



GIA DINH
UNIVERSITY

Chapter 1

Java Fundamentals

Objectives

- *Java introduction*
- *First program*
- *Variable declaration syntax*
- *Primitive data type*
- *Identification of the operators*
- *Describe decision statements: if ... else ; switch ... case*
- *Explain iterations: for, while, do...while*

Java Introduction

HISTORY

- 1991: Sun MicroSystem developed to create embedded software
- 1996: first release of Java
- Java:
 - Programming language
 - Development environment
 - Deployment environment

Java application

- Desktop application
 - Java application (standalone)
 - Applet
- Server application:
 - JSP
 - Servlets
- Mobile application

First Program

FIRST PROGRAM

```
package firstPackage;
```

```
class FirstClass {  
    public static void main(String[] args) {  
        System.out.println("This is the first class!");  
    }  
}
```

Installation





Eclipse IDE for Java Developers

The essential tools for any Java developer, including a Java IDE, a Git client, XML Editor, Maven and Gradle integration



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Tools for developers working with Java and web applications, including a Java IDE, tools for JavaScript, TypeScript, JavaServer Pages, JSP, Yarn, Markdown, Web...



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IDE for C/C++ developers.



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Java 17+ VM

[ps://download.eclipse.org/justice/eclipse/updates/releases/latest](https://download.eclipse.org/justice/eclipse/updates/releases/latest) ▼



Installation Folder

C:\Users\6500\clip\02-03



☐ create start menu entry

☐ create desktop shortcut

INSTALL

[← BACK](#)



