

1.implicit and explicit type casting :

```
package javaprograms;
```

```
public class Implicittypecasting {
```

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

```
        // Type casting : convert data type of 1 variable to another datatype
```

```
        int a = 100;
```

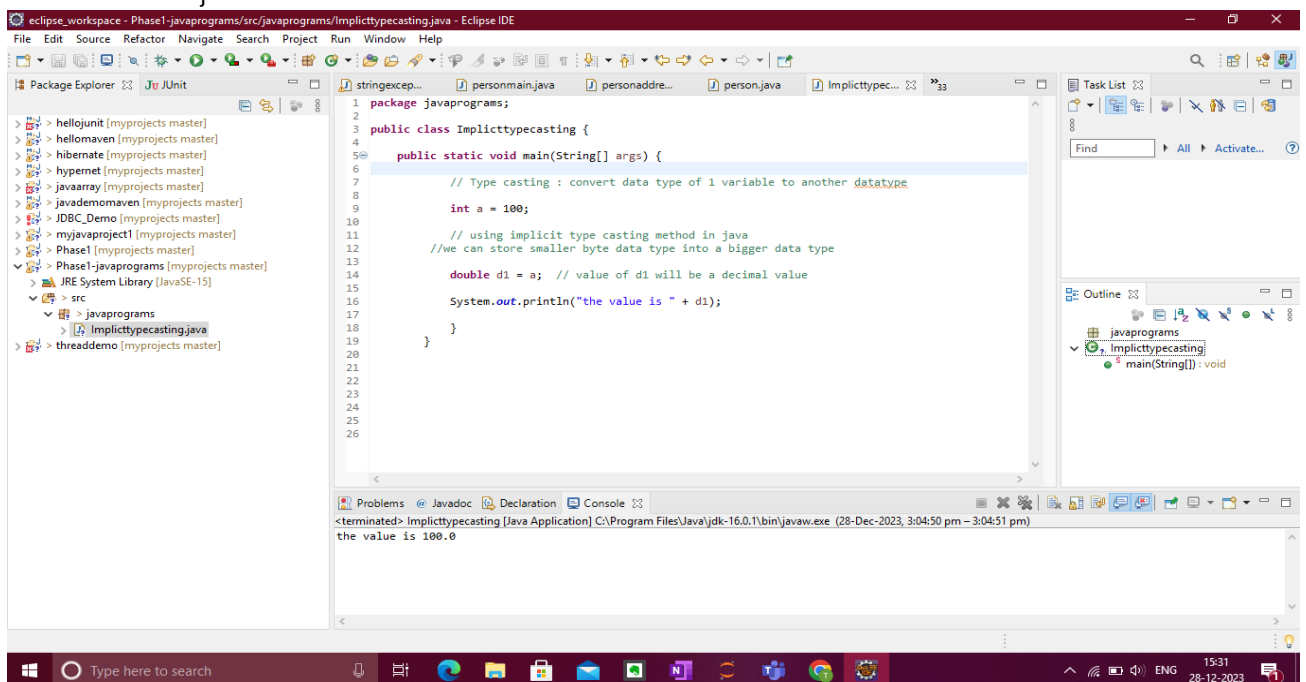
```
        // using implicit type casting method in java  
        //we can store smaller byte data type into a bigger data type
```

```
        double d1 = a; // value of d1 will be a decimal value
```

```
        System.out.println("the value is " + d1);
```

```
    }
```

```
}
```



```
b.package javaprograms;
```

```
public class Explicittypecasting {
```

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

```
        double d1 = 23.756;
```

```
        int a = (int)d1;
```

```
System.out.println("the value of d1 is not converted to integer " + a);
```

```
// Convert an Integer to a String
```

```
int phone = 987869807;
```

```
String phonenumber = Integer.toString(phone);
```

```
System.out.println(phonenumber);
```

```
// Convert an Integer to a String
```

```
String s2 = String.valueOf(phone);
```

```
System.out.println(s2);
```

```
// Convert String to an Integer
```

