

Hand written core Java Notes (Part- 2/2)

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* Exception Handling :-

The basic aim of exception handling is to build robust (strong) applications.

In any programming language, if we write any program then we get some errors.

In SW development errors are classified into 3 types they are,

- ① Compile time errors.
- ② Logical errors.
- ③ Runtime errors.

Compile time errors are those which are occurring at compile time due to syntaces are not followed

Compile time errors will be solved by the programmer at development / production level.

Logical errors are those which are occurring at execution / Runtime because of misinterpretation of logic

Logical errors always gives wrong output or inconsistent result and it will be solved by programmer

Runtime errors are those which are occurring at runtime due to invalid input entered by

application users. In other words runtime errors will occur during implementation level provided application user enters wrong input.

The languages like C, CPP, Pascal, COBOL, etc & whose app's are treated as weak. because these languages does not contains a facility called exception handling.

The languages / Technologies like Java & .Net and their app's are treated as robust bcoz these languages contains exception handling facility.

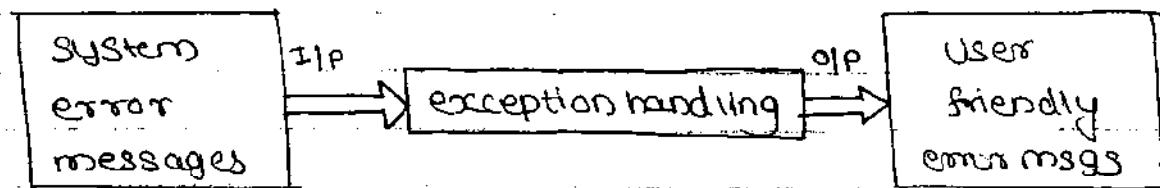
* Points to be Remembered.

- ① When the app's user enters invalid input, we get runtime errors.
- ② Runtime errors always generates system/technical error messages.
- ③ Runtime error of java program is known as Exception
- ④ Exceptions always generates system/technical error messages (invalid inputs always causes exceptions)
- * ⑤ Whenever an exception occurs in the Java program, prg execution is abnormally terminated CPU control comes out of prg flow & JVM generates system error messages.

In the SW development generating system error messages are not recommended but industry is always recommended to generate userfriendly error messages.

Definition of Exception Handling :-

The process of converting system error msgs into user friendly error messages is known as exception handling.



" Each and every action| task | operation must be performed wrt object in exception handling"

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We know that whenever an exception occurs in the Java program, program execution is abnormally terminated, CPU pre control comes out of the programs flow & JVM generates system error message. Generating system error messages is an action/ performance & it can be performed wrt an object. Programmatically generating system error msg requires object creation. And to create an object we require a class this class is known as exception class. Hence JVM will create an object of ^{appropriate} exception and generates system error message provided approp user enters Ioward input.

If this exception class is developed by SUN ms developers then it is known as predefined exception. If the exception class is developed by java programmer then it is called user defined exception.

Based on the development of exceptions exceptions are classified into two types they are ① predefined (Built-in exceptions)
② user | programmer | predefined | built-in exceptions

Predefined exceptions are those which are developed by SUN ms & supplied as a part of Java SWC (JDK) & they always deals with universal problems.

Some of the universal problems are,

- ① Division by zero problems.
- ② Invalid number formats.
- ③ Invalid bounds of the array, etc

Userdefined exceptions are those which are developed by java programmer & supplied as a part of their project & they always used for dealing with common problems.

Some of the common problems are

- ④ Trying to enter negative salary for an employee.
- ⑤ Trying to deposit invalid amount in the balance of account.

Trying to enter invalid numbers of password characters.

Trying to enter Invalid username & password in the logging pages, etc

* Types of predefined Exceptions :-

Predefined exceptions are classified into two types they are,

- ① Asynchronous exceptions.
- ② Synchronous exceptions.

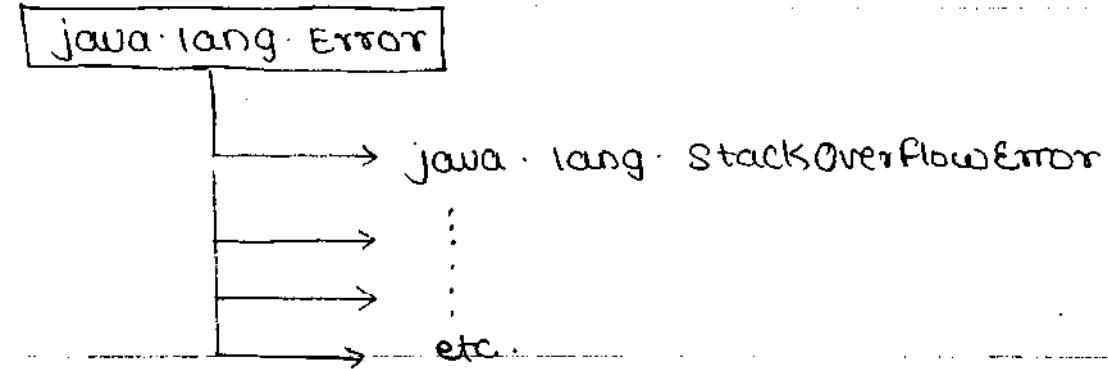
① Asynchronous exceptions :-

These exceptions always deals with Hardware problems and external problems.

- | | |
|--|----------------|
| e.g: a) mouse keyboard motherboard failure | } H/w problems |
| b) memory problems | |
| c) power failure | |

As on today SUN ms developers has completely not developed API for asynchronous exceptions i.e., partially developed. Hence as on today industry is not using asynchronous exceptions.

To deal with all types of asynchronous exceptions we have a predefined class called `java.lang.Error` in other words `java.lang.Error` is the super class for all asynchronous exceptions.



② Synchronous Exceptions:-

These exceptions deals with programmatic runtime errors.

Synchronous exceptions are classified into two types. They are,

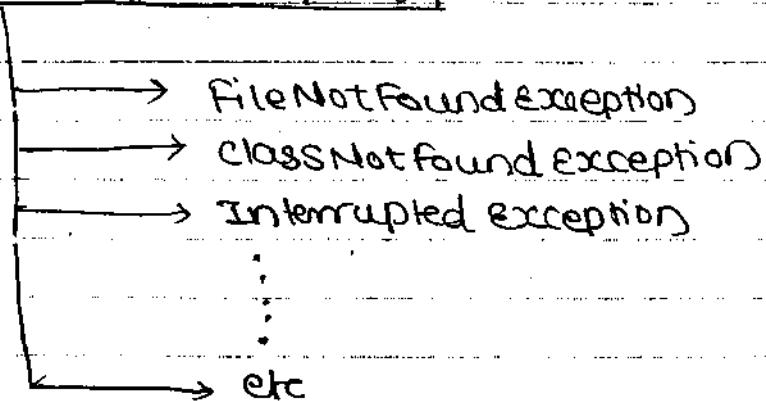
- ① Checked exceptions.
- ② Unchecked exceptions.