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Java 17+ VM

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Installation Folder

C:\Users\joshua\OneDrive\Desktop\workspace

create start menu entry

create desktop shortcut



INSTALLING

✗ Cancel Installation

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Java 17+ VM

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Installation Folder

C:\Users\6500\clip\02\03

create start menu entry

create desktop shortcut

▶ LAUNCH

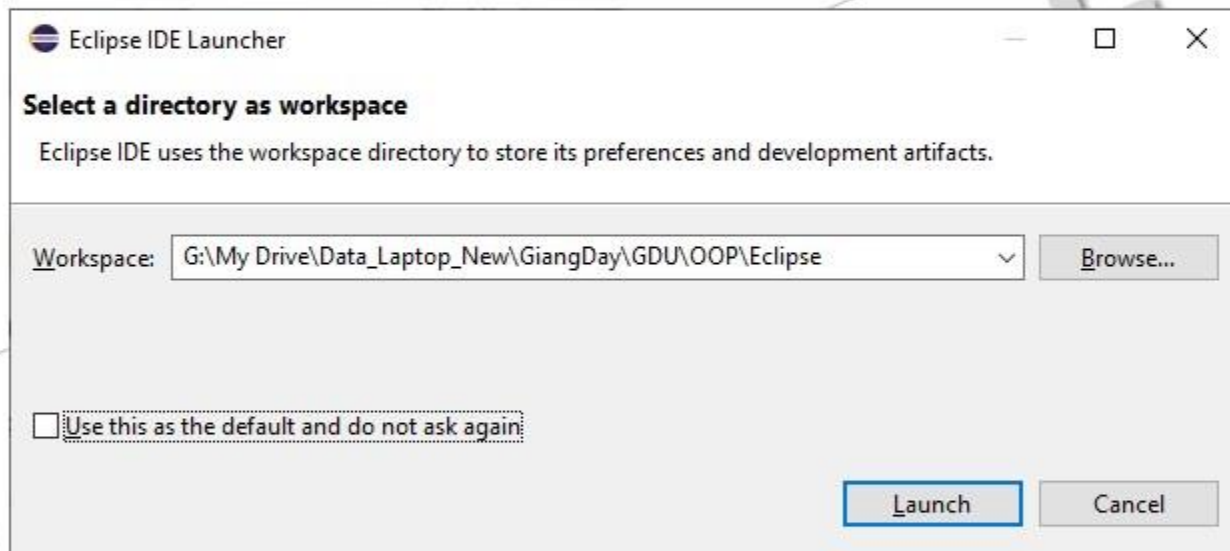
show readme file

open in system explorer

keep installer

◀ BACK





Eclipse - FirstProject/src/FirstPackage/FirstClass.java - Eclipse IDE

File Edit Source Refactor Navigate Search Project Run Window Help

Welcome X

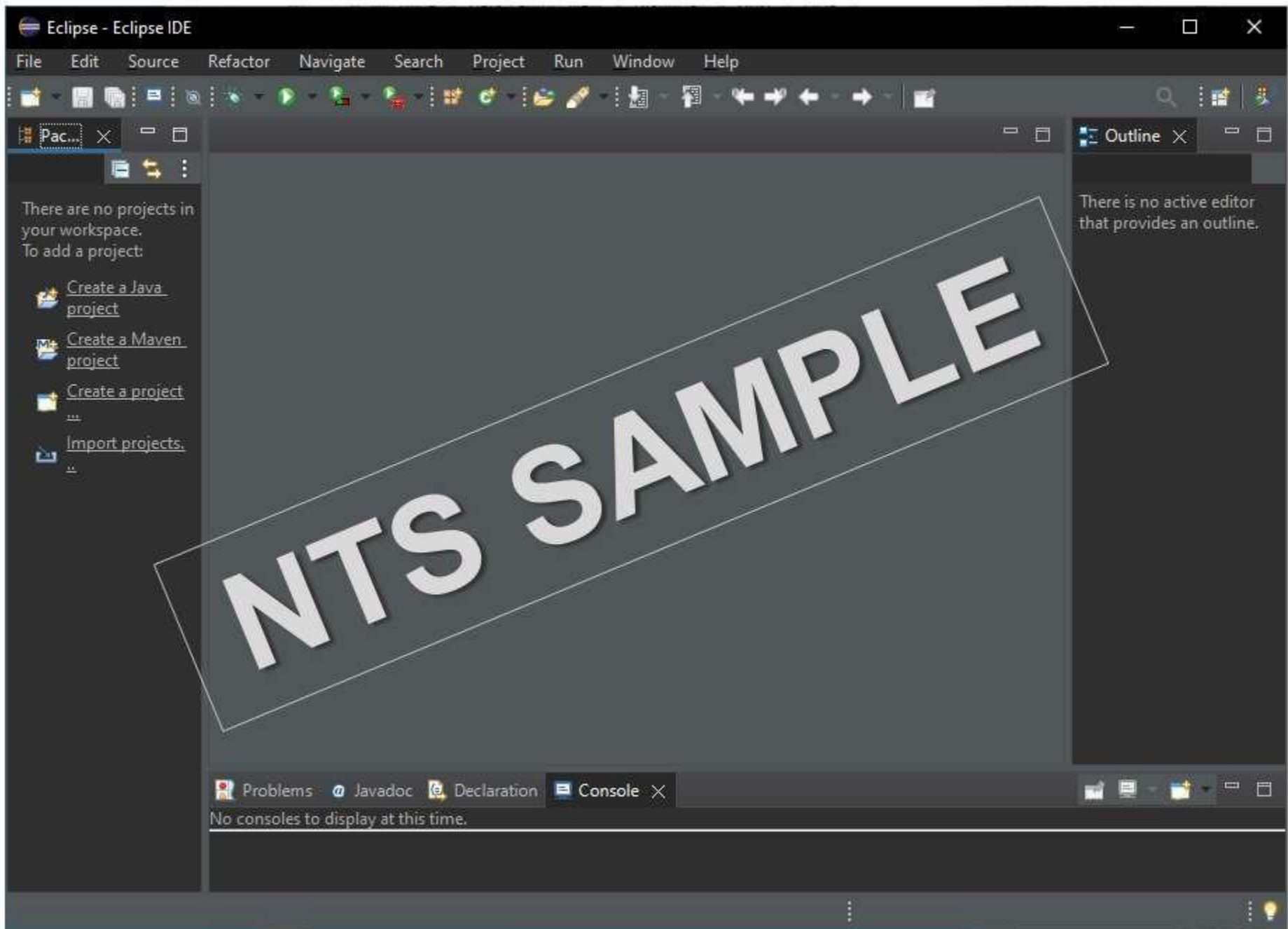
Restore Welcome

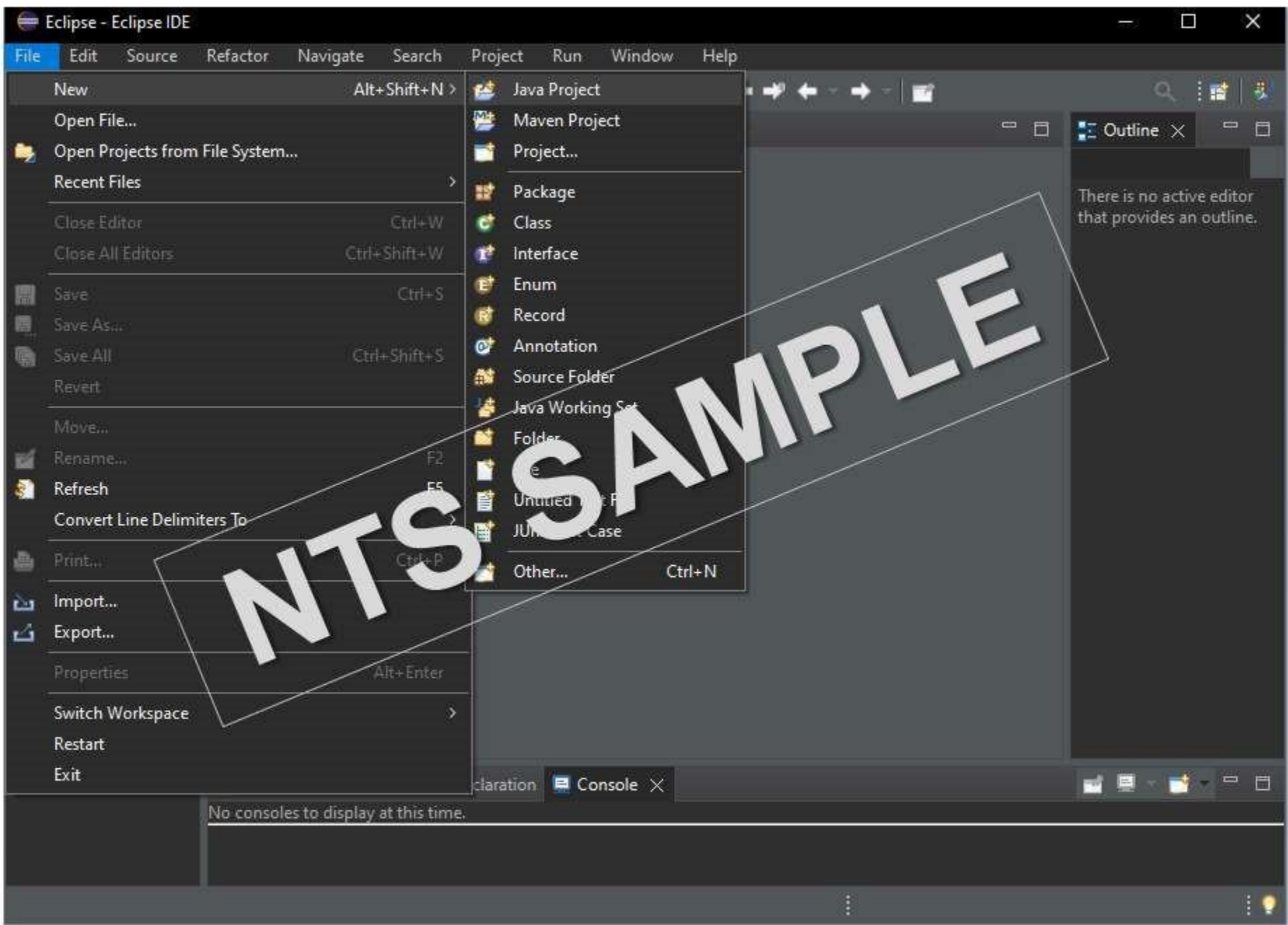
Create a Hello World application

- ✓ Introduction
 - This cheat sheet shows you how to create the famous "Hello World" application and try it out. You will create a Java project and a Java class that will print "Hello world!" in the console when run.
 - If you need help at any step, click the (?) to the right. Let's get started!
 - Click to Restart
- ✓ ▶ Open the Java perspective
- ✓ ▶ Create a Java project
- ✓ ▼ Create your HelloWorld class
 - The next step is to create a new class. In the main toolbar again, click on the **New Java Class** button (or the link below). If not already specified, select **HelloWorld/src** as the source folder. Enter **HelloWorld** for the class name, select the checkbox to create the **main()** method, then click **Finish**.
 - The Java editor will automatically open showing your new class.
 - Click to redo
 - Click when complete
- ✓ ▼ Add a print statement
 - Now that you have your HelloWorld class, in the **main()** method, add the following statement:

```
System.out.println("Hello world!");
```

 - Then **save** your changes; the class will automatically compile upon saving.
 - Click when complete
- ✓ ▶ Run your Java application





New Java Project

Create a Java Project

Create a Java project in the workspace or in an external location.

