**Basics of Java**

**Java why?**

**JRE, JVM, JDK**

Step1:

Install Eclipse.

Location:

<https://www.eclipse.org/downloads/packages/release/2025-06/r/eclipse-ide-java-developers>?

Click Download -> Select One time \_> eclipse will download

Extract the folder -> You can find eclipse ready

**(Optional)Run the installer** (eclipse-inst-jre-win64.exe) and select **Eclipse IDE for Java Developers** when prompted.

**(Optional)Install a 64-bit JDK**, if you haven't already, to ensure compatibility.

**Launch Eclipse**, choose or create a workspace, and you're ready to start coding!

**Class 3:**

**Basic Java Program Structure**

Here’s a simple program that prints "Hello World":

class HelloWorld {

public static void main(String[] args) {

System.out.println("Hello World");

}

}

**Explanation:**

* class HelloWorld → Defines a class named HelloWorld.
* public static void main(String[] args) → Starting point of the program.
* System.out.println() → Prints output to the screen.

### Program 1: Print "Hello World"

class HelloWorld {

public static void main(String[] args) {

System.out.println("Hello World");

}

}

### Program 2: Print your name

class PrintName {

public static void main(String[] args) {

System.out.println("My name is Suresh");

}

}

### Program 3: Print multiple lines

class PrintLines {

public static void main(String[] args) {

System.out.println("Java is powerful.");

System.out.println("It is platform independent.");

System.out.println("Let's start learning!");

}

}

**Java Data Types**

Java is **strongly typed**, meaning every variable must have a type.

**Primitive Data Types**

| **Data Type** | **Size** | **Example** |
| --- | --- | --- |
| byte | 1 byte | 127 |
| short | 2 bytes | 32767 |
| int | 4 bytes | 2147483647 |
| long | 8 bytes | 9223372036854775807 |
| float | 4 bytes | 3.14f |
| double | 8 bytes | 3.14159 |
| char | 2 bytes | 'A' |
| boolean | 1 bit | true/false |

**Non-Primitive Data Types**

* Strings
* Arrays
* Classes
* Interfaces

**Variables**

Variables store data.

### ****Types of Variables:****

1. **Local Variables** – Inside methods.
2. **Instance Variables** – Inside a class, but outside methods.
3. **Static Variables** – Shared among all objects.

**Example:**

int age = 25;

String name = "Suresh";

System.out.println("My name is " + name + " and I am " + age + " years old.");

### Program 1: Display different data types

class DataTypesDemo {

public static void main(String[] args) {

int age = 25;

float height = 5.9f;

char grade = 'A';

boolean isJavaFun = true;

String name = "Suresh";

System.out.println("Name: " + name);

System.out.println("Age: " + age);

System.out.println("Height: " + height);

System.out.println("Grade: " + grade);

System.out.println("Java Fun? " + isJavaFun);

}

}

### Program 2: Swap two numbers

class SwapNumbers {

public static void main(String[] args) {

int a = 10, b = 20;

System.out.println("Before swapping: a = " + a + ", b = " + b);

int temp = a;

a = b;

b = temp;

System.out.println("After swapping: a = " + a + ", b = " + b);

}

}

**Operators**

| **Type** | **Example** |
| --- | --- |
| Arithmetic | + - \* / % |
| Relational | > < >= <= == != |
| Logical | `&& |
| Assignment | = += -= \*= |
| Increment/Decrement | ++ -- |

**Example:**

int a = 5, b = 3;

System.out.println(a + b); // Output: 8

### Program 1: Arithmetic operations

class ArithmeticDemo {

public static void main(String[] args) {

int a = 15, b = 4;

System.out.println("Addition: " + (a + b));

System.out.println("Subtraction: " + (a - b));

System.out.println("Multiplication: " + (a \* b));

System.out.println("Division: " + (a / b));

System.out.println("Modulus: " + (a % b));

}

}

### Program 2: Relational operators

class RelationalDemo {

public static void main(String[] args) {

int a = 10, b = 20;

System.out.println(a == b); // false

System.out.println(a != b); // true

System.out.println(a > b); // false

System.out.println(a < b); // true

}

}

### Program 3: Logical operators

class LogicalDemo {

public static void main(String[] args) {

boolean x = true, y = false;

System.out.println("x && y: " + (x && y));

System.out.println("x || y: " + (x || y));

System.out.println("!x: " + (!x));

}

}

**Control Structures in Java**

Control structures in Java are used to control the **flow of execution** of a program. They allow you to make decisions, repeat tasks, and control how and when certain parts of the code run.

There are **three main types** of control structures in Java:

| **Control Structure Type** | **Examples** |
| --- | --- |
| Conditional Statements | if, if-else, if-else-if, switch |
| Looping Statements | for, while, do-while |
| Jump Statements | break, continue, return |

**1. Conditional (Decision-Making) Statements**

These are used to **make decisions** in the program based on conditions.

**a) if Statement**

Executes a block of code **only if** a given condition is true.

**Syntax:**

if (condition) {

// Code executes if condition is true

}

**Example:**

public class IfExample {

public static void main(String[] args) {

int age = 20;

if (age >= 18) {

System.out.println("You are eligible to vote.");

}

}

}

**b) if-else Statement**

Executes one block if the condition is true, otherwise executes another block.

**Syntax:**

if (condition) {

// Code if condition is true

// Code if condition is true

// Code if condition is true

}

else {

// Code if condition is false

}

**Example:**

public class IfElseExample {

public static void main(String[] args) {

int number = 5;

if (number % 2 == 0) {

System.out.println("Even number");

} else {

System.out.println("Odd number");

}

}

}

**c) if-else-if Ladder (Nested if)**

Used when there are **multiple conditions** to check.

**Syntax:**

if (condition1) {

// Code if condition1 is true

} else if (condition2) {

// Code if condition2 is true

} else {

// Code if none of the above is true

}

**Example:**

public class IfElseIfExample {

public static void main(String[] args) {

int marks = 85;

if (marks >= 90) {

System.out.println("Grade A+");

} else if (marks >= 75) {

System.out.println("Grade A");

} else {

System.out.println("Grade B");

}

int marks2 = 100;

if (marks2 >= 90) {

System.out.println("Grade A+");

} else if (marks2 >= 75) {

System.out.println("Grade A");

} else {

System.out.println("Grade B");

}

int marks3 = 70;

if (marks3 >= 90) {

System.out.println("Grade A+");

} else if (marks3 >= 75) {

System.out.println("Grade A");

} else {

System.out.println("Grade B");

}

}

}

**d) switch Statement**

Used to **replace multiple if-else statements** when comparing a single variable with multiple values.