① Checked Exceptions:-

Checked exceptions are those which are the direct subclasses of `java.lang.Exception` ~~and~~(OR)

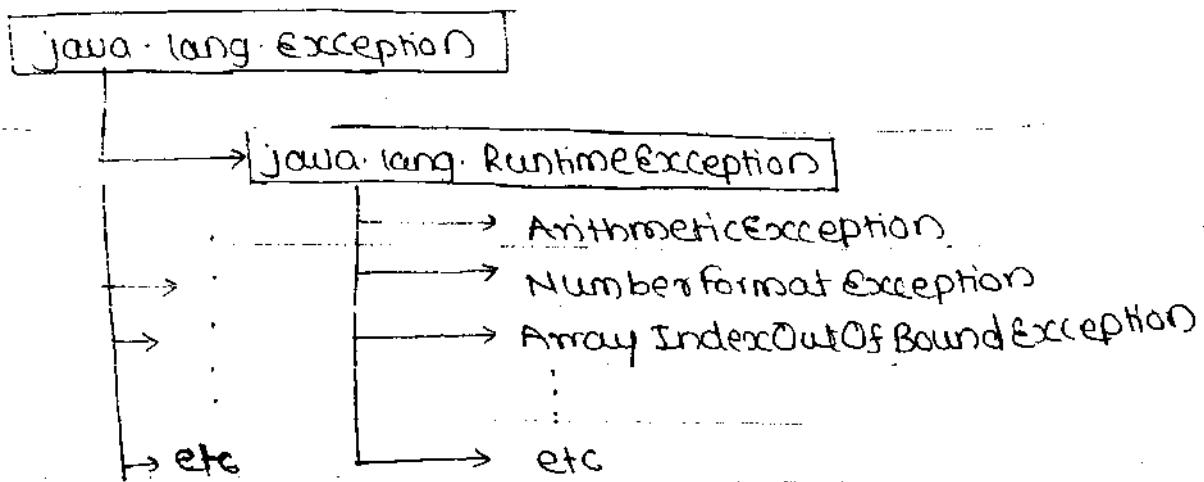
The exceptions which are occurring at runtime will be showing them ~~at~~^{errors in} compiletime are known as that is compile time regarding exceptions.

`java.lang.Exception`



⑥ Unchecked exceptions:-

Unchecked exceptions are those which are the direct subclasses of `java.lang.RuntimeException`



Q. What are the three main classes used for dealing with all types of exception?

① `java.lang.Error` is used for dealing with all asynchronous exceptions.

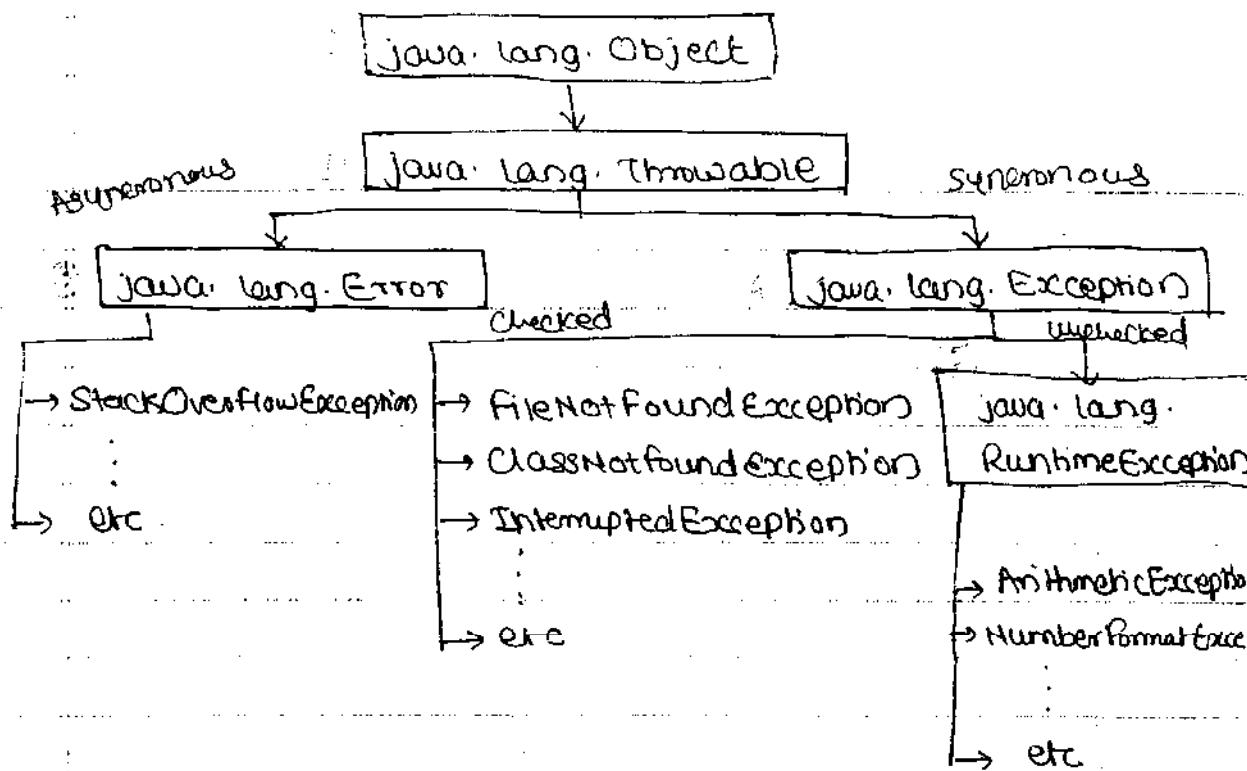
② `java.lang.Exception` is used for dealing with synchronous checked exceptions.

③ `java.lang.RuntimeException` is used for dealing with synchronous unchecked exceptions.

* Exception Handling Hierarchy chart:-

Hierarchy Charts always makes us to understand how the flow of features inherited from topmost base class to intermediate base classes and from intermediate base classes to bottommost derived classes.

- Q. The following diagram gives Hierarchy of classes where flow of features are inherited.



- 1 In the above hierarchy chart java.lang.Object is the super class for all the classes in java & it provides garbage collection facility to its subclasses for collecting unused memory space.
- 2 java.lang.throwable is the super class for all the exceptions in java. and it is used for deciding which types of exceptions occurs in the Java program (either Synchronous or Asynchronous)
- 3 java.lang.Error is the super class for all the asynchronous exceptions.