Project name:

☒ Use default location

Location: [Browse...](#)

JRE

☒ Use an execution environment JRE:

☐ Use a project specific JRE:

☐ Use default JRE (currently 'jre1.8.0_233') [Configure JREs...](#)

Project layout

☐ Use project folder as root for sources and class files

☒ Create separate folders for sources and class files [Configure default...](#)

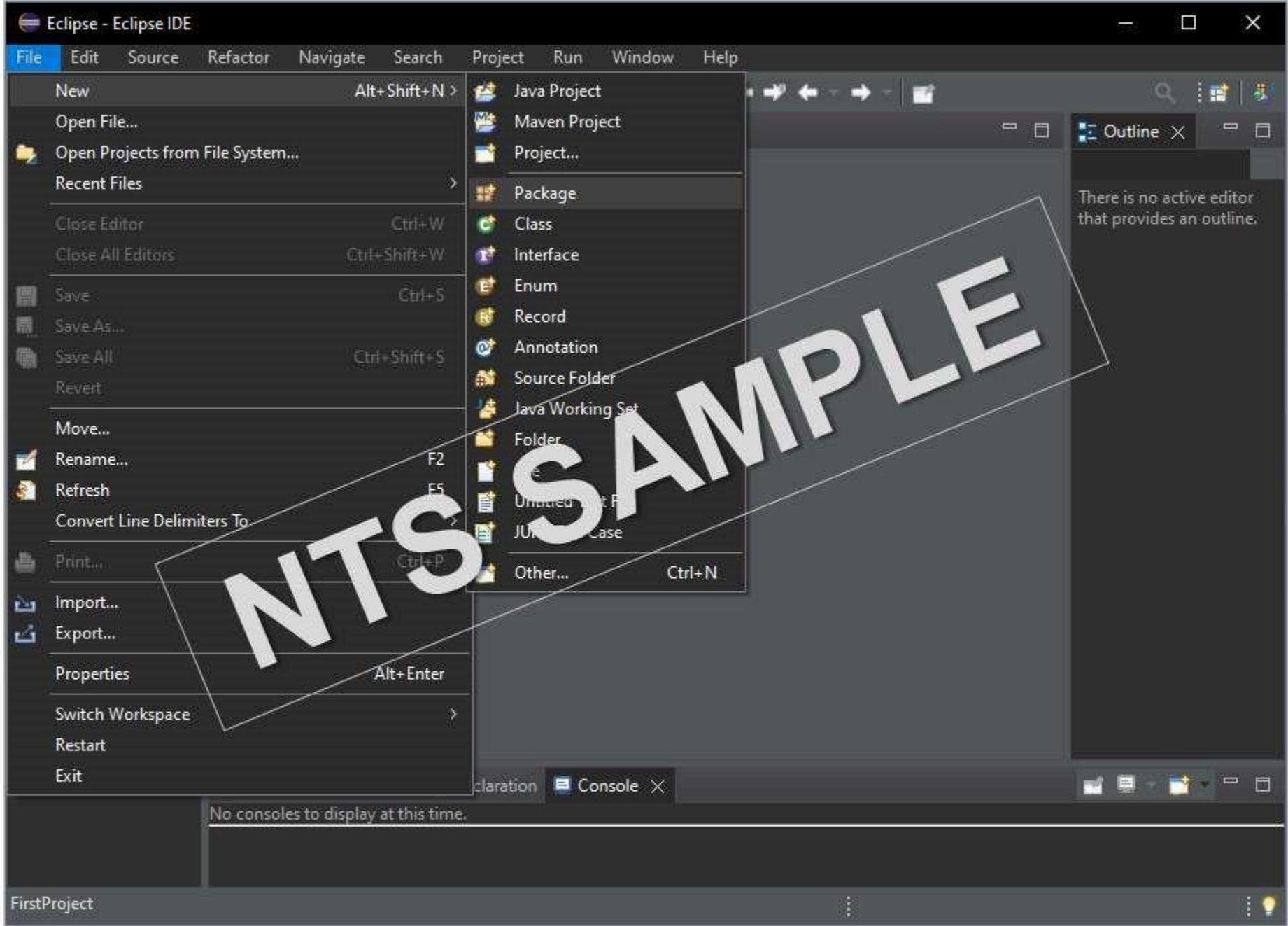
Working sets

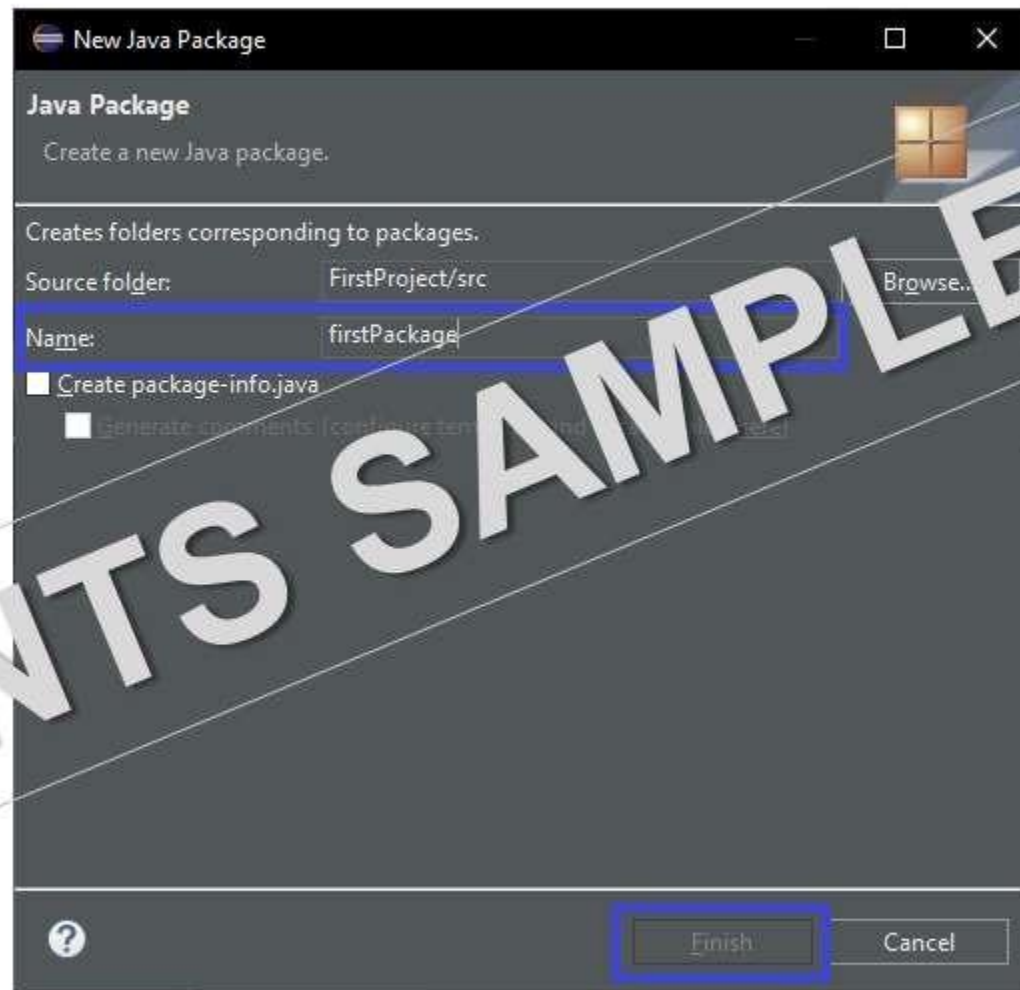
☒ Add project to working sets [New...](#)