**Syntax:**

switch (variable) {

case value1:

// Code block

break;

case value2:

// Code block

break;

default:

// Code if none match

}

**Example:**

public class SwitchExample {

public static void main(String[] args) {

int day = 3;

switch (day) {

case 1: System.out.println("Monday"); break;

case 2: System.out.println("Tuesday"); break;

case 3: System.out.println("Wednesday"); break;

default: System.out.println("Invalid day");

}

}

}

**2. Looping (Iteration) Statements**

Used to **repeat a block of code** multiple times.

**a) for Loop**

When the **number of iterations is known**.

**Syntax:**

for (initialization; condition; increment/decrement) {

// Code to be executed

}

**Example:**

public class ForLoopExample {

public static void main(String[] args) {

for (int i = 1; i <= 5; i++) {

System.out.println("Count: " + i);

}

}

}

Nested loop

Multiplication

public class ForLoopExample {

public static void main(String[] args) {

for (int i = 1; i <= 5; i++) {

for (int i = 1; i <= 5; i++) {

System.out.print(i\*j + “\t”);

}

System.out.print(“”);

}

}

Pyramid:

public class ForLoopExample {

public static void main(String[] args) {

for (int i = 1; i <= 5; i++) {

for (int i = 1; i <= i; i++) {

System.out.print(j + “\t”);

}

System.out.print(“”);

}

}

**b) while Loop**

Used when the **number of iterations is not known** in advance.

**Syntax:**

while (condition) {

// Code to be executed

}

**Example:**

public class WhileLoopExample {

public static void main(String[] args) {

int i = 1;

while (i <= 5) {

System.out.println("Count: " + i);

i++;

}

}

}

**c) do-while Loop**

Executes the code block **at least once**, and then repeats while the condition is true.

**Syntax:**

do {

// Code to be executed

} while (condition);

**Example:**

public class DoWhileExample {

public static void main(String[] args) {

int i = 1;

do {

System.out.println("Count: " + i);

i++;

} while (i <= 5);

}

}

**3. Jump Statements**

Used to **alter the normal flow of execution**.

**a) break**

* Exits the loop or switch immediately.

**Example:**

public class BreakExample {

public static void main(String[] args) {

for (int i = 1; i <= 5; i++) {

if (i == 3) {

break; // Exit loop when i is 3

}

System.out.println(i);

}

}

}

**b) continue**

* **Skips the current iteration** and moves to the next one.

**Example:**

public class ContinueExample {

public static void main(String[] args) {

for (int i = 1; i <= 5; i++) {

if (i == 3) {

continue; // Skip when i is 3

}

System.out.println(i);

}

}

}

**c) return**

* Exits from a method and optionally returns a value.

**Example:**

public class ReturnExample {

static int sum(int a, int b) {

return a + b;

}

public static void main(String[] args) {

System.out.println("Sum is: " + sum(5, 10));

}

}

**Arrays**

**What is Array?**

Array is the collection of similar data types

**1D:**

Example:

Int a[] = new int[5];

A[] -> reference of an array

Int[6] -> object

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 0 | 0 | 0 | 0 | 0 |

A 0 1 2 3 4

|  |
| --- |
|  |

Here we have to assign value,

A[0] = 1;

Every array has length(length is a property, not a method), to print the length,

S.o.p (a.length);

(Or)

Directly to mention the values,

Example:

Int a[] = {1,2,3,4,5,6}

|  |
| --- |
|  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 |

A

How to access?

s.o.p(a[0])

s.o.p(a[1])

**Example:**

public class arrayExample {

public static void main(String[] args) {

int a[] = {2,4,6,8,10}

for (int i = 0; i < a.length ; i++) {

System.out.println(a[i]);

}

}

}

public class arrayExample {

public static void main(String[] args) {

int a[] = {2,4,6,8,10}

for (int i = a.length -1; i >=0; i--) {

System.out.println(a[i]);

}

}

}

X -> x takes the value directly, a[i] means it traverse thr index’s.

Only forward direction

public class arrayExample {

public static void main(String[] args) {

int a[] = {2,4,6,8,10}

for (int x : a) {

System.out.println(x);

}

}

}

public class arrayPractise {

public static void main(String[] args) {

int a[] = new int[10];

int b[] = {1,2,3,4,5}

b[2] = 15;

int c[];

c= new int[10];

int[] d = {2,4,6,8,10}

int []e= {3,6,9,}

for (int i = 0; i <= a.length ; i++)

{

System.out.println(a[i]);🡪 default value will be o if not initialized

System.out.println(b[i]);

}

}

}

Program:

1. Find the sum of all the numbers
2. Searching element
3. Maximum element
4. Second largest element
5. copy array A to B

//program 1

public class arrayExample {

public static void main(String[] args) {

Int a[] = {3,9,7,8,12,6,15,5,4,10}

Int sum = 0;

For ( int i=0; i<=a.length; i++}

{

Sum = sum + a[i];

}

s.o.p(“sum is ”+ sum);

}

}

//program2

Int key = 12;

For ( int i=0; i<=a.length; i++}

{

If(key == a[i]}

{

s.o.p(“found the element in index number ”+ i);

System.exit(0);

}

}

s.o.p(“not found in array”);

//program3

Int max = a[0];

For ( int i=0; i<a.length; i++)

{

If (a[i] > max)

{

Max = a[i];

}

}

s.o.p( “max number is” +max)

program4:

Int a[] = {3,9,7,8,12,6,15,5,4,10}

Rough:

Max1 = 3,9,12,15 max2 = 3,3,7,8,9,12

Int max1, max2 ;

Max1=max2 = a[0];

For ( int i=0; i<a.length; i++)

{

If (a[i] > max1)

{

Max2 = max1;

Max1 = a[i];

}

Else if (a[i] > max2)

{

Max2 = a[i];

}

}

s.op.( “second max element is ” +max2)

}

Program5:

public static void main(String[] args)