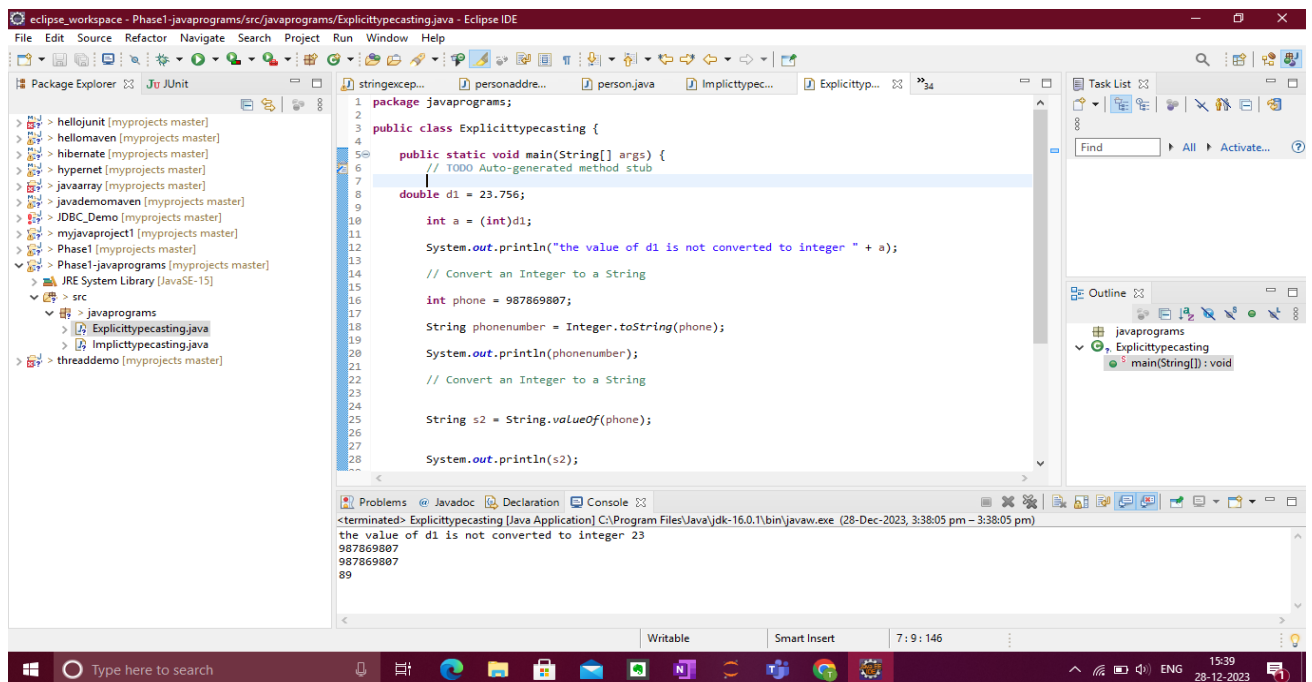
```
String age = "89";
```

```
int i = Integer.parseInt(age);
```

```
System.out.println(i);
```

```
}
```

```
}
```