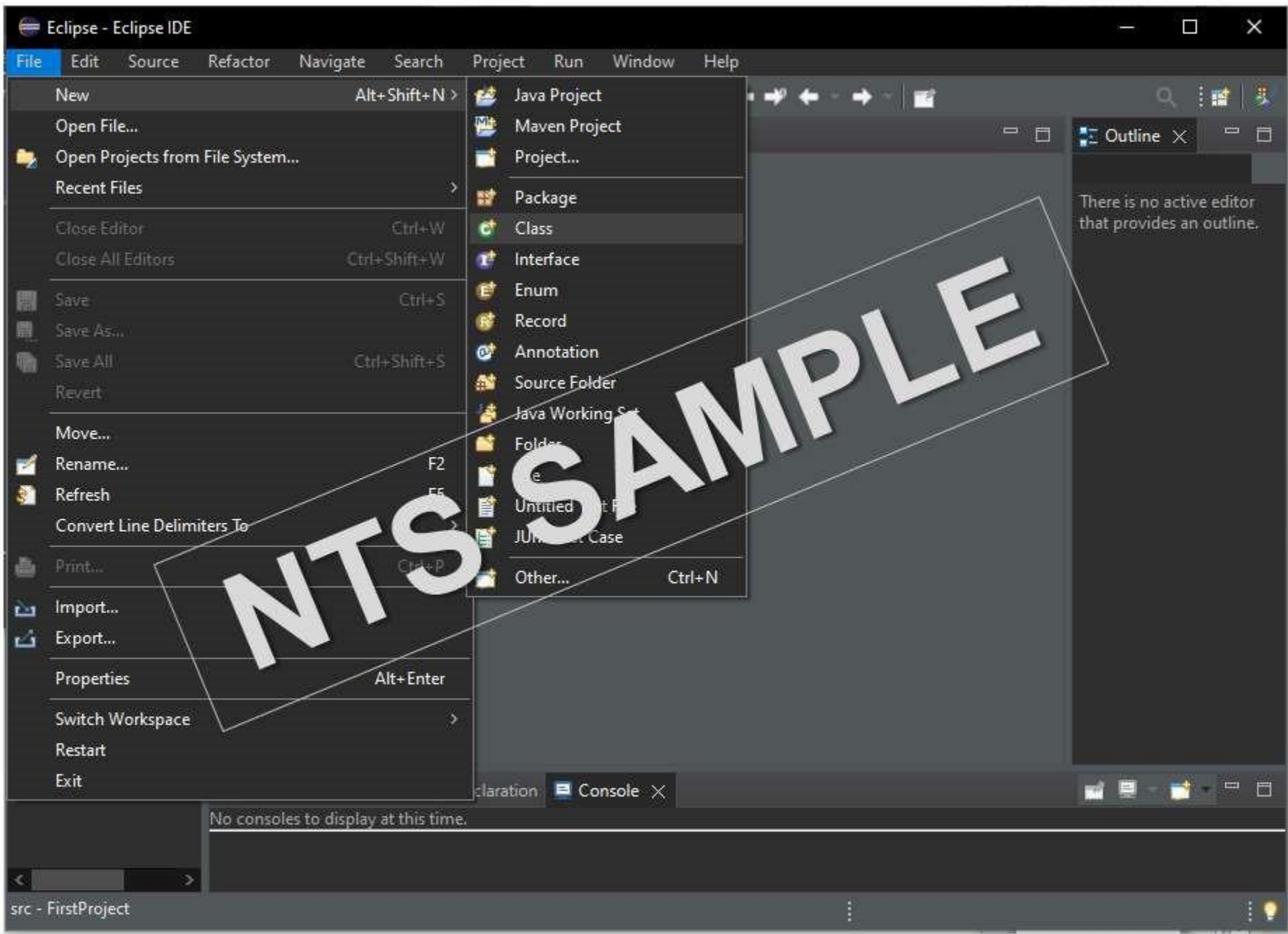
Working sets: [Select...](#)

i The default compiler compliance level for the current workspace is 1.8. The new project will use a project specific compiler compliance level of 1.7.

[? < Back](#) [Next >](#) **Finish** [Cancel](#)







New Java Class

Java Class

⚠ This package name is discouraged. By convention, package names usually start with a lowercase letter

Source folder: FirstProject/src Browse...

Package: FirstPackage Browse...

Enclosing type: Browse...

Name: FirstClass

Modifiers:

☒ public ☐ package ☐ private

☐ abstract ☐ final ☐ static

☐ none ☐ sealed ☐ final

Superclass: java.lang.Object Browse...

Interfaces: Add... Remove

Method stubs would you like to create?