{

int A[]={8,6,10,9,2,15,7,13,14,11};

int B[]=new int[10];

for(int i=0;i<A.length;i++)

{

B[i]=A[i];

}

for(int x:B)

{

System.out.print(x+",");

}

}

}

**2D**

Collection of arrays or array of arrays

Int a[][] = new int[3][4]

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 1 | 2 | 3 |

|  |
| --- |
| 0 |
| 1 |
| 2 |
|  |

a

|  |
| --- |
|  |

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 1 | 2 | 3 |

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 1 | 2 | 3 |

Int a[][]= {{1,2,3,4},{2,4,6,8},{3,5,7,9}}

Int a[][] = new int[3][4]

A[] – reference to an array of reference

(2nd)[] – reference to an array

|  |
| --- |
| 0 |
| 1 |
| 2 |
|  |

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | 2 | 3 | 4 |

a

|  |
| --- |
|  |

|  |  |  |  |
| --- | --- | --- | --- |
| 2 | 4 | 6 | 8 |

|  |  |  |  |
| --- | --- | --- | --- |
| 3 | 5 | 7 | 9 |

Can be also declared as,

Int a[][];= new int[5][5];

Int b[][] = {{1,2,3,4},{2,4,6,8},{3,5,7,9}}

Int c[][] ;

C= new int[5][5];

Int[] d[] = new int[5][5];

Int[] E,F[];

E 🡪 1D array

F 🡪 2Darray

**Program:**

**to print the values in 2D array**

|  |
| --- |
| No. of rows |

For (int i=0; i<a.length;i++) no of columns

{ for (int j= 0; j<a[0].length ;j++)

{

s.o.p(a[i][j]);

}

s.o.p(“\n”);

**to access each loop**

For (int x[] :a) 🡪 x[] reference to array

{ for (int y : x) 🡪 Y takes the element

{

s.o.p(y) }

s.o.p(“\n”);

**Program**:

public class arrayExample {

public static void main(String[] args) {

Int b[][] = {{1,2,3},{2,4,6},{1,3,5}};

For ( int i=0; i<b.length; i++}

{

For ( int j=0; j<b[0].length; j++}

{

s.o.print(b[i][j]+””);

} s.o.pln(“”);

} } }

(OR)

For(int x[]:B)

{

For(int y:x)

{

s.o.print(y);

}

s.o.pln(“”):

} } }

(OR)

**What will happen if I directly print B?**

**s.o.pn(B);**

**Guess the result ?**

**how to access the jagged array 🡪 means of different size**

0 1

|  |
| --- |
| 0 |
| 1 |
| 2 |
|  |

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 1 |  |  |

a

0 0 1 2 3

|  |
| --- |
|  |

|  |  |  |  |
| --- | --- | --- | --- |
| 2 | 4 | 6 | 8 |

0 1 2

|  |  |  |  |
| --- | --- | --- | --- |
| 3 | 5 | 7 | 9 |

Int a[][];

A = new int [3][];

A[0] = new int[2];

A[1]= new int[4];

A[2] = new int[3];

Example:

public class arrayExample {

public static void main(String[] args) {

Int A[][] = new int[3][];

A[0] = new int[5];

A[1]= new int[3];

A[2] = new int[8];

For ( int i=0; i<A.length; i++}

{

For ( int j=0; j<A[i].length; j++}

{

s.o.print(A[i][j]+””);

} s.o.pln(“”);

} } }

(OR)

public class arrayExample {

public static void main(String[] args) {

Int A[][] = new int[3][];

A[0] = new int[5];

A[1]= new int[3];

A[2] = new int[8];

For ( int x[] : A)

{

For ( int Y : x)

{

s.o.print(y +””);

} s.o.pln(“”);

} } }

Program : Addition of 2 arrays and store it in 3rd array.

public class arrayExample {

public static void main(String[] args) {

Int a[][] = {{3,5,9},{7,6,2},{4,3,5}}

Int b[][]= {{1,5,2},{6,8,4},{3,9,7}}

Int c[][]= new int[3][3]

For ( int i = 0; i<a.length; i++)

{

For ( int j=0; j<a[0].length; j++)

{

C[i][j] = a[i][j]+b[i][j];}

}

For ( x[] :c)

{

For ( y : x)

{

s.o.pln(y+””)

} } }}

Methods: **Methods** are **blocks of code that perform a specific task** and are executed when they are **called or invoked**

**In c, C++ - called as functions but in java we call as Method**

Data

Method 1 Method 2 Method 3 Method n

returnType methodName (Parameter list)

{

// body

//

//

}

returnType -> signature of the method / header of the method (In C or C++ 🡪 prototype)

Example: print the max number

class Test

{

static int max( int x, int y) 🡪 defining method / formal parameter

{

If( x > y)

Return x;

Else

Return y;

}

Public static void main (String args[])

{

Int a=10,b=15,c;

C = max(a,b); 🡪 calling method / actual parameter

s.o.pln(c);

}

}

Main method defining method

a b x y

10 15 10 15

X++ 🡪 value will change to 11 only in defining method

Program:

Static method:

public class MethodPractice {

static int max(int x,int y) //static method

{

if(x>y)

return x;

else

return y;

}

public static void main(String[] args) {

int a=10,b=15;

System.out.println(max(a,b)); 🡪 static method

}

}

Non static method:

public class MethodPractice {

int max(int x, inty) // non static method

{ if(x>y)

return x;

else

return y;

}

public static void main(String[] args) {

int a=10,b=15;

//non static method – create object for class then call the method

MethodPractice mp=new MethodPractice();

System.out.println(mp.max(a,b));

}

}

Difference between actual and formal parameter values:

public class MethodInc {

static void inc(int x)

{

X++;

s.o.pl(“formal parmeter value” +x)

}

public static void main(String[] args) {

int a=10;

inc(a)

s.o.pl(“actual parmeter value” +a)

}

}

**Passing object as Parameter:**

public class Test {

static void update(int a[])

{ a[1] = 25;

}

public static void main(String[] args) {

int a[]={2,4,6,8};

update(a);

System.out.println(a[0])

}

}

Array will be modified to {25,4,6,8} since the reference is passed to change the object, the object itself changing ( different from basic data types like int)

Program for object passing as parameter:

public class MethodPractice1 {

static void change(int A[],int index,int value)

{

A[index]=value;

}

static void change2(int x,int value)

{

x=value;

}

public static void main(String[] args) {

int A[]={2,4,6,8,10};

change(A,2,20);

for(int x:A)

{

System.out.println(x);

}

int x=10;

change2(x,20);

System.out.println("Value of "+x); 🡪 value of x remains as 10 because its not an array/ basic primitive data type.