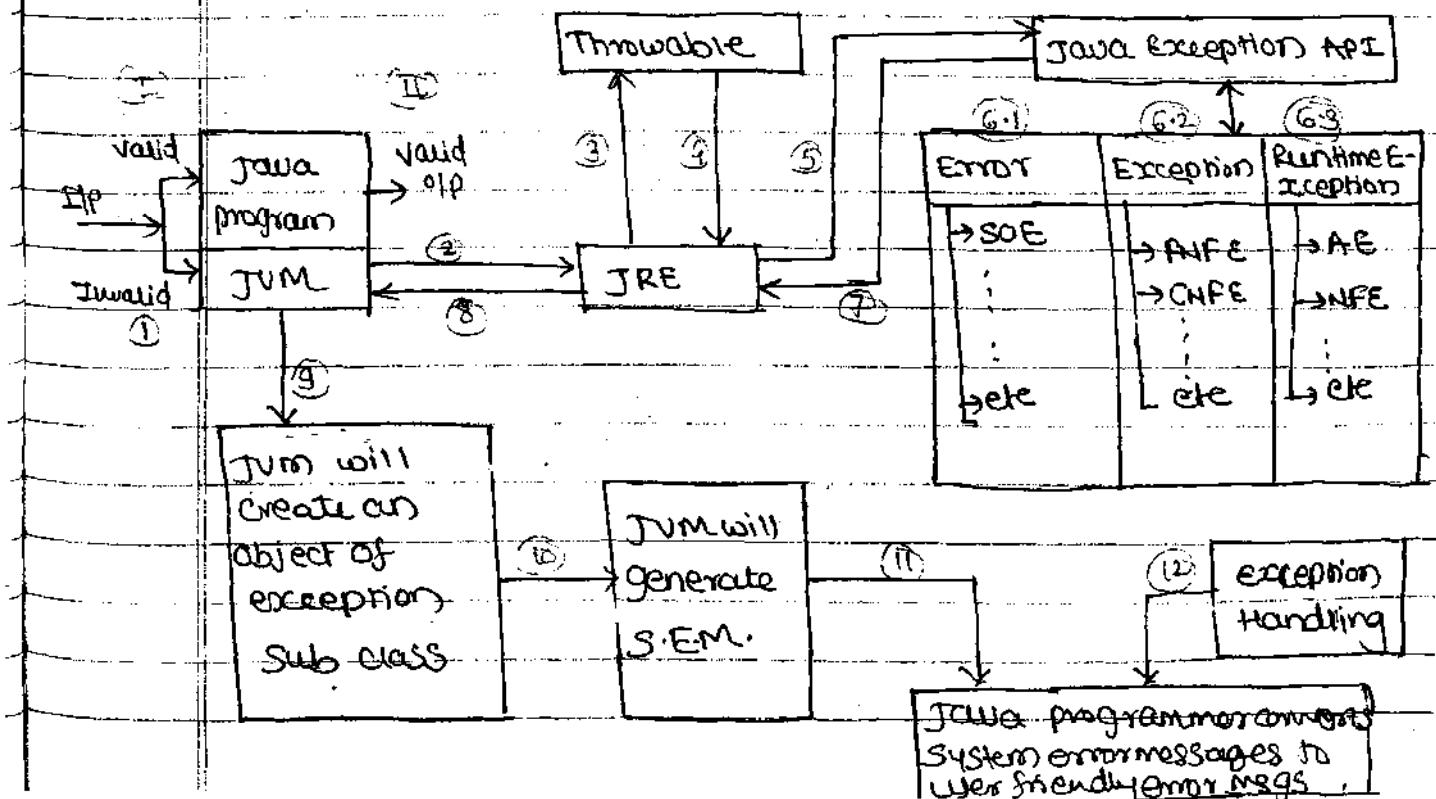
`java.lang.Exception` is the superclass for all synchronous checked exceptions.

`java.lang.RuntimeException` is the superclass for all synchronous unchecked exceptions.

NOTE:- Even though there exists multiple exceptions in a single java program, at any point of time JVM can handle / process only one exception at a time but not multiple exceptions.

* Internal flow Of Exception Occurrence:-

Whenever we write a java program there is a possibility of occurring many exceptions. The following diagram gives sequence of steps for internal occurrence of exception



Q

- (i) Application user enters valid input to the java program
- (ii) JVM can process the java program with valid input & gives valid output.
- (iii) Appⁿ user enters Invalid input to the java prg
- (iv) JVM can not process the java program with invalid input and JVM contacts to JRE (JVM + Java API) for obtaining Exceptions of subclass.
- (v) JRE internally contacts to java.lang.throwable for obtaining which type of exception occurs in the program
- (vi) java.lang.throwable is a superclass for all the exceptions in java & it decides type of exception & gives same message back to JRE .
- (vii) JRE further contacts to java Exception API . for obtaining Exception subclass
- (viii) 6.1 6.2 6.3 Java Exception API executes either 6.1 (java.lang.Error for Asynchronous Exceptions) or 6.2 (java.lang.Exception for Synchronous checked exceptions) or 6.3 (java.lang.RuntimeException) for synchronous unchecked exceptions).

(f) Java exception API gives appropriate exception subclass to JRE.

• JRE gives Exception subclass back to jvm.

③ jvm will create an object of appropriate exception subclass

e.g: for the division of two numbers prg If we enter 10 & 0 as an input (Invalid) then internally jvm will create an object of ArithmeticException programmatically as shown below,

```
ArithmaticException ae = new ArithmaticException (" / by zero");
```

④ jvm will generate by default system error msg after the object creation of appropriate exception subclass.

e.g: The system error message for the exception which is occurring in eg of step ③ is, shown below,

exception in thread main: -----

java.lang.ArithmaticException: / by zero

↑
System error message

In the SW development it is not recommended to generate system error msgs & recommended to generate userfriendly error msgs.

Java programmer converts system error msgs into userfriendly error msgs by making use of exception handling concept.

e.g: The userfriendly message for the system error message which is occurring in the e.g. of step⑩ is shown below.

Don't enter zero for denominator

User friendly error msg.

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* Handling the Exceptions:-

We know that whenever an exception occurs in the java program, JVM generates System error msg. Generating system error msgs are not recommended in real world & industry is highly recommended to generate userfriendly error msgs by making use of exception handling concept.

Handling the exceptions are nothing but converting system error msgs into userfriendly error msgs to do this process as a part of exception handling we are having 5 keywords They are,

- ① Try
- ② catch
- ③ Finally
- ④ throws
- ⑤ throw

Syntax for Handling the exceptions:-

try

{

Block of Statements ()

Causes problems at runtime;

}

catch (type of exception 1 obj1)

{

Block of stmts () provides
user friendly error msgs;

}

catch (type of exception 2 obj2)

{

Block of stmts () provides
user friendly error msgs;

}

catch (type of exception n objn)

{

Block of stmts () provides user
friendly error msgs;

}

finally

{

Block of stmts ()

which will execute
compulsory;

}

① Try block :-

- ① In this block we always write block of stmts which causes problems at runtime or what are all the block of stmts generating exceptions, such block of stmts must be always return inside the try block.
- ② When the exception occurs in the try block program flow is abnormally terminated, JVM control comes out of try block and executes appropriate catch block.
- ③ After executing appropriate catch block JVM control never goes to try block again to execute the rest of the stmts even we use return stmt in catch block.
- ④ Each & every try block must be immediately followed by catch block i.e. no intermediate stmts are allowed between try & catch block.
- ⑤ For each & every try block we must write atleast one catch block. It is highly recommended to the java programmer to write multiple catch blocks for generating multiple userfriendly error msgs.
- ⑥ One try block can contain another try block i.e. nested / inner try blocks can be possible.

② Catch Block :-

- ① It is the block in which we write block of statements and they provides user friendly error msgs. In other words catch block will suppress system error msgs & generates user friendly error msgs.
- ② Catch block will execute provided exceptions occurs in try block.
- ③ It is highly recommended to the programmer to write multiple catch blocks to generate multiple user friendly error msgs.
- ④ At any point of time JVM can execute only one catch block among multiple catch blocks.
- ⑤ Programmatically in the catch block declaration of appropriate exception objects done by Java programmer & internally exception will be referenced by JVM.
e.g:

```
catch (ArithmeticException ae) {  
    // ----- Declaration done by JVM  
    // ----- referencing done by Java programmer  
    new ArithmeticException("by zero");  
}
```

- ⑥ One can also write try & catch block as a part of catch block.

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③ Finally Block:-

- ① In this block we write the block of stmts which will relinquish (release/ close/ Terminate) the resources (files, databases)
- ② finally block will execute compulsorily.
- ③ Writing finally block is optional.
- ④ It is highly recommended to the Java programmer to write one finally block per Java prg.
- ⑤ In finally block one can also write try & catch blocks.

* Case 1:- If exception occurs then,

A part of try block will execute.