☒ public static void main(String[] args)

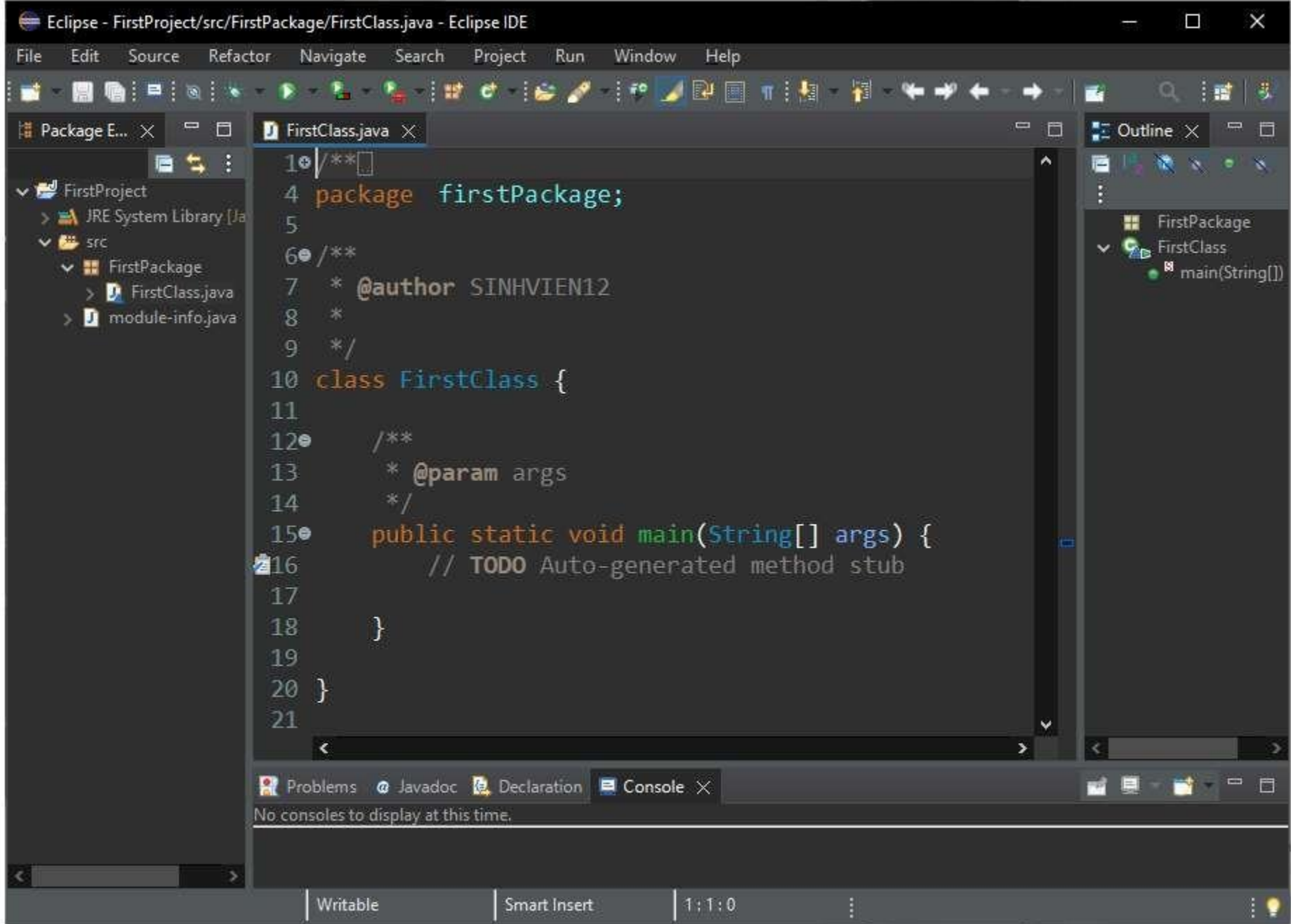
☐ Constructors from superclass

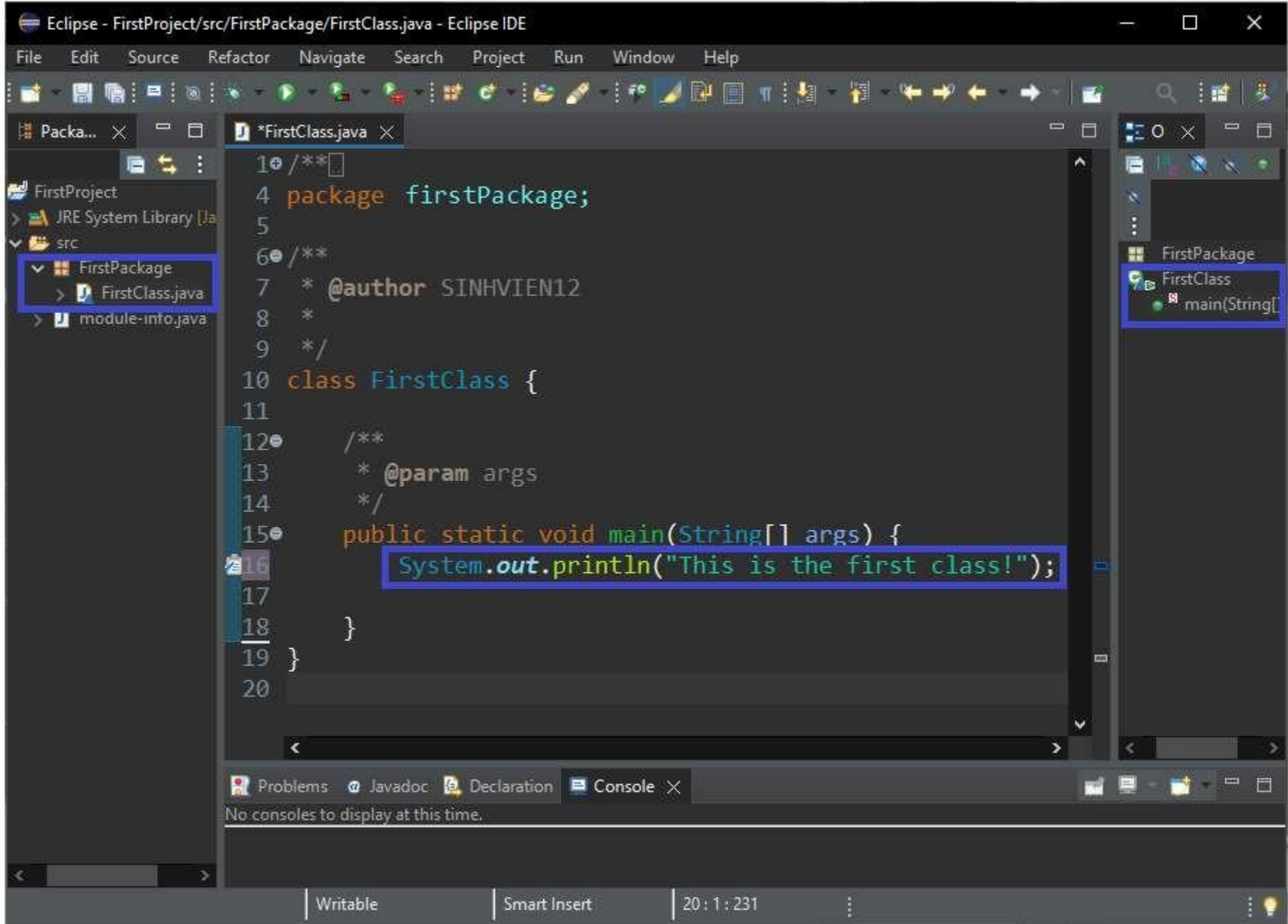
☒ Inherited abstract methods

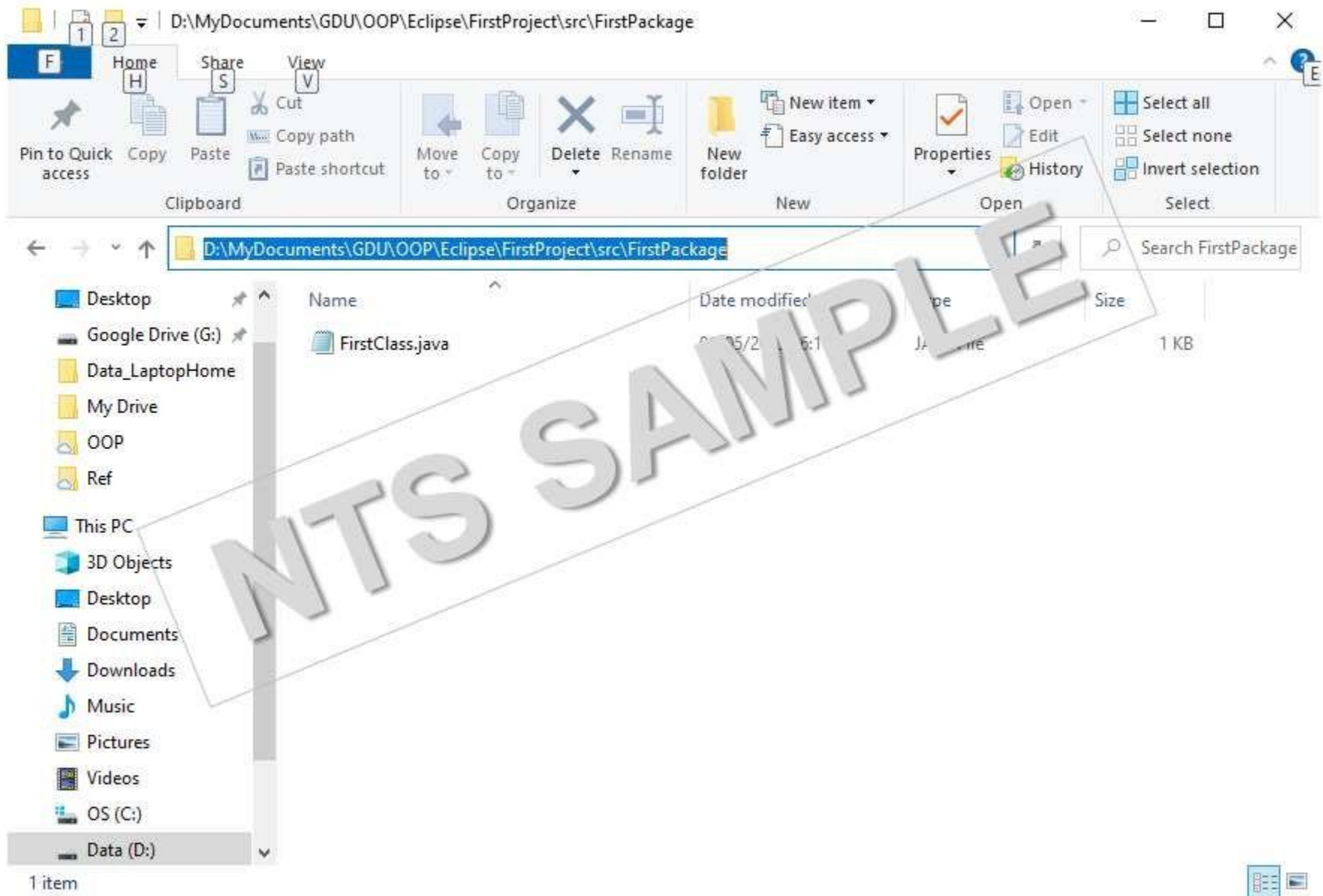
Do you want to add comments? (Configure templates and default value [here](#))