}

}

**Parameter passing in Java**

Content of actual parameter is passed to formal parameter

Example:

1. A passed to X, B passed to Y -🡪 Z passed to C after addition

X Y Z

Int add (int x, inty) 10 15 25

{int z;

Z=x+y;

Return z; }

P.S.V.M(String args[]) A B C

{ int a=10,b=15,c; 10 15 25

C = add(int a,b)

s.o.pln(C);

} }

1. Name & N both methods will point to same **object** because string is object not primitive data type like int

Void welcome(String n) n

{ S.o.pln(“ Welcome to this “+ n);

}

P.S.V.M(String args[]) name

{ String name = “Victor”; Victor

welcome(name);

} }

Program:

Find prime number:

public class primeNumber

{

static boolean isPrime(int n)

{

for(int i=2;i<n/2;i++)

{

if(n%i==0)

return false;

}

return true;

}

public static void main(String[] args)

{

System.out.println(isPrime(19));

//check 91

} }

**Method Overloading :**

Having more than one method which allows to use same name but there should be difference in parameter list or data types.

1. Overlaod method to calculate areas
2. To reverse a int or array

**Program:**

import java.util.Arrays; // For printing arrays

public class SCMethod2 {

// Validate that the name contains only alphabets and spaces

static boolean validate(String name) {

return name.matches("[a-zA-Z\\s]+");

}

// Validate that the age is between 3 and 15

static boolean validate(int age) {

return age >= 3 && age <= 15;

}

// Reverse an integer

static int reverse(int n) {

int rev = 0;

while (n > 0) {

rev = rev \* 10 + n % 10;

n = n / 10;

}

return rev;

}

// Reverse an array

static int[] reverse(int A[]) {

int B[] = new int[A.length];

for (int i = A.length - 1, j = 0; i >= 0; i--, j++) {

B[j] = A[i];

}

return B;

}

// Calculate area of a circle

static double area(double radius) {

return Math.PI \* radius \* radius;

}

// Calculate area of a rectangle

static double area(double length, double breadth) {

return length \* breadth;

}

// Main method

public static void main(String[] args) {

// 1. Validate Name

String name = "John Doe";

System.out.println("Validating name: " + name);

if (validate(name)) {

System.out.println("Name is valid ✅");

} else {

System.out.println("Name is invalid ❌");

}

System.out.println();

// 2. Validate Age

int age = 10;

System.out.println("Validating age: " + age);

if (validate(age)) {

System.out.println("Age is valid ✅");

} else {

System.out.println("Age is invalid ❌");

}

System.out.println();

// 3. Reverse an Integer

int number = 12345;

int reversedNumber = reverse(number);

System.out.println("Original Number: " + number);

System.out.println("Reversed Number: " + reversedNumber);

System.out.println();

// 4. Reverse an Array

int[] originalArray = {1, 2, 3, 4, 5};

int[] reversedArray = reverse(originalArray);

System.out.println("Original Array: " + Arrays.toString(originalArray));

System.out.println("Reversed Array: " + Arrays.toString(reversedArray));

System.out.println();

// 5. Area of Circle

double radius = 7.0;

double circleArea = area(radius);

System.out.println("Area of Circle with radius " + radius + " = " + circleArea);

System.out.println();

// 6. Area of Rectangle

double length = 5.0, breadth = 3.0;

double rectangleArea = area(length, breadth);

System.out.println("Area of Rectangle with length " + length + " and breadth " + breadth + " = " + rectangleArea);

}

}

**Variable Arguments**

Use single method to handle multiple parameters.

Show()

Show(10)

Show(10,20)

Show(10,20,30)

Show(10,20,30,40)

Show(10,20,30,40,…….,n)

Void show(int …x) 🡪 similar to array (int x[]) but not same.

{

For (a:x)

s.o.pln(a);

}

Also,

Void show(int x, int …y)

Show 🡪 not valid, min one parameter is required because of X

Show(10) 🡪 x=10, y will be null

Show(10,20,30) 🡪 x=10, y = 20,30

Practice 1:

Public class varargsTest

{

Static void show(int …A)

{

For(int x : A)

{

s.o.pln(x);

} }

Public static void main(String[] args)

{

Show();

Show(10,20,30);

Show(new int[]{3,5,7,9,11,13,15});

} }

Practice 2:

If method is taking var parameter, that parameter must be last one.

Public class varargsString

{

Static void showList(int start, String …S)

{

For(int i=0; i<S.length; i++)

{

s.o.pln(i+1+”. “+S[i]);

start++;

} }

Public static void main(String[] args)

{

ShowList(1, “abc”, “def”,”ghi”,”klm”, “nop”);

} }

**Program:**

Find the max number using variable arguments:

public class SCMethod3

{

static int max(int ...A)

{

if(A.length==0)return Integer.MIN\_VALUE;

int max=A[0];

for(int i=1;i<A.length;i++)

if(A[i]>max)max=A[i];

return max;

}

public static void main(String[] args)

{

System.out.println(max());

System.out.println(max(10));

System.out.println(max(10,20));

System.out.println(max(10,20,30));

}

}

**Assignment:**

1. Sum of numbers:

static int sum(int ...A)

{

int s=0;

for(int i=0;i<A.length;i++)

s+=A[i];

return s;

}

1. Calculate Discounts

static double discount(double ...P)

{

double sum=0;

for(int i=0;i<P.length;i++)

sum+=P[i];

if(sum<500) return sum\*0.10;

else if(sum>=500 && sum<1000) return sum\*0.15;

else return sum\*0.20;

}

**Command Line Arguments**

Cd\

dir

Cls

Cd Windows

Dir v\*.\* 🡪 this is argument which will return the V related files.

Cd..

C:\MyJava> Notepad

C:\MyJava> Notepad commandTest.java 🡪 click enter 🡪 it will as for to create new one -> create new.

Enter DIR > it will show the .java is created.