An appropriate catch block will execute

A finally block will execute (If we write).

case 2:- If no exception occurs then,

A complete try block will execute.

finally block will execute (If we write).

Q. Write a Java prg which illustrate the concept of try block, catch block & finally block.

1/ Div.java

Class Div

{

PSUM (-)

{ try

{ String s1 = args[0];

```
String s2 = args[1];  
int x = Integer.parseInt(s1);  
int y = Integer.parseInt(s2);  
int z = x/y;  
System.out.println("Division is :" + z);  
}  
catch (ArithmaticException ae)  
{  
    System.out.println("Don't Enter zero at denominator");  
}  
catch (NumberFormatException nfe)  
{  
    System.out.println("Don't enter alphanumeric values");  
}  
catch (ArrayIndexOutOfBoundsException ab)  
{  
    System.out.println("plz enter two values from cmd");  
}  
finally  
{  
    System.out.println("I am from finally Block");  
}  
} //main  
} //class
```

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④ Throws :-

Throws is a keyword which will express or describes the types of exception occurring in the body of common methods (OR).

Throws is a keyword which gives an indication to the specific method to place common exception method under try & catch block for generating user friendly error msgs.

According to Industry standards specific methods should always contain try & catch blocks for handling the exceptions & generates user friendly specific error msgs & it should not contain throws keyword.

Common methods of Java must always contains throws keyword for expressing the type of exceptions occurring as a part of common method body and it is not recommended to contain try & catch blocks.

The place of using throws keyword is always as a part of method heading.

Syntax:-

return type method name (list of formal params if any) throws (classname1, classame2, ... classameN)
{ }

Block of Stmts;

}

In the above syntax `classname1, classname2, ...classnames` represents name of the exception classes & they may belongs to either userdefined or predefined or both.

e.g:

```
java.lang.Integer
public static int parseInt(String) throws java.lang.NumberFormatException
```

`parseInt()` method heading contains `throws` keyword sothat it is one of the common Exception method & it must be always placed within try & catch block.

Q. Write a Java prg which illustrate the concept of `throws` keyword which is used as a part of predefined methods

Class Ex2

{

PSUM C-2

{

try

{

```
int x = Integer.parseInt("100abc");
System.out.println("val of x:" + x);
```

}

Catch NumberFormatException

```
{ System.out.println("Don't Enter Alphanumeric Values");}
```

}

Q. Write a java prg which illustrate the concept of thread throws which is used as a part of user defined common methods.

```
package SP;
public class Sai
{
    public void division (String s1, String s2) throws
        ArithmeticException & NumberFormatException
    {
        int x = Integer.parseInt (s1);
        int y = Integer.parseInt(s2);
        int z = x/y;
        System.out.println ("div is sai:" + z);
    }
}
```

Compile the above program

cmds javac -d . Sai.java

In SP.Sai class division method is one of the user defined, common exception method & it must be always return within try & catch block

write a main program which is making use of SP.Sai class.

```
import SP.Sai;
class SaiStudent
{
    public void psum (-)
    {
    }
```

```

try
{
    Sai so = new Sai();
    so.division(args[0], args[1])
}
Catch (ArithmaticException ae)
{
    System.out.println("don't enter zero for
                        denominator");
}

Catch (NumberFormatException anfe)
{
    System.out.println("don't enter alphanumeric
                        values");
}

finally
{
    System.out.println("I am from finally block");
}

```

* Retrowing the Exception:-

First Method is throwing the Exception to
 Second method & second method is again
 throwing the first method Exception to third
 method with respect to second method first
 method related exception is known as
Retrowing the exception.

e.g: In the above program ParseException (first method)
 is throwing NumberFormatException to Division
 method (second method). The division method
 inturns throws NumberFormatException of ParseException

method to main method (third method). w.r.t the division method NumberFormatException of parseInt method is known as re-throwing the Exception.

* Dealing with details of unknown Exception :-

Whenever we write a java prg there is a possibility of number of exceptions in the Java prg & all these exceptions may not be aware of the type of exceptions occurring in java program.

If the Java programmer is not knowing about specific type of exceptions then the Java programmer may not be able to generate specific userfriendly error msgs.

It is highly desirable to know about unknown exceptions. In java programming we have 3 approaches for finding the details about unknown exceptions they are,

- ① By using an object of java.lang.Exception
- ② By using printStackTrace () method.
- ③ By using getMessage () method.

- ① By using an object of java.lang.Exception:-

We Know that java.lang.Exception is the superclass for all synchronous Exception & according to the concept of Dynamic Binding, an object of java.lang.Exception is knowing

about all its subclasses.

An object of `java.lang.Exception` always gives following details.

- (a) Name of the unknown exception.
- (b) Nature of the message.

e.g:

```
try
{
    ...
    int c = 10/0;
    ...
}
catch (Exception e)
{
    ...
    System.out.println("new ArithmeticException(\"1 by zero\")");
    ...
}
```

written by Java programmer.

new ArithmeticException("1 by zero")
written by JVM

name of exception *name of msg*

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② By using `printStackTrace()` :-

It is one of the predefined method present in `java.lang.Throwable` class & it is further inherited into both `java.lang.Error` and `java.lang.Exception`.

By using `printStackTrace()` method we can find the following details.

- (a) Name of the unknown exception
- (b) Nature of the message
- (c) Line number where the exception occurred.

The prototype of printStackTrace method is shown below,

java.lang.Throwable

↓
public void printStackTrace ()

since this method is returning void as a return type, it should not be called as a part of try & end sop or sep.

e.g: sop(e.printStackTrace ()); } invalid
 sep(e.printStackTrace ()); } invalid
 e.printStackTrace (); valid

In java programming if any method returning void as a return type, it should not be called as a part of sop or sep

class Ex1

```
{ ... }
```

try

```
{ }
```

5:

6: int c = 10/0;

7:

} catch (Exception e)

Name of Exception

```
{ }
```

e.printStackTrace(); // Java.lang.ArithmaticException;

```
}
```

by zero at Ex1.java: 6

nature of
meth

line no

When the exception occurs in the java program before the program execution is abnormally terminated, the exception details will be pushed into the stack

Stack Memory.

Name of Exception
Nature of message
Line number

③ By using `getMessage()` :-

It is one of the predefined method present in `java.lang.Throwable` class & it is further inherited into both `java.lang.Error` & `java.lang.Exception`.

With `getMessage()` method we can obtain only nature of the message.

The prototype of `getMessage` method is shown,

java.lang.Throwable

↓
public String getMessage()

example:- try

{

int c = 1010;

.....

} catch (Exception e)

{

System.out.println(e.getMessage()); // prints:

! by zain

* User | Secondary | custom | programmer Defined Exceptions :-

Defination:- user defined exceptions are those which are developed by java programmer & supplied as a part of their project & they always deals with common problems.

Some of the common problems are,

- ① Trying to enter Invalid salary to an employee.
- ② Trying to deposite negative values in the balance of account.
- ③ Trying to enter Invalid number of password characters.
- ④ Trying to enter Invalid username & password etc.

When the application user enters Invalid inputs to any java application, program execution is abnormally terminated by creating an object of appropriate exception subclass. If these exception subclasses developed by sun ms then they are called predefined exceptions. If these exception subclasses developed by java programmers then they are called userdefined exceptions.

What are all guidelines are followed by sun ms developers for development of predefined exceptions, the same guidelines will be followed by the java programmer for development of user defined Exceptions.