2.working of access modifiers :

```

package javaprograms;
public class Workingaccessmodifiers {
    public static void main(String[] args) {
        MyClass myObject = new MyClass();
        myObject.publicMethod();
        System.out.println("Public field: " + myObject.publicField);
        myObject.protectedMethod();
        System.out.println("Protected field: " + myObject.protectedField);

        myObject.defaultMethod();
        System.out.println("Default field: " + myObject.defaultField);
    }
}

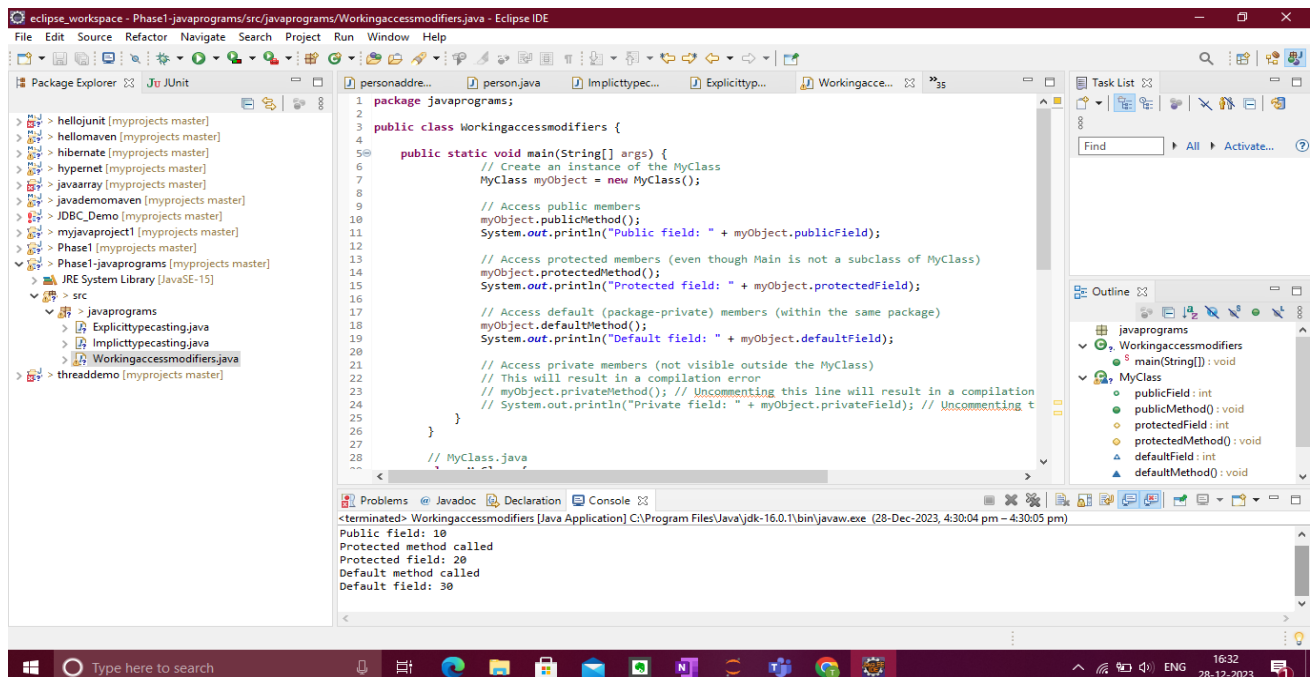
class MyClass {
    public int publicField = 10;
    public void publicMethod() {
        System.out.println("Public method called");
    }

    protected int protectedField = 20;
    protected void protectedMethod() {
        System.out.println("Protected method called");
    }

    int defaultField = 30;
    void defaultMethod() {
        System.out.println("Default method called");
    }

    private int privateField = 40;
    private void privateMethod() {
        System.out.println("Private method called");
    }
}

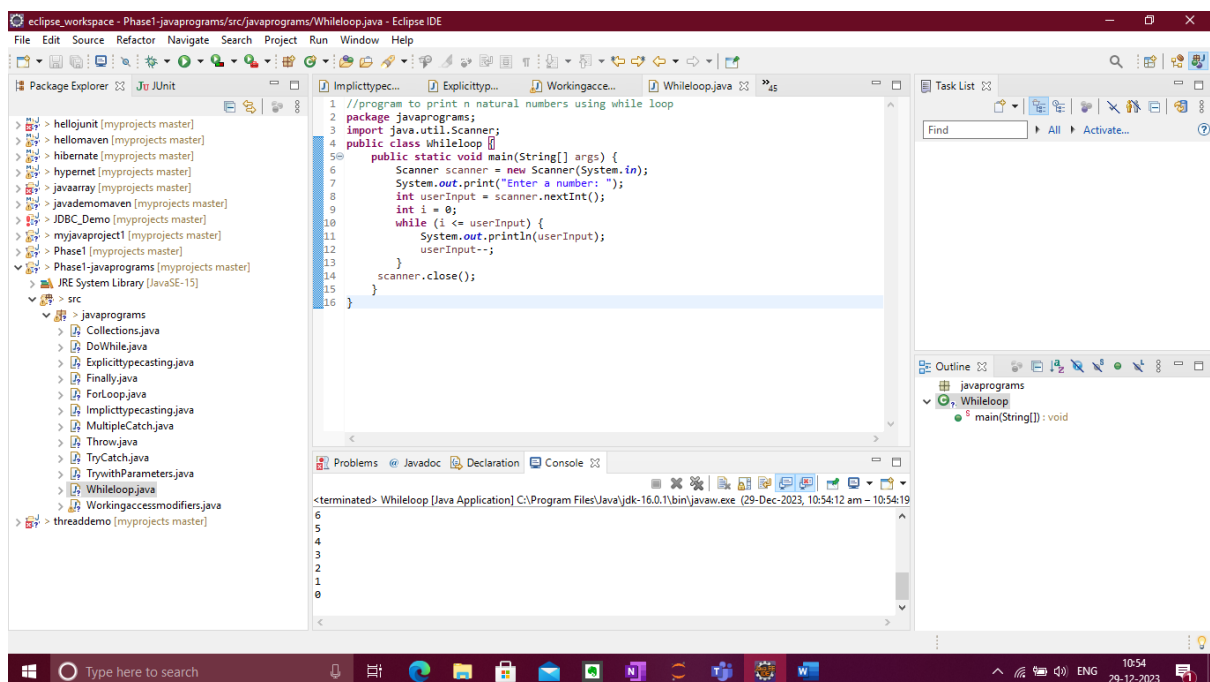
```



3.while loop :

//program to print n natural numbers using while loop

```
package javaprograms;
import java.util.Scanner;
public class Whileloop {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter a number: ");
        int userInput = scanner.nextInt();
        int i = 0;
        while (i <= userInput) {
            System.out.println(userInput);
            userInput--;
        }
        scanner.close();
    }
}
```



4.Do while loop :