Javac commandTest.java

Java commandTest

1. Create program in commadTest.java

Import java.lang.\*;

Class commandTest{

public static void main(String args[])

{ for (String s : args)

{ s.o.pln(s) }}}

* Javac commandTest.java
* Java commandTest hello world how are you 🡪 enter and observe the result.

1. Dfdf

Import java.lang.\*;

Class commandTest{

public static void main(String args[])

{ for (int i=0; i<args.length; i++)

{ s.o.pln(args[i] ) }}}

Homework:

public class MySum {

public static void main(String[] args) {

double s=0;

for(String x:args)

{

if(x.matches("[0-9\\.]+"))

s=s+Double.parseDouble(x);

}

System.out.println("Sum is "+s);

}

}

**Recursion**

Method calling itself is called recursive method

public class Recursion

{

static void fun(int n)

{

if(n>0)

{

fun(n-1);

System.out.println(n);

}

}

public static void main(String[] args)

{

fun(3);

}

}

🡪

fun(n-1);

System.out.println(n);

O/P : 1 2 3

🡪

System.out.println(n);

fun(n-1);

O/P : 3 2 1

**OOPS**

**Principles of OOPS:**

Abstraction – Hiding internal details and showing only required features.

Example : Television

Encapsulation - : that refers to the bundling of data (variables) and the methods (functions) that operate on that data into a single unit

Example: Television, capsule, car

Inheritance: one class can use the features of another class – **resuing**

**Specializion –** part of inheritance, enhancing the feature (Ex: car, iphone)

Polymorphism – means "many forms"

**Generalisation** - part of polymorphism, means grouping the similar terms (Ex: java students, sql students etc, TV, Car)

**Classes & Objects:**

An **object** is an **instance** of a class.

A **class** is like a **blueprint** or **template** for creating objects.

Program:

class Student

{

public int roll;

public String name; Properties

public String course;

public int m1,m2,m3;

public int total()

{ return m1+m2+m3;

}

public float average()

{ return (float)total()/3;

}

public char grade()

{ if(average()>=60)

return 'A';

else

return 'B'; }

public String toString() 🡪 no need to call toString as method, we can access this as object \*

{ return "Roll No:"+roll+"\n"+"Name:"+name+"\n"+"Course:"+course+"\n";

} }

public class StudentTest

{ public static void main(String[] args)

{ Student s=new Student();

s.roll=1;

s.name="John";

s.course="CS";

s.m1=70;

s.m2=80;

s.m3=65;

System.out.println("Total :"+s.total());

System.out.println("Average :"+s.average());

System.out.println("Details:\n "+ s );

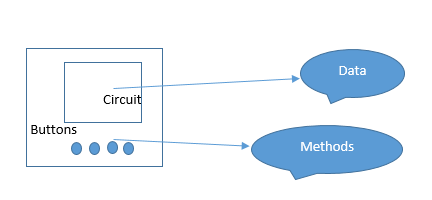
} }

**Data Hiding**

How the data is hidden?

Example:

Television: we operate the TV using the buttons but we do not know the internal operations which are performing. Similarly, methods will access the data but the data is hidden.



Class Rectangle{

Public/private int length;

Public/private int breadth;

Public int area(){

{ return length \* breadth; }

P s v m(String args[])

{

Rectangle r = new Rectangle();

r.length = 10;

r.breadth = 15; } 🡪 this wll work for public (access outside the class, but not for private, can not access outside the class)

so, to overcome this, we can have to use getters(to read) and setters(to write). HOW?

Getters and setters we calls as property methods

**Program:**

class Rectangle

{

private double length;

private double breadth;

public double getLength()

{

return length;

}

public double getBreadth()

{

return breadth;

}

public void setLength(double l)

{

if(l>=0)

length=l;

else

length=0;

}

public void setBreadth(double b)

{

if(b>=0)

breadth=b;

else

breadth=0;

}

public double area()

{

//return length\*breadth;

return getLength()\*getBreadth();

}

public double perimeter()

{

return 2\*(length+breadth);

}

public boolean isSquare()

{

if(length==breadth)

return true;

else

return false;

}

}

public class DataHidingtest {

public static void main(String[] args) {

Rectangle r=new Rectangle();

r.setLength(10.5);//check with negative values.

r.setBreadth(5.5);

System.out.println("Area "+r.area());

System.out.println("Perimeter "+r.perimeter());

System.out.println("Is Square "+r.isSquare());

System.out.println("Length "+r.getLength());

System.out.println("Breadth "+r.getBreadth());

}

}

**Type of Properties:**

1. Read & write – previous program
2. Read – example: rollno, bank accounts
3. Write – example charity account(class1) <🡨 🡪 donor(class2) – very rare case

**Read:**

public class Rectangle {

private double length = 10.0; // Default length value assigned directly

// getLength method

public double getLength() {

return length; }

public static void main(String[] args) {

Rectangle rect = new Rectangle(); // No-argument constructor (implicit)

System.out.println("The length of the rectangle is: " + rect.getLength());

}

}

**Write:**

public class Rectangle {

private double length; // Declare a private variable to store the length

// Method to set the value of length

public void setLength(double len) {

length = len; // Assign the given value to the length variable

System.out.println("Length has been set to: " + length);

}

public static void main(String[] args) {

Rectangle rect = new Rectangle(); // Create a Rectangle object

rect.setLength(12.5); // Set the length using setLength method

}

}

**Constructors**

A constructor **must have the same name as the class**, constructor will not have return type.

**automatically called when an object is created**. It is mainly used to **initialize the object’s state** (assign initial values to instance variables).

Default constructor - Java automatically provides a **default constructor** with **no arguments** and **empty body**

**Example: create the object first, then assign values separately.**

**class Rectangle {**

**int length; int width; }**

**public class Main {**

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

**Rectangle r = new Rectangle();**

**r.length = 10; // setting values manually**

**r.width = 5;**

**System.out.println("Length: " + r.length);**

**System.out.println("Width: " + r.width); } }**

**Parametrized constructor - takes one or more parameters (arguments)** to initialize an object with specific values at the time of its creation.

