-Primitive

not prefined but defined by programmer as per need in a task

- arrays
- strings
- classes



Numeric

byte, short, int, long, double, float,

Non-numeric

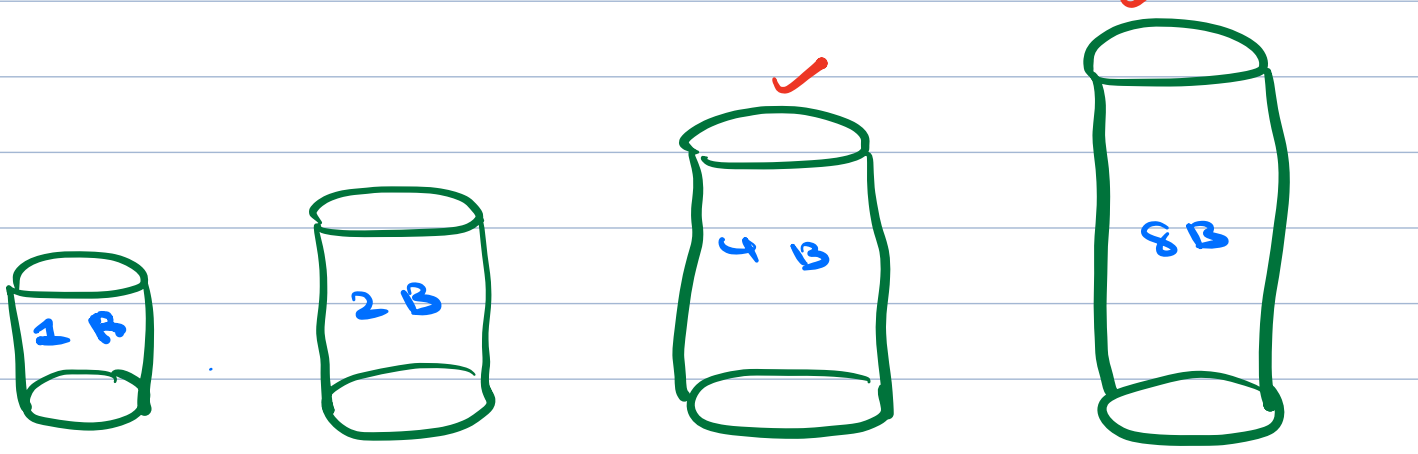
boolean, character

① Whole nos → byte, short, int, long

② Fractional nos → double, float

NOTE

1 BYTE = 8 BITS



byte	short	int	long
-128 to 127	-32768 to 32767	-2147483648 to 2147483647	-2^{31} to $(2^{31}-1)$

```
byte a = 123 ;
System.out.print(a) ;    // 123

short b = 1500 ;
System.out.print(b) ;    // 1500

int a = 123 ;
System.out.print(a) ;    // 123

long c = 123123123123 ;
System.out.print(a) ;    // 123123123123
```

Int → $[-10^9$ to $10^9]$

Long → $[-10^{18}$ to $10^{18}]$

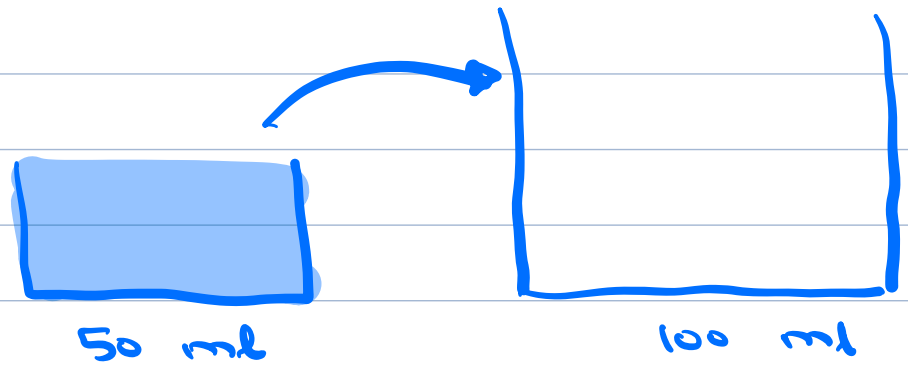
float a = 1231.12 → after decimal upto 7 digits