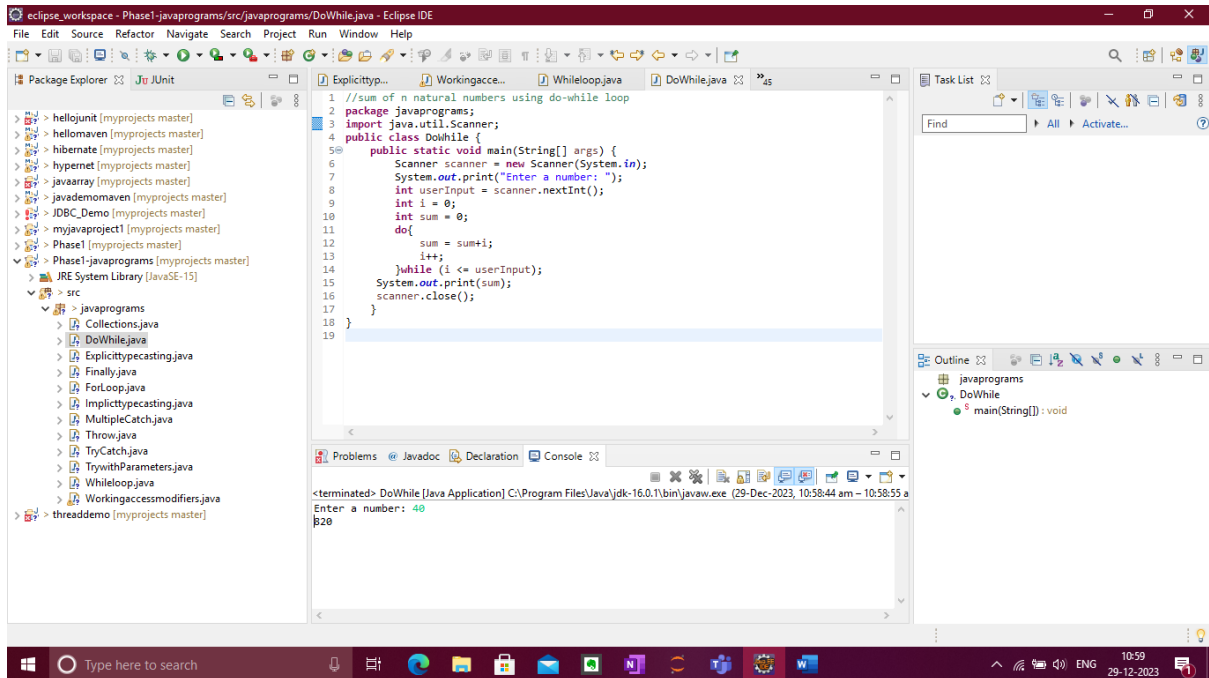
//sum of n natural numbers using do-while loop

```
package javaprograms;
import java.util.Scanner;
public class DoWhile {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter a number: ");
        int userInput = scanner.nextInt();
        int i = 0;
        int sum = 0;
```

```

do{
    sum = sum+i;
    i++;
}while (i <= userInput);
System.out.print(sum);
scanner.close();
}
}

```

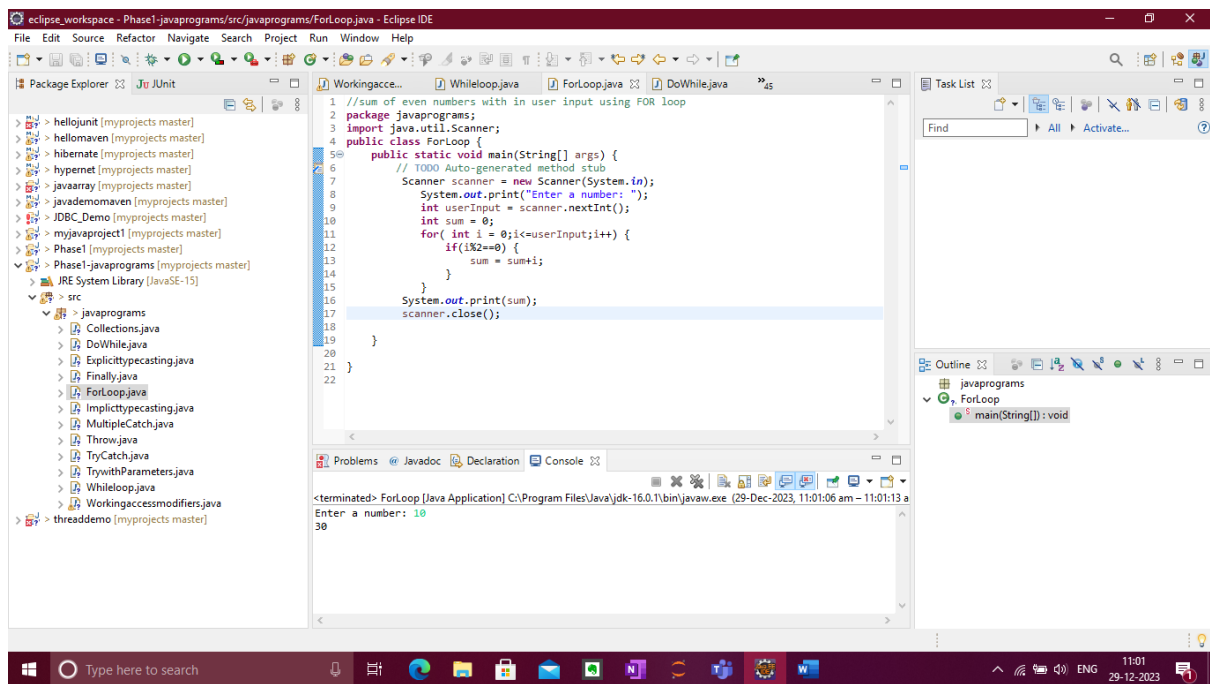


5.For loop :

```

package javaprograms;
import java.util.Scanner;
public class ForLoop {
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter a number: ");
        int userInput = scanner.nextInt();
        int sum = 0;
        for (int i = 0; i <= userInput; i++) {
            if(i%2==0) {
                sum = sum+i;
            }
        }
        System.out.print(sum);
        scanner.close();
    }
}

```



6. Classes, Objects, Constructors :

- > creates an instance of a class
- > similar to a java method, except :
 - > name is same as the class name
 - > it will not have a return type
- > Whenever we write the keyword new, to create an instance of a class. A default constructor will be invoked and an object of the class is returned.