**Example:** Here, the values 10 and 5 are **passed directly to the constructor** when creating the object.

class Rectangle {

int length; int width;

// Parameterized constructor

Rectangle(int l, int w) {

length = l; width = w; }}

public class Main {

public static void main(String[] args) { // Pass values directly at object creation

Rectangle r = new Rectangle(10, 5);

System.out.println("Length: " + r.length); // 10

System.out.println("Width: " + r.width); // 5 }}

**Why Use Parameterized Constructor?**

1. Cleaner code – No need to set each field manually after object creation.
2. Initialization in one step – Object gets ready-to-use values immediately.
3. Avoids inconsistent state – Ensures required data is provided when the object is created.

**Example: Multiple Objects with Different Data :** Parameterized constructors let you create multiple objects with different initial values easily:

class Student {

String name; int age;

Student(String n, int a) {

name = n; age = a; } }

public class Main {

public static void main(String[] args) {

Student s1 = new Student("Arun", 20);

Student s2 = new Student("Meera", 22);

System.out.println(s1.name + " - " + s1.age); // Arun - 20

System.out.println(s2.name + " - " + s2.age); // Meera - 22

}

}

**Constructor Overloading with Parameters:** You can have multiple constructors with different parameter lists.

class Rectangle {

int length;

int width;

// No-argument constructor

Rectangle() {

length = 0; width = 0;

System.out.println("No-argument constructor called: length = " + length + ", width = " + width); }

// Parameterized constructor

Rectangle(int l, int w) {

length = l; width = w;

System.out.println("Parameterized constructor called: length = " + length + ", width = " + width); }}

public class Main {

public static void main(String[] args) {

Rectangle r1 = new Rectangle(); // calls default constructor

Rectangle r2 = new Rectangle(15, 8); // calls parameterized constructor

// Print final values explicitly

System.out.println("Final values of r1 -> Length: " + r1.length + ", Width: " + r1.width);

System.out.println("Final values of r2 -> Length: " + r2.length + ", Width: " + r2.width); } }

Arrays of Objects:

**Assignment:**

class Subject

{

private String subID;

private String name;

private int maxMarks;

private int marksObtains;

public Subject(String subID,String name,int maxMarks)

{ this.subID=subID; **this** 🡪 It's used to differentiate between instance variables and local variables (parameters) when both have the same name.

this.name=name;

this.maxMarks=maxMarks; }

public String getSubID(){return subID;}

public String getName(){return name;}

public int getMaxMarks(){return maxMarks;}

public int getMarksObtains(){return marksObtains;}

public void setMaxMarks(int mm)

{

maxMarks=mm; }

public void setMarksObtain(int m)

{

marksObtains=m; }

boolean isQualified()

{

return marksObtains>=maxMarks/10\*4; }

public String toString()

{

return"\n SubjectID: "+subID+"\n Name "+name+"\n MarksObtained "+marksObtains; } }

public class SubjectArray {

public static void main(String[] args)

{

Subject subs[]=new Subject[3];

subs[0]=new Subject("s101","DS",100);

subs[1]=new Subject("s102","Algorithms",100);

subs[2]=new Subject("s103","Operating Systems",100);

for(Subject s:subs)

System.out.println(s);

} }

Set value for marksobtained,

public class SCLoops {

public static void main(String[] args) {

Subject subs[] = new Subject[3];

// Create subjects

subs[0] = new Subject("s101", "DS", 100);

subs[1] = new Subject("s102", "Algorithms", 100);

subs[2] = new Subject("s103", "Operating Systems", 100);

// Set marks for each subject

subs[0].setMarksObtain(85); // manually setting marksObtains

subs[1].setMarksObtain(72);

subs[2].setMarksObtain(90);

// Display subject details

for (Subject s : subs) {

System.out.println(s);

System.out.println("Qualified: " + s.isQualified());

System.out.println("------------");

}

}

}

**Inheritance:**

Inheritance: one class can use the features of another class – **resuing**

**Inheriting its properties**

**Generalization** - part of polymorphism, means grouping the similar terms (Ex: java students, sql students etc, TV, Car)

Polymorphism – means "many forms"

Smartphone 🡪 iphone,Samsung,vivo

Vehicle 🡪 car,bike, bus

Students 🡪 java, sql, excel,python

Derivation is from bottom-up

**Specialization –** part of inheritance, enhancing the feature (Ex: car, iphone)

Iphone 🡪 14 🡪15 🡪16 🡪17

Java 🡪 core java 🡪 advanced java

Derivation is from top-down

Interitance is the process of acquiring the features of an existing class into new class

Features -> properties ,method

Example:

Class circle() 🡪 Base class, super class, parent class

{ provate double radius;

Public circle() { radius =0; } 🡪 constructor

Public double area();

Public double perimeter();

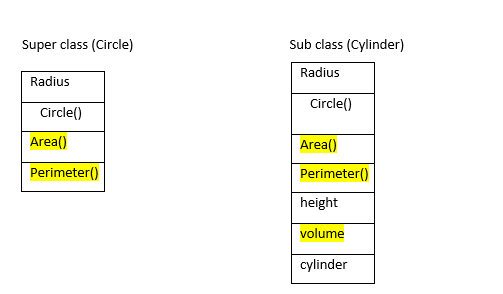
Class cylinder extends circle() { -🡪 derived class, sub class, child class

Private double height;

Public cylinder() ( height = 10.0; }

Public double volume() { }

}



Class Test

{ p.s.v.m ()

{ Circle c1 = new circle();

cylinder c2 = new cylinder(); 🡪 no need to call inheritance methods because by default that will be called.

c1. Area();

c2.are();

c2.volume(); }}

Program 1:

// No constructor – inheritance concept

class Circle

{ public double radius;

public double area() {

return Math.PI \* radius \*radius; }

public double perimeter()

{ return 2\*Math.PI\*radius; }

public double circumference()

{ return perimeter();

} }

class Cylinder extends Circle

{

public double height;

public double volume()

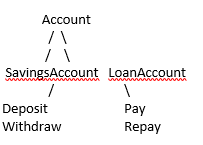
{

return area()\*height;

}

}

Program 2: Example for inheritance 🡪 accounts program



class Account {

private String accNo;

private String name;

private String address;

private String phno;

private String dob;

protected long balance;

public Account(String acc, String n, String add, String phno, String dob) {

accNo = acc;

name = n;

address = add;

this.phno = phno;

this.dob = dob;

balance = 0;