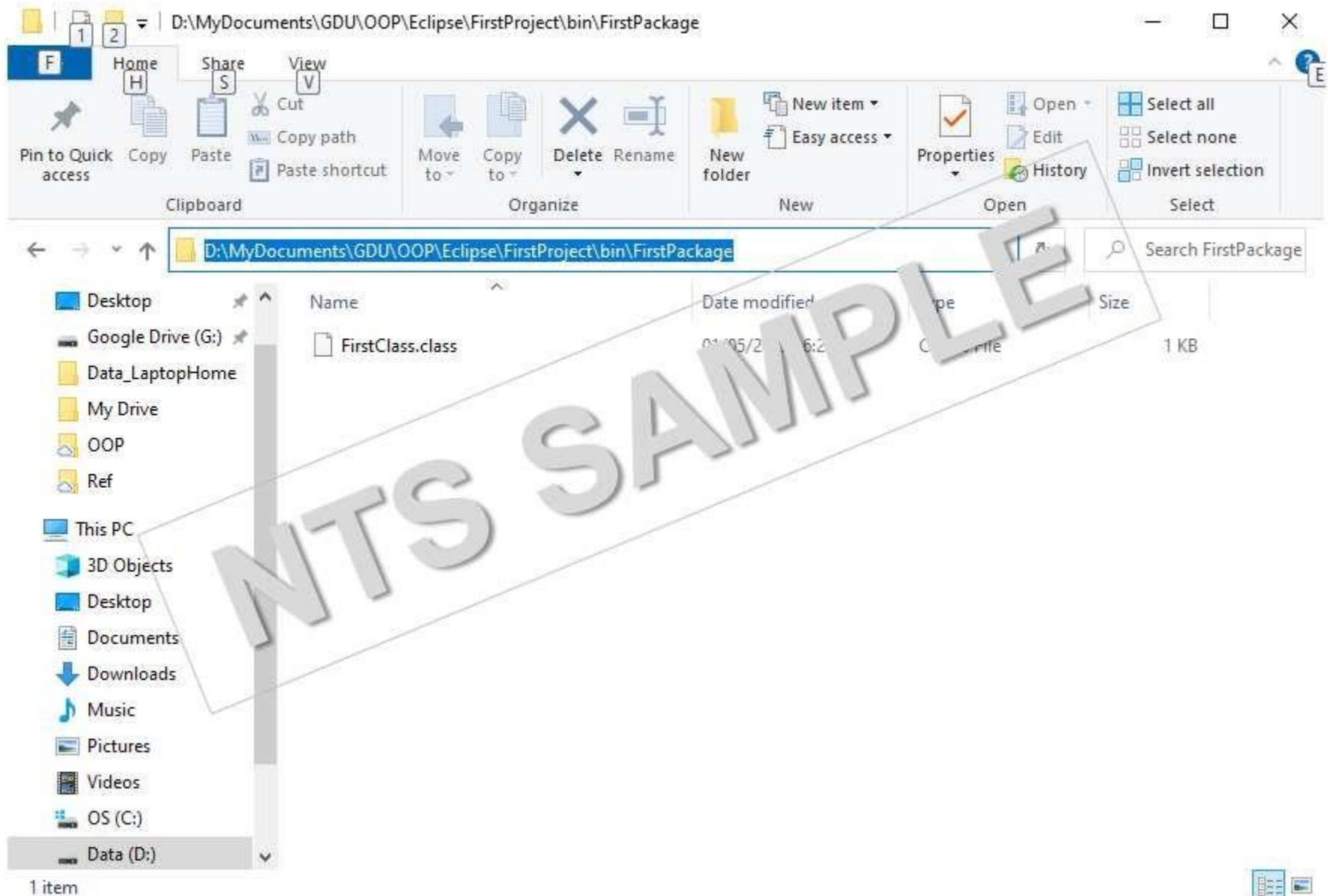
☒ Generate comments

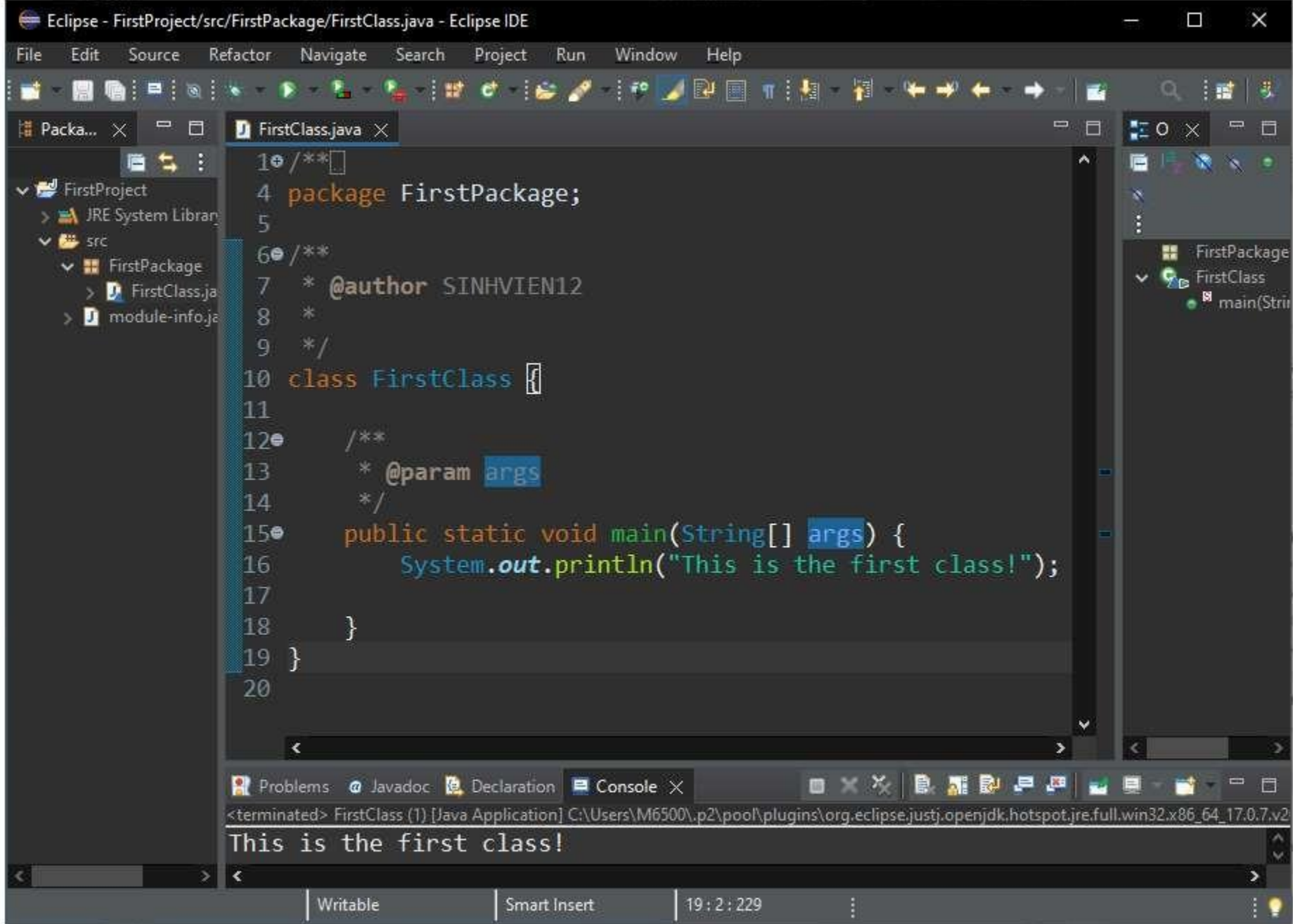
Finish Cancel











Variables and Operators

VARIABLES

- Syntax: **datatype** variable_name;
- Ex: int a,b,c;
- Declaring literal: initialize value
 - int a=14, b=0x14, c=014;
 - float a=4, b=4.5F, c=4.0000045f
 - double a=4.45, d=45E-2, e=45e+2;
 - boolean a=true, b=false; //a=1 → error
 - char a='c', b='\$', c='_', d=' '; //a='kl' → error
 - final double Pi=3.14; //final: constant
 - **null** → special keyword

Data type

- Primitive: Like C++
- Reference

NTS SAMPLE

Data type: Primitive

Data type	Type	Storage	Example
Integer	byte	1 byte	byte b=127; // -128 ÷ 127
	short	2 bytes	short b=32,767; // -32,768 ÷ 32,767
	int	4 bytes	int i=2,147,483,647;
	long	8 bytes	long l=9,223,372,036,854,775,807;
Floating point	float	4 bytes	float a =3.14f; // $\pm 3.4 \times 10^{38}$
	double	8 bytes	double d=123e-4; // $\pm 1.79 \times 10^{308}$
Character	char		char a='c';
Boolean	boolean		boolean a=true;