Types of constructors:

- > default constructor
 - > the role of default constructor is to initialize the object and return it to the calling code
 - > default constructor is always without an argument
- > No argument constructor
- > parameterized constructor

```
package constructorDemo;
public class ConstructorDemo {
    // no argument constructor - syntax
    public ConstructorDemo()
    {
        System.out.println(" this is no argument constructor");
    }

    // a constructor with argument

    public ConstructorDemo( int a)
    {
        System.out.println(" this is argument constructor");
        System.out.println(" this value of argument a : " + a);
    }

    public ConstructorDemo( int a, int b){
```

```

        System.out.println(" this is multiple argument constructor");
        System.out.println(" this value of argument a : " + a);
        System.out.println(" this value of argument b : " + b);
    }
    public static void main(String[] args) {
        // to execute a constructor just create an object
        ConstructorDemo obj = new ConstructorDemo();

        ConstructorDemo obj2 = new ConstructorDemo(23); // value of a is 23

        ConstructorDemo obj3 = new ConstructorDemo(68,34);

    }

```

7.Inheritance :

- > define variables at class level -> Global variables
- > these variable can be used in any method of the class
- > A base Class in selenium will be useful to create
 - > methods/variables that are used by other classes
- > A child class can inherit properties of a single parent class only.
- > multiple inheritance not allowed, multiple extends keyword not allowed
- > Multi level inheritance is allowed
- > Calling static methods :

> call just with methodname ⇒

Example: methodname();

OR

> call with classname.methodname()

Example: BaseClass.login()

First create a package

- > create a Base class→ this will super parent class.
- > Create some base methods in it

```

package inheritanceDemo;
public class BaseClass {
    public static void openbrowser(String browserName,String appURL)
    {
        System.out.println("Code to open the browser for testing in : " + browserName);
        System.out.println("Code to open the app on the browser for testing in : " + appURL);
    }
    public static void login(String userName, String password)
    {
        System.out.println("Code for username "+ userName);
        System.out.println("code for password" + password);
        System.out.println("User logged successfully");
    }
}

```

Create Class 2: inheriting Base class

package inheritanceDemo;

// we will make this class as a child to parent class -> BaseClass.java

// use the extends keyword

```

public class HomePageTest extends BaseClass {
    public static void testHomePage()
    {
        System.out.println("test code for search box");
    }
}

```

```

        System.out.println("test code for addtoCart button");
        System.out.println("test code for todays delas link");
    }

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        HomePageTest obj = new HomePageTest();

        BaseClass.openbrowser("Chrome", "amazon.com");
        BaseClass.login("admin", "password");
        obj.testHomePage();
    }
}

```

Create Class3 : inheriting class2 which inturn inherits the base class methods [multi- level inheritance]
package inheritanceDemo;

```

public class ProductPage extends HomePageTest{
    public static void addProduct()
    {
        System.out.println("test code for add mobilephone");
        System.out.println("test code for add product to cart");
        System.out.println("test code for click on order button");
    }

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        ProductPage obj = new ProductPage();

        BaseClass.openbrowser("FireFox", "amazon.com");
        BaseClass.login("admin", "135");
        HomePageTest.testHomePage();
        obj.addProduct();
    }
}

```

Create class 4: this inherited class 3⇒ which inherited class 2⇒ class 2 inherited Base class
⇒ [multi level inheritance]

In this example class 4 can call methods of base class, class 2 , **class3**

```

package inheritanceDemo;
public class PaymentPageTest extends ProductPage {
    public void makePayment()
    {
        System.out.println("test code for makepayment");
    }

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        PaymentPageTest obj = new PaymentPageTest();

        BaseClass.openbrowser("FireFox", "amazon.com");
        BaseClass.login("admin", "135");
        HomePageTest.testHomePage(); // classname.methodname() ==>static method
        addProduct(); // OR static method ==> just methodname
    }
}