double a = 1231.123..... → after decimal upto 15 digits

String

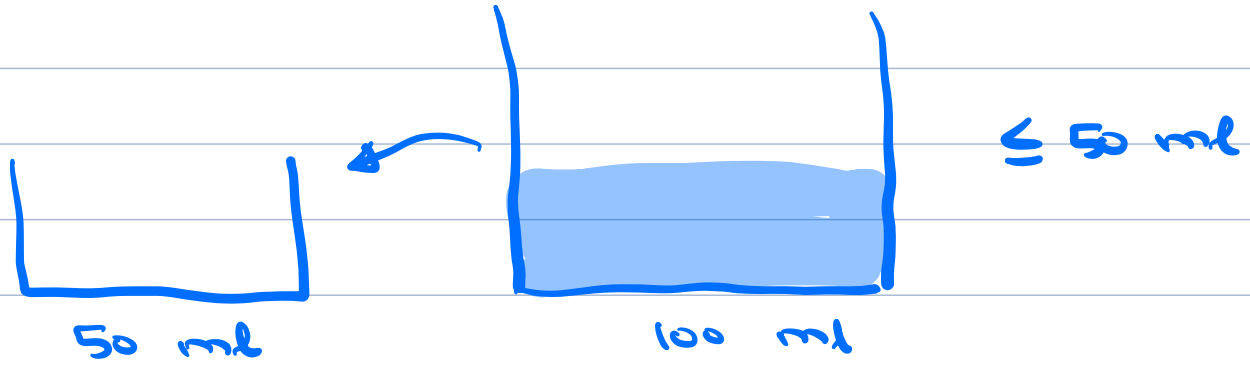
```
String a = "Apurva is tall"
```

Typecasting → converting one datatype into another



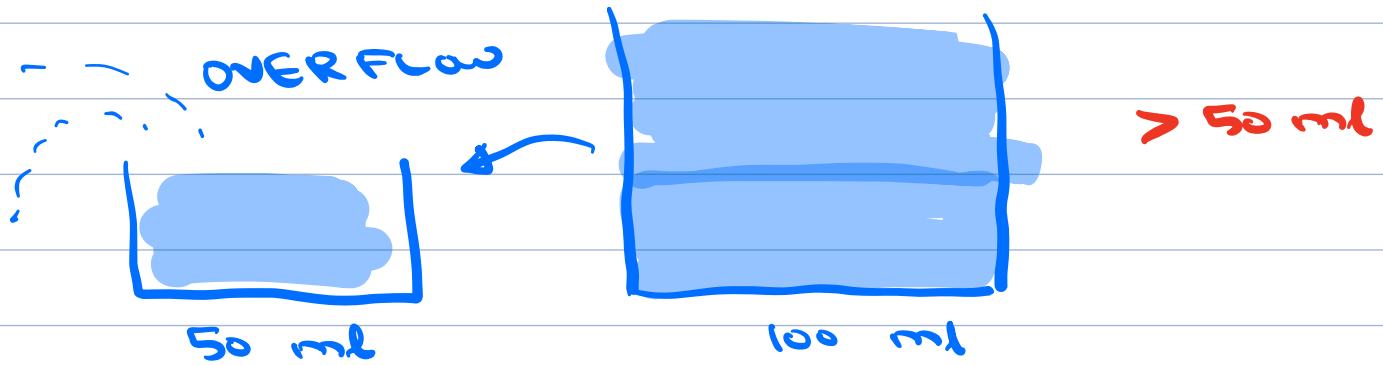
Int Long

Int can be typecasted to Long



Int Long

Long can be typecasted to int (in a given range)



Int Long

Long can't be typecasted into int (int will receive a garbage value)

By default, whole nos → int

floating nos. → double