➤ **Note:**

System.**out**.println(2.0-1.1); //0.89999999999999999999

Data type: Reference

- Reference data type:
 - Object
 - Array
- Reference data type is an address of an object or an array
- Ex:

```
byte i;  
byte [] a = new byte [10];  
for(i=0;i<10;i++)  
    a[i]=i;
```

```
System.out.print("Array a[]: ");  
for(i=0;i<10;i++)  
    System.out.print(" " + a[i]);
```

Array - String

- Ex: `short [][] b = new short[10][10]`
- `String st1 = new String("This is a string");`
- `String st2 = new String();`
`st2 = "This is a string, too";`
- Methods:
 - `int length()`: to find the length of string
 - `char charAt(index)`: to get the character value at the specified index
 - `concat()`, `compareTo()`, `replace()`, `substring()`, `trim()`...
- `String [] st = new String[2];`
`st[0] = "Duong Dong Nam";`
`st[1] = "Vo Ngan Quynh";`
`for(String s:st)`
`System.out.println(s);`

Formatted output

- Function ≠ Method
- Method output
 - **print()**. Ex: `System.out.print("Hello world");`
 - **println()**. Ex: `System.out.println("Hello world");`
 - **format()**. Ex: `System.out.format("%d", soNguyen);`
- Ex: See next page...

Example

```
public static void main(String[] args) {  
    int a=5;  
    System.out.println("Value: "+a);  
    System.out.format("Value: %d", a);  
    System.out.format("\nValue: %d", -a);  
    System.out.format("\nValue: %1.2f", 14.126);  
}
```

Results:

```
Value: 5  
Value: 5  
Value: -5  
Value: 14.13
```

Operator

➤ Basic operator: like C++

- Arithmetic Operator: + - * / %
- Relational Operator: == != <= >= < >
- Logical Operator: ! && ||
- Bitwise Operator: ~ (not), & (and), | (or), ^ (xor)
- Increment / Decrement: ++ --

Operator

➤ Special operator:

- Left shift operator: multiply by 2
 - + Symbol: <<
 - + Ex: `int a=3,b=a<<2; // b=12`
- Right shift operator: divide by 2
 - + Symbol: >>
 - + Ex: `int a=36,b=a>>3; // b=4`
- Ex: See next page

Example

```
public static void main(String[] args) {  
    byte a,b;  
    a=4<<2;  
    b=9>>2;  
  
    System.out.println(" Left shift 2 bits: "+a);  
    System.out.println(" Right shift 2 bits: "+b);  
}
```

Operator precedence

- Like C++
- Ex: $a+b*c-d/3.2+2*e$

NTS SAMPLE

Type casting

➤ Implicit: automatic conversion

- Ex:

```
int a=3;
```

```
float b;
```

```
b=a;
```

➤ Explicit:

```
public static void main(String[] args) {  
    float a,b,c;  
    a= 3/2;  
    b=(float) 3/2;  
    c=(float) (3/2);  
    System.out.println("3/2= "+a);  
    System.out.println("(float)3/2= "+b);  
    System.out.println("(float)(3/2)= "+c);  
}
```

Decision Marking And Iterations

if-else

```
public static void main(String[] args) {  
    int a;  
    a=11;  
    if (a%2==0)  
        System.out.println(a + " is an even number");  
    else  
        System.out.println(a + " is an odd number");  
}
```

switch - case

```
public static void main(String[] args) {  
    int a=4;  
    switch (a){  
        case 2:  
            System.out.println("Monday");  
            break;  
        case 3:  
            System.out.println("Tuesday");  
            break;  
        case 4:  
            System.out.println("Wednesday");  
            break;
```

```
        case 5:  
            System.out.println("Thursday");  
            break;  
        case 6:  
            System.out.println("Friday");  
            break;  
        case 7:  
            System.out.println("Saturday");  
            break;  
        case 8:  
            System.out.println("Sunday");  
            break;  
        default:  
            System.out.println("That's not weekday");  
    }  
}
```

for loop

```
public static void main(String[] args) {  
    int n=10,S;  
    S=0;  
    for(byte i=1;i<=n;i++)  
        S+=i;  
    System.out.print("Sum: "+S);  
}
```

while loop

```
public static void main(String[] args) {  
    int n=10,S,i;  
    S=0;  
    i=2;  
    while (i<=n){  
        if(i%2==0)  
            S+=i;  
        i+=2;  
    }  
    System.out.print("Sum: "+S);  
}
```


do ... while loop

```
package FirstPackage;
import java.util.*;
public class Example_doWhile {
    public static void main(String[] args) {
        Scanner input= new Scanner(System.in);
        int n;
        do {
            System.out.print("Input a positive integer n: ");
            n=input.nextInt();
        } while (n<=0);
        System.out.println("n = "+n);
    }
}
```

Jump statement: break

```
public static void main(String[] args) {  
    byte n=10,S=0;  
    for(byte i=1;i<=n;i++){  
        if (i==5)  
            break;  
        S+=i;  
    }  
    System.out.print("Sum: "+S);  
}
```

Jump statement: continue

```
public static void main(String[] args) {  
    byte n=10,S=0,i;  
    for(i=1;i<=n;i++){  
        if (i%2==0)  
            continue;  
        S+=i;  
    }  
    System.out.print("Sum: "+S);  
}
```

Label statement: break

```
public static void main(String[] args) {  
    byte i,j;  
  
    exitLoop:  
        for(i=0;i<=2;i++)  
            for(j=0;j<=3;j++){  
                if (j==1)  
                    break exitLoop;  
                System.out.println("Inner loop i="+i+" j="+j);  
            }  
        System.out.print("Extern loop");  
}
```

Results:

Inner loop i=0 j=0
Extern loop

Label statement: continue

```
public static void main(String[] args) {  
    byte i,j;  
  
    continueLoop:  
        for(i=0;i<=2;i++)  
            for(j=0;j<=3;j++){  
                if (j==1)  
                    continue continueLoop;  
                System.out.println("Inner loop i="+i+" j="+j);  
            }  
        System.out.print("Extern loop");  
}
```

Results:

```
Inner loop i=0 j=0  
Inner loop i=1 j=0  
Inner loop i=2 j=0  
Extern loop
```

Review

- Java introduction
- First program
- Variable declaration syntax
- Primitive data type
- Identification of the operators
- Describe decision statements: if ... else ; switch ... case
- Explain iterations: for, while, do...while

Q&A