```



```

        obj.makePayment();
    }
}

```

8. Collections :

```

package javaprograms;
import java.util.ArrayList;
import java.util.List;

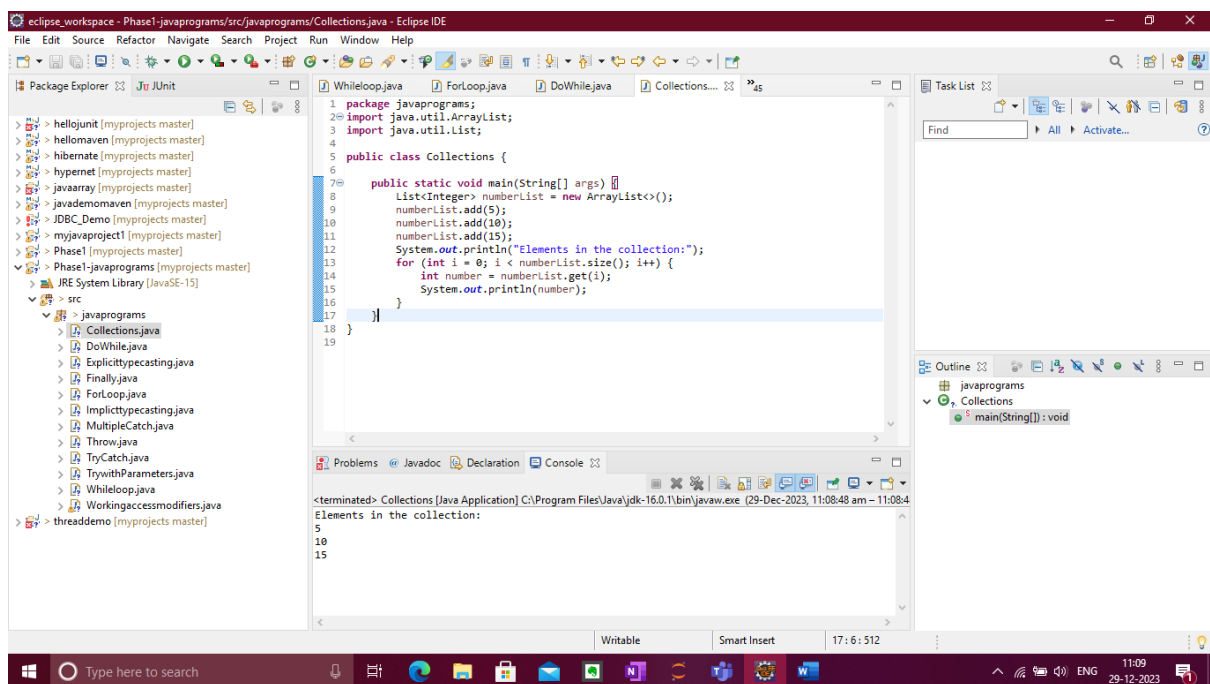
```

```

public class Collections {

    public static void main(String[] args) {
        List<Integer> numberList = new ArrayList<>();
        numberList.add(5);
        numberList.add(10);
        numberList.add(15);
        System.out.println("Elements in the collection:");
        for (int i = 0; i < numberList.size(); i++) {
            int number = numberList.get(i);
            System.out.println(number);
        }
    }
}

```



9. Try catch block :

```

package javaprograms;

```

```

import java.util.Scanner;

public class TryCatch {

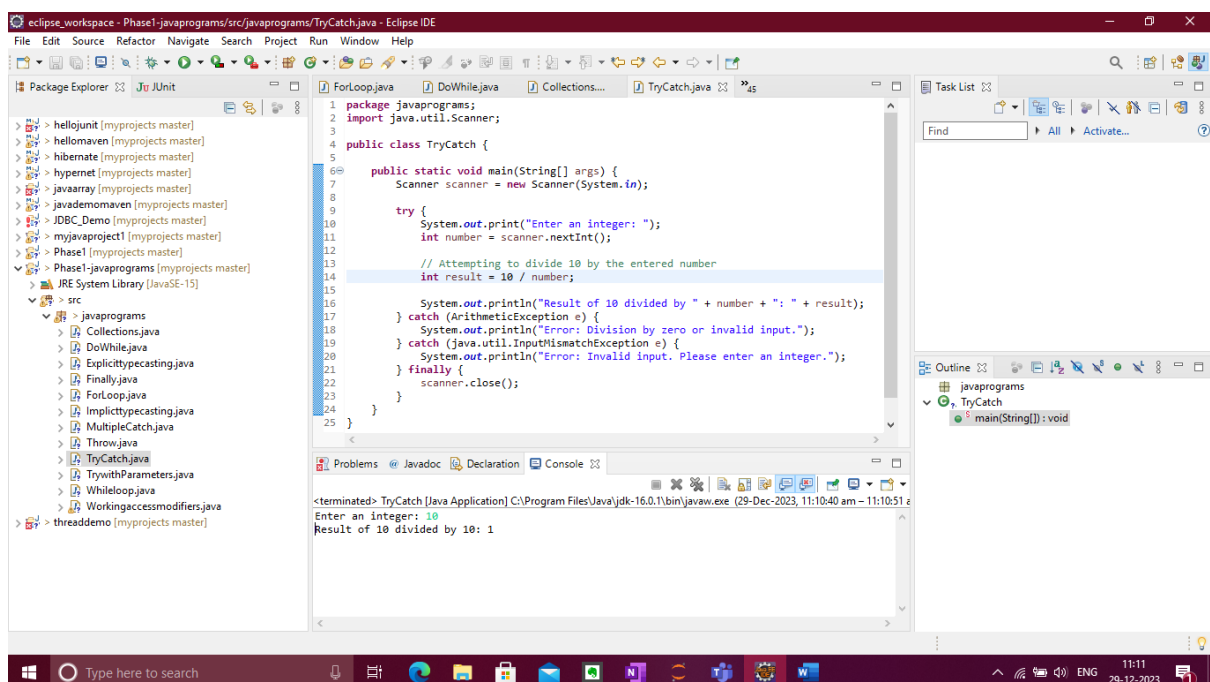
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        try {
            System.out.print("Enter an integer: ");
            int number = scanner.nextInt();

            // Attempting to divide 10 by the entered number
            int result = 10 / number;

            System.out.println("Result of 10 divided by " + number + ": " + result);
        } catch (ArithmeticException e) {
            System.out.println("Error: Division by zero or invalid input.");
        } catch (java.util.InputMismatchException e) {
            System.out.println("Error: Invalid input. Please enter an integer.");
        } finally {
            scanner.close();
        }
    }
}