}

public String getAccNo() {

return accNo;

}

public String getName() {

return name;

}

public String getAddress() {

return address;

}

public String getPhno() {

return phno;

}

public String getDOB() {

return dob;

}

public long getBalance() {

return balance;

}

public void setAddress(String add) {

address = add;

}

public void setPhno(String phno) {

this.phno = phno;

}

}

class SavingsAccount extends Account {

public SavingsAccount(String acc, String n, String add, String phno, String dob) {

super(acc, n, add, phno, dob); 🡪 Why super keyword? - in SavingsAccount, you want to **use that constructor** to initialize those fields. Without super(...), Java would try to call a **no-arg constructor** of Account

}

public void deposit(long amt) {

if (amt > 0) {

balance += amt;

System.out.println("Deposited ₹" + amt + " to savings account.");

}

}

public void withdraw(long amt) {

if (amt > 0 && amt <= balance) {

balance -= amt;

System.out.println("Withdrew ₹" + amt + " from savings account.");

} else {

System.out.println("Insufficient balance or invalid amount.");

}

}

}

class LoanAccount extends Account {

public LoanAccount(String acc, String n, String add, String phno, String dob) {

super(acc, n, add, phno, dob);

balance = 100000; // assume loan amount is 1,00,000 by default

}

public void payEMI(long amt) {

if (amt > 0 && amt <= balance) {

balance -= amt;

System.out.println("Paid EMI of ₹" + amt + ". Remaining loan: ₹" + balance);

} else {

System.out.println("Invalid EMI payment.");

}

}

public void repay(long amt) {

if (amt == balance) {

balance = 0;

System.out.println("Loan fully repaid.");

} else {

System.out.println("Repayment amount does not match the remaining balance.");

}

}

}

public class SCInherit {

public static void main(String[] args) {

// Creating Savings Account

SavingsAccount sa = new SavingsAccount("SA1001", "Alice", "Bangalore", "9876543210", "1990-01-01");

sa.deposit(5000);

sa.withdraw(2000);

System.out.println("Savings Balance for " + sa.getName() + ": ₹" + sa.getBalance());

System.out.println();

// Creating Loan Account

LoanAccount la = new LoanAccount("LA2001", "Bob", "Chennai", "9123456780", "1985-05-05");

la.payEMI(20000);

la.repay(80000); // this should repay the rest of the loan

System.out.println("Loan Balance for " + la.getName() + ": ₹" + la.getBalance());

}

}

**Constructors in Inheritance**

Class Parent

{

parent{

s.o.pln (“Parent constructor”); }}

Class Child

{

Child extends Parent{

s.o.pln (“Child constructor”); }}

Class Parent

{

Class Grandchild extends Child

{

Public GrandChild{

s.o.pln (“GrandChild constructor”); }}

public class Inheritconstructor{

{

Grandchild C = new GrandChild(); }}

o/p: Parent Constructor, Child Constructor, GrandChild Constructor.

Why is works like that? 🡪 Example: car, many cars will use the same platform (Base engile,CC,torque etc.., working model can be developed, later it can be transformed to different models – Swift,Swift desire.

**Parameterised Constructors in Inheritance**

class Parent

{

Parent()

{

System.out.println("Non-Param of parent");

}

Parent(int x)

{

System.out.println("Param of parent "+x);

}

}

class Child extends Parent

{

Child()

{

System.out.println("Non-Param of child");

}

Child(int y)

{

System.out.println("Param of child");

}

Child(int x,int y)

{

super(x); 🡪 to initialize the super class method, else parent class method will not be called.

System.out.println("2 param of child :" + x + “, “+y);

}

}

public class SuperConstr {

public static void main(String[] args) {

//Child c=new Child(); 🡺 O/p: Non param of parent,Non Param of child

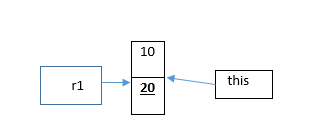
//Child c=new Child(20); 🡺 O/p: Non param of parent, Param of child

Child c=new Child(10,20); 🡺 O/p: param of parent 10, Param of child 20

}

}

**This and super**

**This** 

Class Rectangle{

Int length,breadth;

Rectangle(int length, int breadth){

This.length = length or length = l; if (parameter is (int l, int b))

This.breadth = breadth or breadth = b; if (parameter is (int l, int b)) }

Void display(){

s.o.pln(“length is”+this.length);

s.o.pln(“breadth is”+this. breadth); }}

public class this{ {

p.s.v.m(string args[])

{ Rectangle r1 = new Rectangle(10,20) }}

**Super:** super is reference to the super class

class Rectangle{

int length;

int breadth;

int x=10;

Rectangle(int length,int breadth) {

this.length=length;

this.breadth=breadth;

} }

class Cuboid extends Rectangle {

int height;

int x=20;

Cuboid(int l,int b,int h)

{

super(l,b);

height=h;

}

void display()

{

System.out.println(super.x);

System.out.println(x);

} }

public class ThisSuper

{

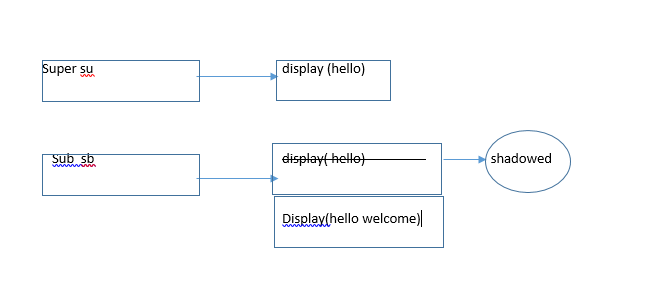
public static void main(String[] args)

{

Cuboid c=new Cuboid(10,5,15);

c.display(); } }

**Method Overriding:**

Redefining the method of super class in subclass.

Example 1:

Class super{

Public void display(){

s.o.pln(“hello”) }

class sub extends super {

Public void display(){

s.o.pln(“hello welcome”) }

**Class Test{**

P.s.v.m(Str ar){

Super su = new super();

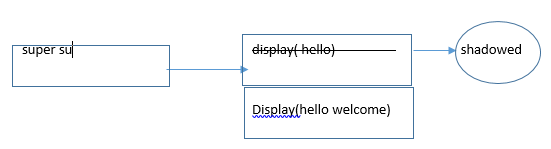
Su.display(); 🡪 hello

Sub sb = new sub();

Sb.display(); 🡪 hello welcome

Example 2:

When a Super class reference holding an object of sub class and overridden method is called Dynamic method dispatch.