* Steps / Guidelines for Development of user defined Exceptions :-

SUN ms developers has prescribed the following guidelines for development of user defined exceptions

① Choose an appropriate package for placing ~~some~~ user defined exception subclasses for common access and ensure package statement must be the first executable statement.

② Choose an appropriate user defined class & ensure whose modifier must be public.

③ The class which is selected in step 2 must extends either java.lang.Exception or java.lang.RuntimeException for inheriting features of Exceptions to stop the program execution abnormally when appn'g user enters invalid input. Hence step 2 class is known as userdefined Exception subclass.

④ Each & every userdefined exception subclass contains parameterized constructor must ~~not~~ take string as parameters. Here string parameter represents nature of the message.

⑤ Each & every userdefined exception subclass parameterized constructor must call either parameterized constructor of java.lang.Exception or java.lang.RuntimeException by making use of super(msg). The reason for writing super(msg) is that If any specific exception occurs in the

java programs & if such specific exceptions are not handled by java programmer then such specific exceptions will be handled by either `java.lang.Exception` or `java.lang.RuntimeException`.

⑥ Whatever the userdefined exception subclass we are placing in the package such classname must be given as filename with as extension .java.

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Q. Write a java program for developing user defined exception subclass for dealing with negative salary of an employee.

NSalException.java

```
package swapnil.lang;
public class NSalException extends Exception
```

{

```
    public NSalException (String s)
```

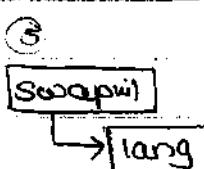
{

Super (s);

}

}

cmd> javac -d . NSalException.java



→ NSalException

Q. Develop userdefined exception subclass for dealing with positive salary of an employee

PsalException.java

```
package swapnil.lang;
```

```
public class PsalException extends RuntimeException
```

{}

public PsiException (String s)

{

 super (s);

}

}

~~for (int i = 0; i < PsiExceptionInterface~~

 Swing

 lang

 → PsiException.class

 → NsaiException.class

Here NsaiException & PsiException are comes under userdefined exception subclasses.

In SW development as a part of user defined exception development we develop 3 types of applications in 3 phases

① Development of programmer / userdefined exception subclasses

② Development of programmer / user defined common classes / general classes .

③ Development of programmer / user defined specific class .

① Development of programmer / userdefined exception subclasses :-

example:- NsaiException.java , PsiException.java

(see previous pages) Are comes under programmer/ userdefined exception subclasses .

② Development of programmer / userdefined common classes :-

This phase of classes always deals with common requirements in the project . These classes

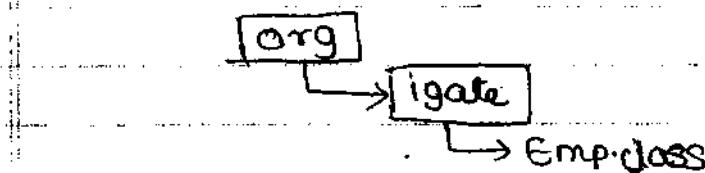
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makes use of user defined exception subclasses.
example:- Write a programmer defined common class for dealing with salary of all the employees

```
package org.igate;
import swapnil.lang.NSalException;
import swapnil.lang.PSalException;
public class Emp
{
    public void decidesal (String s) throws NSalException,
        PSalException, NumberFormatException
    {
        int sal = Integer.parseInt(s);
        if (sal <= 0)
        {
            NSalException no = new NSalException ("invalid
                salary");
            throw (no);
        }
        else
        {
            PSalException po = new PSalException ("valid sal");
            throw (po);
        }
    }
}
```

↳ 1) Emp ⇒ programmers defined common class.

cmd> javac -d . Emp.java



③ Development of programmer defined specific class :-

These classes are always dealing with specific individual requirements & these classes makes use of common classes which are developed in second phase & also makes use of exception subclasses developed in first phase.

Write a java program which will check salary of employee.

```

import java.util.Scanner;
import Swapnil.Kang.NsalException;
import Swapnil.Kang.PsalException;
class SwapEMP
{
    public static void main(String args[])
    {
        try
        {
            String sal = args[0];
            Emp e0 = new Emp();
            e0.decidesal(sal);
        }
        catch(NsalException n0)
        {
            System.out.println("Don't enter zero or negative salary of emp");
        }
        catch(PsalException p0)
        {
            System.out.println("Valid salary");
        }
        catch(NumberFormatException nfe)
        {
            System.out.println("Don't enter alphanumeric salary");
        }
        catch(ArrayIndexOutOfBoundsException ab)
        {
            System.out.println("Index out of bounds");
        }
    }
}

```

```

finally
{
    System.out.println("I am from finally block");
}
}
}

```

(5)

throw :-

Throw keyword is always used for hitting / generating / raising the exception which is occurring as a part of method body :-

throw is a keyword used for carrying the created exception as a part of method body & handover to throws keyword.

The place of using throws keyword is always as a part of method body.

When we use throw keyword as a part of method body, it is mandatory to the java programmers to use throws keyword as a part of method heading

Syntax:-

```

<classname> objname = new <classname>(msg);
throw (objname);

```

Here <classname> represents name of exception subclass

eg: `NsalException no = new NsalException("Invalid")
 throw (no);`

Syntax 2:- (Throw keyword along with throws keyword)
 Return method (list of formal) throws <classname>, <classname>
 type name (params if any) <classname>

{

if (test cond?)

{

<classname> obj1 = new <classname> (msg);
 throw (obj1);

}

:

if (test cond?)

{

<classname> objn = new <classname> (msg);
 throw (objn);

}

In the above syntax <classname> <classname>
 represents either user defined exception subclasses
 or predefined exception subclasses or both

Example:- see decideSal^(C) method of org.ignite.
 Emp class (Emp.java).

Q. What are differences between throw & throws.

Throw

throws

Throw is a keyword
 used for hitting or raising
 the exception which is
 occurring as a part of
 method body.

Throws is a keyword
 used for giving indication
 to the specific method to
 place common exception
 method under try & catch block

The place of using throw keyword is always as a part of method body

When we use throw keyword as a part of method body, it is mandatory to the Java programmer to use throws keyword as a part of method heading

throws is a keyword which is always used as a part of method heading

When we use throws keyword as a part of method heading it is optional to the Java programmer to use throw keyword as part of method body

* Multithreading :-

Multithreading is one of the distinct feature of java programming.

The aim of multithreading is to provide concurrent execution (If we perform multiple operations simultaneously or parallelly then such ^{type of} execution is known as concurrent execution).

A flow of control is known as thread.

The purpose of thread is to perform or to execute the logic of the Java program which is written in the form of userdefined methods.

If a Java prg. is containing multiple flow of controls then it is known as multithreaded.

In SW development we have two types of languages they are,

- (a) single threaded modeling languages.
- (b) multi threaded modeling languages.

The languages like C, C++, Pascal, COBOL, etc are treated as single threaded modelling languages because their execution environment provides only single flow of control, provides sequential execution, takes more execution time. and these languages does not contain any library for development of multithreading based applications.

The languages/ Technologies like Java, .NET are treated as multithreaded modelling languages because their execution environment provides multiple flow of controls, provides concurrent execution, takes less execution time and these languages contains an effective API for development of multithreading based applications.

In Java programming for the development of multithreading applications we use following API,

- (a) java.lang.Thread (Class)
- (b) java.lang.Runnable (Interface).

When we write any Java programs there exists two types of threads they are,

- (a) foreground/ child Thread.
- (b) background/ Parent Thread.