```



10.Throws and throw keyword :

```

package javaprograms;
import java.util.Scanner;

public class Throw {

    public static void main(String[] args) {

```

```
Scanner scanner = new Scanner(System.in);
```

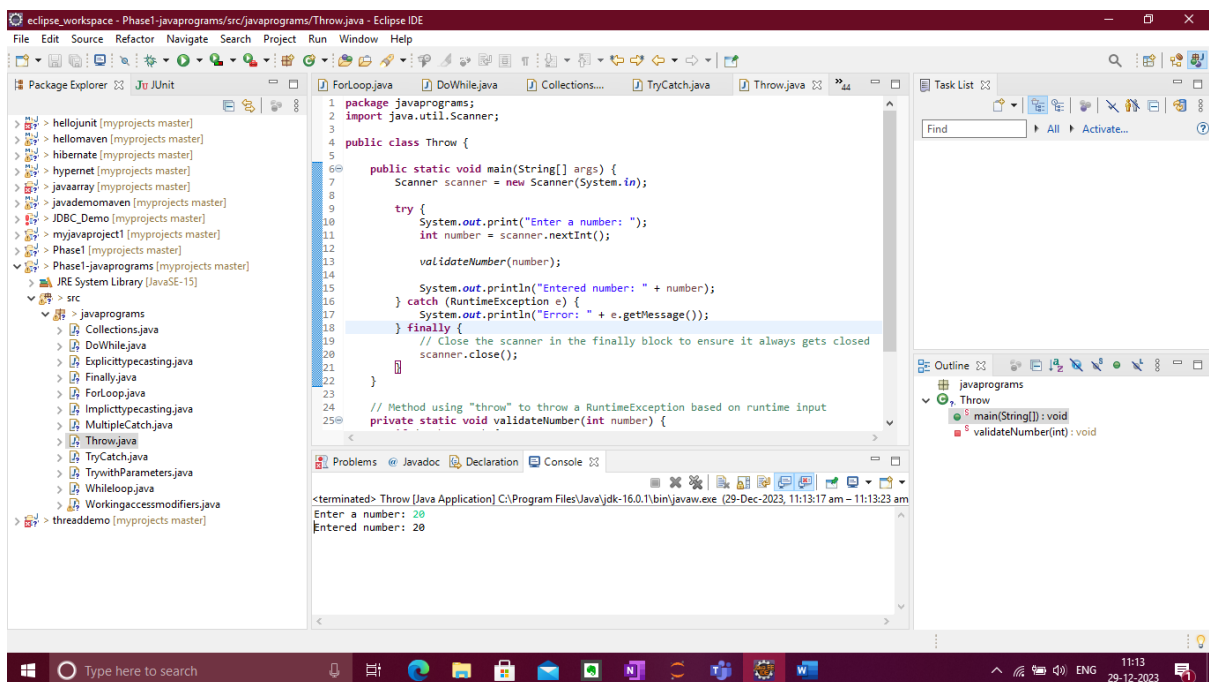
```
try {
    System.out.print("Enter a number: ");
    int number = scanner.nextInt();

    validateNumber(number);

    System.out.println("Entered number: " + number);
} catch (RuntimeException e) {
    System.out.println("Error: " + e.getMessage());
} finally {
    // Close the scanner in the finally block to ensure it always gets closed
    scanner.close();
}
```

```
// Method using "throw" to throw a RuntimeException based on runtime input
```

```
private static void validateNumber(int number) {
    if (number < 0) {
        throw new RuntimeException("Negative numbers are not allowed");
    }
}
```



11. Try block with parameters :

```
package javaprograms;
import java.util.Scanner;
```

```
public class TrywithParameters {

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

```

Scanner scanner = new Scanner(System.in);