Super su = new sub(); 🡨 🡪 not allowed Sub sb = new super();

Su. display(); ? 🡪 hello welcome

Program:

class Car{

public void start(){System.out.println("Car Started");}

public void accelerate(){System.out.println("Car is Accelerated");}

public void changeGear(){System.out.println("Car Gear Changed"); } }

class LuxaryCar extends Car{

public void changeGear(){System.out.println("Automatic Gear");}

public void openRoof(){System.out.println("Sun Roof is Opened"); } }

public class OverridingExample {

public static void main(String[] args) {

LuxaryCar c=new LuxaryCar();

c.start();

c.accelerate();

c.changeGear();

c.openRoof(); } }

**To remember:**

1. Over loading is used for compile time polymorphism
   * because the compiler decides which method to call based on parameter types.
2. Over loading is used for run time polymorphism
   * because the JVM decides which method to call when the program runs.
3. dynamic method dispatch 🡪 super s = new sub()
4. static and final methods cannot override
5. Constructors cannot be overridden.

| **Feature** | **Overloading** | **Overriding** |
| --- | --- | --- |
| Type | Compile-time polymorphism | Runtime polymorphism |
| Location | Same class | Subclass |
| Parameters | Must differ | Must be same |
| Return type | Can differ | Must be same |
| Decided by | Compiler | JVM at runtime |

Program to overload and override:

class Animal {

// Overloaded methods — compile-time polymorphism

void sound() {

System.out.println("Animal makes a sound");

}

void sound(String type) {

System.out.println("Animal sound type: " + type);

}

}

class Dog extends Animal {

// Overriding method — runtime polymorphism

@Override

void sound() {

System.out.println("Dog barks");

}

// Overloaded method (different parameter)

void sound(int times) {

System.out.println("Dog barks " + times + " times");

}

}

public class PolymorphismExample {

public static void main(String[] args) {

Animal a = new Animal();

Animal b = new Dog();

Dog d = new Dog();

System.out.println("--- Overloading (Compile-time) ---");

d.sound(); // Dog barks

d.sound("Loud"); // Animal sound type: Loud (from parent)

d.sound(3); // Dog barks 3 times

System.out.println("\n--- Overriding (Runtime) ---");

a.sound(); // Animal makes a sound

b.sound(); // Dog barks (runtime polymorphism)

}

}

**Abstract Class:**

An **abstract class** in Java is a **class that cannot be instantiated** (you can’t create objects of it) and is declared using the **abstract keyword**.

2 types of classes:

1. Abstract Class: if abstract keyword is used in the class (Ex: abstract Class test {})
2. Concrete class: nothing is used, just starts with the class (Ex: Class test {})

What is the diff?

You cannot create objects for abstract class (not allowed: super s1 = new super())

You can create object for concrete class (allowed : super s1 = new super())

reference can be created in abstract class ( Super s1)

reference can be created in concrete class ( Super s1)

**Abstract class and Abstract Methods:**

**Abstract Class:**

* if class is having one abstract method, then definitely class should be used as abstract class.
* Class can also be used as abstract class without having abstract method as well.

**Abstract Method:**

* abstract method will not have body (no flower brackets, semi colon should be mentioned
* Also called undefined method, concretemethods called as defined methods

Demonstration:

abstract class Super

{

//constructor

public Super() { System.out.println("Super Constructor"); }

// defined method

public void meth1()

{

System.out.println("Meth1 of Super");

}

//abstract method / undefined method

abstract public void meth2();

}

class Sub extends Super

{

@Override

public void meth2()

{

System.out.println("Sub meth2");

}

}

public class AbstractExample

{

public static void main(String[] args)

{

Super s=new Sub();

s.meth1();

s.meth2();

//Also possible

sub sb = new sub();

Super s = sb;

s.meth1()

}

}

Question:

If sub class is inheriting super abstract class, sub class also become abstract sub class ???

**NO** 🡪 sub class will inherit all the abstract super class , also method2 is **overridden** above example.

Example:

1. Hospital
2. KFC

* Abstract classes are used for defining or imposing the standards.
* super class(HOSPITAL) – imposing the standards
* sub class (MY HOSPITAL) – following the standards

1. **Hospital scenario:**

abstract Class hospital

{ 🡪 they don’t have their own hospital, but they give only standards, which can be related that objects cannot be created, but reference(standards here) can be created.

abstract void emergency();

abstract void appointment();

abstract void admit();

abstract void billing(); }

class Myhospital extends hospital {

myhsopital() {

}

void emergency() {}

void appointment() } } }

* as discussed, object cannot be created but reference can be created.
* super class reference can hold the object of sub class

hospital h = new Myhospital()

h.appointment(); 🡪 sub class method will be called.

**Program:**

abstract class Shape

{

abstract public double perimeter();

abstract public double area();

}

class Circle extends Shape

{

double radius;

public double perimeter()

{

return 2\*Math.PI\*radius;

}

public double area()

{

return Math.PI\*radius\*radius;

}

}

class Rectangle extends Shape

{

double length;

double breadth;

public double perimeter()

{

return 2\*(length+breadth);

}

public double area()

{

return length\*breadth;

}

}

public class SCAbstract1

{

public static void main(String[] args)

{

Rectangle r=new Rectangle();

r.length=10;

r.breadth=5;

Shape s=r;

→ This is **upcasting**:  
The reference variable s is of **type Shape**, but it actually **refers to a Rectangle object**.

this is run time polymorphism or dynamic method dispath

System.out.println(s.area());

}

}

Rules:

| **Rule** | **Description** |
| --- | --- |
| 1 | Declared using abstract keyword |
| 2 | Cannot be instantiated (object cannot be created) |
| 3 | Can have abstract and non-abstract methods |
| 4 | If one method is abstract, class must be abstract |
| 5 | Subclass must implement abstract methods else sub class will become abstract |
| 6 | Can have constructors |
| 7 | Can have variables and static methods |
| 8 | Abstract methods cannot be final, static. |
| 9 | Can inherit from another abstract class |