A foreground thread is one which is always used for executing the logic of a java prg. which is written in the form of user defined methods.

A background thread is one which is always monitoring the execution status of foreground threads.

By default every java program contains single foreground thread & single background thread programmatically a java prg may contain multiple foreground threads to execute multiple user defined methods concurrently & recommended to have one background thread for monitoring the execution status of foreground threads

The real time implementation of multithreading concept is that to develop real world server softwares such as Tomcat (Apache jakarta s/w foundation), Weblogic (BEA systems), Websphere (IBM)

In general most of the third party s/w vendors (except microsoft) developed their server s/w's in java language by making use of multithreading concept.

Hence multithreading of Java is one of the specialised form of multitasking of operating system.

Q. How do you justify "Each & every java prg is multithreaded" ?

ANS: When we execute the java prg internally the logic of the java program is executed by one of the thread known as foreground thread.

To monitor the execution status of foreground thread, internally there exist one more type of thread known as background thread so a java program is by default contains two threads hence every java prg is multithreaded.

Q. What are the differences between programs & process ?

Program

process

Set of Optimized instructions is known as program A program is under execution known as process.

Program exists in the secondary memory for long time.

Process resides in main memory for limited spans of time

In real world as an application developer we develop two types of applications they are,

- ① process based | non multitasking appn.
- ② Thread based | multitasking appn.

Thread based

In the execution env of process based app's there exists single flow of control.

In the execution env of thread based app's there exists multiple flow of control.

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All the app's of single threaded modeling lang. (c,cpp,Pascal,etc) are comes under process based applications.

In process based app's we get only sequential execution but we are unable to get concurrent execution.

In process based app's Context switch is more

In process based app's for each & every sub prg there exist a separate address space

All the process based app's are treated as heavy weight bcoz whose processing time is more

All the applications of multithreaded modeling lang (Java&.net) are comes under thread based app's

In thread based app's we can get both sequential and concurrent executions

In thread based app's Context switch is less

In thread based app's irrespective of number of sub programs there exist single address space

All the thread based app's are treated as light weight component bcoz whose processing time is less.

NOTE:- The amount of memory space created by operating systems on the stack memory for the temporary execution of the method is known as address space

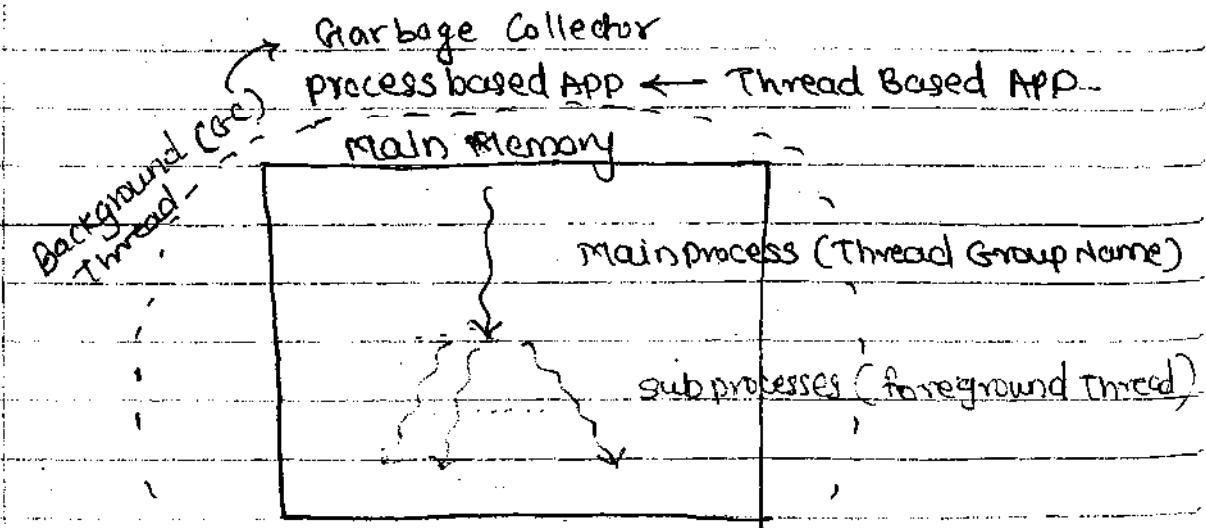
Context switch:- The mechanism of switching the control of CPU from one address space to another address space is known as Context switch.

For the best app's context switch must be less.

A Heavy weight component is one whose processing time is more. A light weight comp. is one whose processing time is less.

- * Each and every thread based application is one of the process based app's and in which one main process will be created and the main process in turn creates number of subprocesses.

In Java programming point of view the main process is known as thread group name and subprocesses are known as foreground threads.



A process based application is not treated as thread based app? bcoz it doesn't have the nature of creating multiple flow of controls

process based App ← process based App

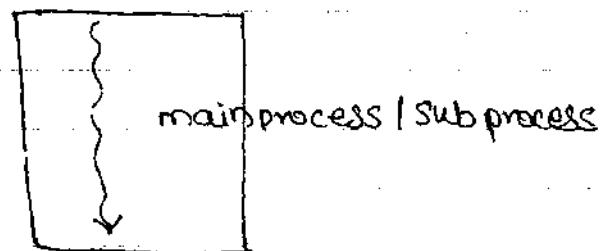


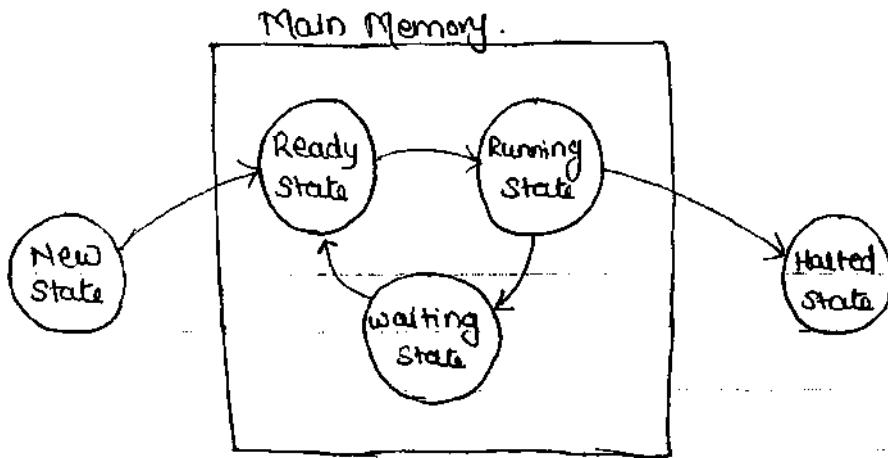
Fig 13

* States / Lifecycle of a Thread :-

When we write any multithreading program there is a possibility of containing many numbers of threads. During these threads execution, threads will undergoes various stages & these stages are known as states. In other words the different breaking points occurring & in the context of threads execution are known as states / lifecycle of a thread. The states of the thread are classified into 5 types they are,

- ① New state - out memory state
- ② Ready state
- ③ Running state } In- memory states
- ④ Waiting state
- ⑤ Halted state - out memory state

Statechart Diagram :-



- ① New state:- In new state thread is created and about to enter into main memory
- ② Ready state:- In Ready state thread is entered into main memory, memory is allocated for the thread & first time waiting for the CPU.
- ③ Running state:- In Running state the thread is under the control of CPU. In other words if the thread is under the execution process of the CPU then the state of thread is called Running
- ④ Halted state:- In Halted state thread is completed its total execution .