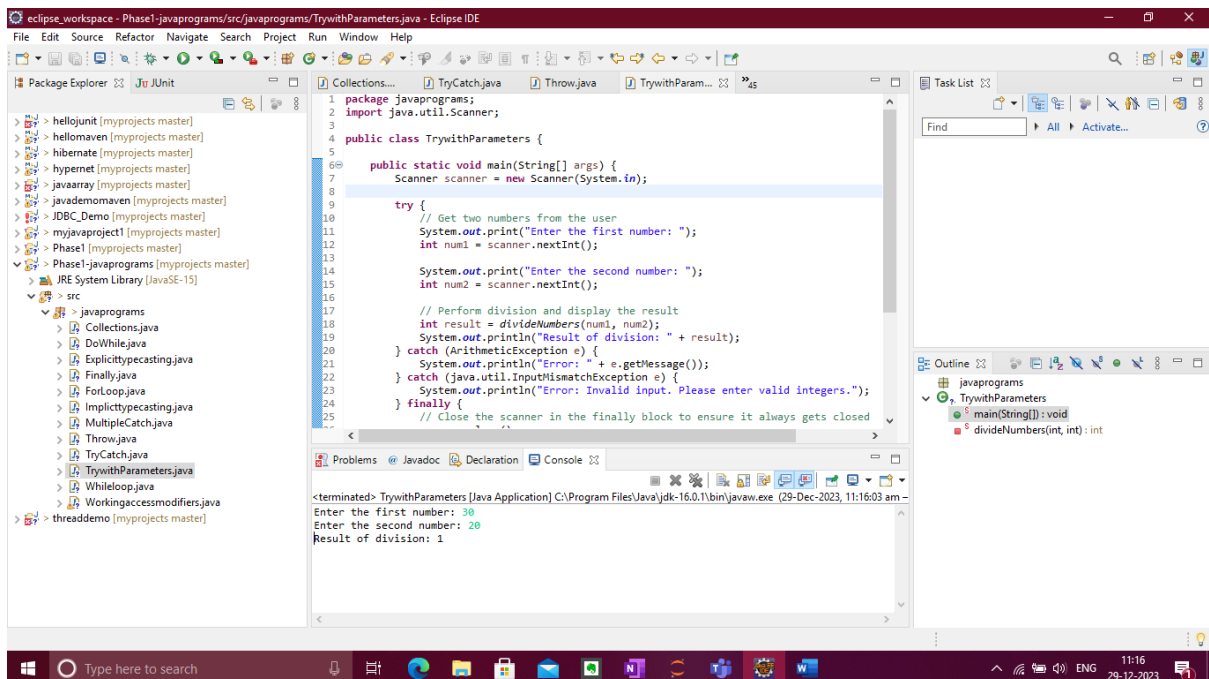
try {
    // Get two numbers from the user
    System.out.print("Enter the first number: ");
    int num1 = scanner.nextInt();

    System.out.print("Enter the second number: ");
    int num2 = scanner.nextInt();

    // Perform division and display the result
    int result = divideNumbers(num1, num2);
    System.out.println("Result of division: " + result);
} catch (ArithmeticException e) {
    System.out.println("Error: " + e.getMessage());
} catch (java.util.InputMismatchException e) {
    System.out.println("Error: Invalid input. Please enter valid integers.");
} finally {
    // Close the scanner in the finally block to ensure it always gets closed
    scanner.close();
}

// Method that divides two numbers and throws an ArithmeticException if the second number is zero
private static int divideNumbers(int numerator, int denominator) {
    if (denominator == 0) {
        throw new ArithmeticException("Cannot divide by zero");
    }
    return numerator / denominator;
}
}

```



12. Catch blocks :

```

package javaprograms;
import java.util.Scanner;

public class MultipleCatch {

    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        try {
            // Get two numbers from the user
            System.out.print("Enter the first number: ");
            int num1 = scanner.nextInt();

            System.out.print("Enter the second number: ");
            int num2 = scanner.nextInt();

            // Perform division and display the result
            int result = divideNumbers(num1, num2);
            System.out.println("Result of division: " + result);
        } catch (ArithmeticException e) {
            System.out.println("Error: " + e.getMessage());
        } catch (java.util.InputMismatchException e) {
            System.out.println("Error: Invalid input. Please enter valid integers.");
        } finally {
            // Close the scanner in the finally block to ensure it always gets closed
            scanner.close();
        }
    }

    // Method that divides two numbers and throws an ArithmeticException if the second number is zero
    private static int divideNumbers(int numerator, int denominator) {
        if (denominator == 0) {
            throw new ArithmeticException("Cannot divide by zero");
        }
        return numerator / denominator;
    }
}

```

13. Finally block :

```

package javaprograms;

import java.util.Scanner;

public class Finally{

    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        try {

            // Get a number from the user
            System.out.print("Enter a number: ");

```

```

    int number = scanner.nextInt();

    // Display the entered number

    System.out.println("Entered number: " + number);

    // Simulate some processing

    int result = processNumber(number);
    System.out.println("Processed result: " + result);

} catch (java.util.InputMismatchException e) {

    System.out.println("Error: Invalid input. Please enter a valid integer.");

} finally {

    // Always close the scanner in the finally block to ensure it gets closed
    System.out.println("Finally block: Closing the scanner.");

    scanner.close();
}

// Method simulating some processing

private static int processNumber(int number) {

    // Simulate processing by doubling the number

    return number * 2;

}
}

```