CPU Burst Time:-

Def:- The amount of time required by the thread from CPU for complete execution of user defined method is known as CPU burst time.

Waiting state:- A thread is said to be in waiting state iff any of the following factors are satisfied,

① Threads are coming to the waiting state for the remaining CPU burst time (CPU burst time decided by OS but not by programmer).

② Suspending the currently executing Thread

③ Making the currently executing thread to sleep for some amount of time to be specified in terms of milliseconds (1sec = 1000 ms)

④ Making the currently executing thread to wait with some amount of time in terms of msec's

⑤ Making the currently executing thread to wait without specifying any waiting time

⑥ Joining the thread.

Hence Ready, Running & Waiting states are called in-memory states & whose execution status is "true".

Need & Halted states are called out-memory states & whose execution status is "false".

Q. How do you justify threads of Java executing concurrently?

ANS: When threads are executing hour by hour, minute by minute

second by second then such threads are executing sequentially & whose execution time is more because the programmer is able to differentiate hour by hour, minute by minute, second by second.

- If threads of Java executing with the difference of milliseconds of time then it is considered as all at once executing or concurrently executing & whose execution time is less fast. because we are unable to differentiate the difference of milliseconds of time.

Therefore Java threads are designed in such a way that they are executing concurrently with the difference of milliseconds of time by following Round-Robin Algorithm.

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* Creating Threads :-

In Java programming we have two approaches to create a flow of control or thread they are,

① By using `java.lang.Thread` class.

② By using `java.lang.Runnable` interface.

① By using `java.lang.Thread` class:-

In Java programming by using `java.lang.Thread` class we can create its object in

3 ways they are,

② Directly by using new operator:-

`Thread t1 = new Thread();`

(b) By using factory method:-

```
Thread t2 = Thread.currentThread();
```

(c) By An object of subclass of java.lang.Thread class is an object of java.lang.Thread class.

class Th1 extends Thread

```
{  
    ....  
    ....  
    ....  
}
```

```
Th1 t1 = new Th1();
```

Here t1 is an object of Th1 class and Th1 is a subclass of java.lang.Thread class & indirectly t1 is an object of java.lang.Thread class

Profile of java.lang.Thread class:-

public static final int MAX_PRIORITY (=10)

public static final int NORM_PRIORITY (=5)

public static final int MIN_PRIORITY (=1)

These data members are called thread priority modifiers. Thread priority modifier are always used for setting priorities to thread. Priorities always makes CPU to execute which one to execute first, which one to execute second & which one to execute last. Default priority of thread is norm priority: NORM_PRIORITY

Constructors :-

① Thread ()

This constructor is used for creating an object of thread class without giving userfriendly name to the thread.

e.g: Thread t₁ = new Thread();

Here t₁ is called object name & the default name of thread is thread-0 .

In general if we create n objects by using this default constructor then the default names of the threads starts from thread-0 ,....., Thread-n-1 . Giving user friendly names are more recommended compare to default names .

② Thread (String)

This constructor is used for creating an object of string class by giving user friendly name to the thread .

Ex. Thread t₁ = new Thread ("sairam");

Here t₁ is called object & sairam is called user friendly name to the thread .

③ Thread (Runnable)

This constructor is used for converting Runnable ~~to~~ Interface obj

④ Thread (Runnable, string) :- The functionality of this constructor is exactly similar to the above constructor but with this constructor we are able to give user friendly name to the foreground thread.

e.x: Runnable r = new Thread();

// r.setName ("Java"); // Invalid

Thread t₁ = new Thread(r);

t₁.setName ("Java");

Sop ("Name of FGT = " + t₁.getName());

Thread t = new Thread

(r, "Java");

Sop ("Name of FGT = "

+ getName());

* Instance Methods:-

① public final void setName (String)

② public final String getName () .

This methods are used for setting the user friendly names to the thread & getting the name of the thread.

e.x: Thread t₁ = new Thread();

↳ Thread-0 By default-

String tname = t₁.getName();

Sop (tname);

t₁.setName ("sciram");

tname = t₁.getName();

Sop (tname);

Q. Define Mutators & Inspector Methods.

Mutators are the methods used for changing the values of the object & whose general notation is setXXX (String).

Inspectors are the methods used for obtaining the values from the object & whose general notation is getXxx () .

- ⑧ public final void setPriority (int)
- ⑨ public final int getPriority ()

This methods are used for setting the priority to the thread & getting the priority of the thread.
etc.

```
thread t1 = new Thread ("sairam");
int pV = t1.getPriority ();
System.out.println(pV);
t1.setPriority (Thread.MAX_PRIORITY);
pV = t1.getPriority ();
System.out.println(pV);
```

- ⑩ Public final boolean isAlive()

This method is used for checking the execution status of thread. This method returns true, provided the thread is in Ready, Running, & waiting states. This method returns false provided the thread is in New & Halted states.

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- ⑪ Public final void start()

This method is used for making the thread to move from new state to Ready state, provides the internal services of (the multithreading (concurrency, synchronization, interthread comm, etc) and automatically calling ~~run~~ method

Ex:-

```
Thread t1 = new Thread();
```

```

boolean b = t1.isAlive();
System.out.println(b); // false
t1.start(); // Enters into Ready state
b = t1.isAlive();
System.out.println(b); // true

```

⑦ public void run().

This method is always used for providing the logic of a thread. Originally this method is defined in Thread class with null body. As a Java programmer we provide logic to the thread by overriding run() method.

Programmatically choose an appropriate user defined class, it must extends java.lang.Thread class and override the null body run() method.

ex: (Skeleton e.g)

class Th1 extends Thread

{

 public void run()

 { ... } // overridden

 ... // logic of a Thread

}

}

```

Th1 t1 = new Th1(); // new state
boolean b = t1.isAlive();
System.out.println(b); // false
t1.start(); // Enters into Ready state
b = t1.isAlive();
System.out.println(b); // true

```

If we want to develop any thread based appn then we must always create an object of subclass of java.lang.Thread class.

- * It is not recommended to the java programmers to call the run method directly because threads will not get services of multithreading & they are provided by start() method.

⑧ public final void suspend().

This method is used for suspending the currently executing thread. When we call suspend method upon Thread class object then it performs following operations internally

- ① It stops current thread execution.
- ② It stores temporary execution details into PCB (process control block).
- ③ It makes the thread to move from running state to waiting state & it will be in waiting state for a long time until we call back to ready state.

eg: t1.suspend();

PCB:- (Process control block)

PCB is a buffer created by operating system for each & every thread when it enters first time into ready state

⑨ Public final void resume()

This method is used for transferring the Thread from waiting state to ready state. When the Thread is resumed (Restarted) then it starts its execution or continue its execution where it left off before its suspension by removing the temporary execution details from PCB.

e.g: `ti.resume();`

⑩ Public final void stop()

This method is used for suspending stopping or terminating currently executing thread. When we call `stop()` method upon the thread class object, it stops its execution, it gives temporary results to the programmer & the thread sending to the halted state. When the stopped threads starts their execution, They starts their execution from the beginning (irrespective of where it stops).

⑪ Public final void join() throws java.lang.InterruptedException

This method is used for joining all the threads which are completed their execution as a single unit & collectively handing over all the threads at a time to garbage collector.

The default environment of multithreading says collects the threads individually after their completion of execution & individually

handovering those threads to the garbage collector which is one of the time consuming process.

When we create multiple threads in the java prg it is highly recommended to the java programmer to join all the threads as a single unit & handover to the garbage collector. This process improves performance of multithreading based applications.

When Interrupted Exception occurs

InterruptedException never occurs in standalone mic but it always occurs in busy environment like client-server env. because of mismemory management of server side operating system.

Let us Assume there exists n number of threads are created, started their execution & n-1 threads are completed their execution & joined & still nth thread is under execution. Due to mismemory mgmt of server side operating system thread group name is attempting to collect all the threads even though nth thread is under execution. At this point of time with respect to nth thread jvm generates a predefined exception called java.lang. InterruptedException.

InterruptedException is one of the checked exception & it must be always ~~return~~ written within try & catch block.

Ex:-

```

try
{
    t1.join();
    t2.join();
    ...
    tn.join();
}
catch (InterruptedException ie)
{
    System.out.println("Problem in thread execution");
}

```

* Static Methods :-

① public static final Thread currentThread()

It is one of the factory method & it is used for obtaining the name of the threads which are currently running.

e.g: Thread t = Thread.currentThread();

System.out.println(t); // Thread[main,5,main]

PGT, priority, TGN

t.setName("Sai");

System.out.println(t); // Thread[Sai,5,main]

PGT, priority, TGN

② public static final int ActiveCount()

This method is used for finding the number of threads which are under running in other words this method gives number of the thread which are present in In memory states.

```
int ac = Thread.activeCount();
System.out.println(ac);
```

③ public static final void sleep(long msec)
throws java.lang.InterruptedException.

This method is used for making the currently executing threads to sleep for some amount of time in the form of milliseconds (1sec=1000).

Once the sleep time will over automatically the thread will be entered into ready state from waiting state. When the thread is under sleep further stints can not be completed until the sleep time is will be completed.

When the InterruptedException occurs.

Let us assume first program threads are

Sleeping in some location Of the Server Under & at the same time second prg threads are trying to sleep where first prg threads are sleeping due to mismemory mgmt. Of Server side operating system. With first program threads JVM generates predefined exception, called java.lang.Interruptedexception.

e.g:

```

try
{
    Thread.sleep(10000);
}
catch (InterruptedException e)
{
    System.out.println("problem in thread execution");
}

```

Q. Write a Java prg which will print or generate preliminary information about the thread such as The name of threads which are by default running, execution status of those threads which are running, default name of the foreground thread, execution status of the foreground thread, Thread priority modifier values, etc

ThDemo.java

Class ThDemo

{

System.out.println()

{

Thread t1 = Thread.currentThread();

System.out.println("Default thread: " + t1); Thread.main, s, main

t1.setName("sai");

System.out.println("Default Thread after modifying: " + t1);

{ Thread s, ai, s, main }

System.out.println("Execution status of t1: " + t1.isAlive()); true

Thread t2 = new Thread(); user defined per new state

System.out.println("Default Name Of FGT: " + t2.getName());

Thread-0

```
SOP("Execution status of t2:" + t2.isAlive()); //use  
SOP("val. of max priority:" + Thread.MAX_PRIORITY); 10  
SOP("val. of Norm priority:" + Thread.NORM_PRIORITY); 5  
SOP("val. of min priority:" + Thread.MIN_PRIORITY); 1
```

* Internal flow of thread :-

When we write multithreading program by creating multiple flow of control & when they are under execution, the following sequence of steps will take place.

- ① Java program starts executing
 - ② JVM creates Thread Group Name (TGN) (TGN always resides in main method)
 - ③ TGN creates foreground threads & they are always meant for executing run() methods (Because run() methods contains logic of the thread)
 - ④ TGN dispatches (start) the foreground thread(s) To execute respective run() method
 - ⑤ foreground thread(s) executes respective run() method & gives result back to TGN either one by one or all at once
 - ⑥ TGN receives result from foreground threads either all at once or one by one.
 - ⑦ TGN gives result to java programmer / App¹⁰ user either all at once or one by one
 - ⑧ TGN collects foreground thread(s) either all at once or one by one & hand over to background Thread (garbage collector)

- ⑨ JVM collects TGN & handovers to background thread (Garbage collector).
 - ⑩ Java program stops its execution.

Q. Write a thread based app which will print one to ten numbers after each & every second.

ANS: Class Th1 extends Thread

3

```
public void run()
```

5

try
g

```
for( i=0; i<10; i++)
```

3

```
System.out.println("Val of i = " + i);
```

Thread.Sleep(1000);

三

} catch (InterruptedException) ie)

۹

```
sep (" problem in thread exec"));
```

- 3 -

Class Thermo2

3

PShim €-)

```
{ Thi thi = new Thi();
```

```
sop("Excel status after start:" +  
    tr.IsActive());
```

```

sop ("exec. status of ti after start :" + ti.isAlive());
try
{
    Thread.sleep(5000);
}
catch (InterruptedException ie)
{
    sop ("problem in thread execution");
}
sop ("execution status of ti during exec :" + ti.isAlive());
try
{
    Thread.sleep(5000); OR if ti.join();
}
catch (InterruptedException ie)
{
    sop ("problem in thread execution");
}
sop ("execution status of ti after completion :" + ti.isAlive());

```

Q. How do you print name of foreground thread during run() method execution?

ANS: One can print name of the foreground thread by using two approaches They are,

Approach 1:-

Call currentThread() method & apply getname() in the run() method.

```
class Thi extends Thread  
{  
    public void run()  
    {  
        Thread t = Thread.currentThread();  
        System.out.println("Name of current FGT:" + t.getName());  
    }  
}
```

Approach 2:-

Apply directly getName() method in the context of run() method

```
class Thi extends Thread
```

```
{
```

```
    public void run()
```

```
{
```

```
    System.out.println("Name of FGT:" + getName());  
}
```

3

* java.lang.Runnable (I)

Runnable is one of the predefined Interface present in java.lang.* package.

Runnable interface is one of the alternative mechanisms for development of multithreading applications instead of using java.lang.Thread Class. The reason of introducing Runnable interface is that Java programming does not support multiple inheritance through

the concept of classes but it can be supported by the concept of interfaces.

ex1: Class Th1 extends X, Thread || Invalid
{ }

3

ex2:- Class Th1 extends X implements Runnable
{ } Invalid.

3

Runnable interface contains only one abstract method & whose prototype is given below,

public abstract void run();

The run() method of thread class contains null body & the run() method of Runnable interface is abstract.

Industry is highly recommended to override run() method of Runnable interface instead of overriding null body run() method of Thread class.

Hence in order to develop a multithreading

app's by using Runnable interface we choose a class, it must implements Runnable (I) & override run() which is inherited from Runnable (I)

class Th1 implements Runnable

{

 public void run()

{

 // logic of Thread

}

}

Q. Write a Java prg which will generate 1 to 10 numbers after each & every second by using Runnable (I).

class Th1 implements Runnable

{

 public void run()

{

 try

{

 for(int i=1; i<=10; i++)

{

 System.out.println("val of i = " + i);

 Thread.sleep(1000);

}

} catch (InterruptedException ie)

{ System.out.println("Problem in thread execution");}

}

}

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```

class Thdemo3
{
    public void run()
    {
        Runnable t1 = new Th1();
        Thread t2 = new Thread(t1, "sat");
        // Connecting Runnable interface obj into thread
        // Class obj for entering in its run() method by
        // making use of start() of thread class &
        // giving userfriendly name in fct
        System.out.println("name of fct" + t2.getName());
        System.out.println("exec. status of t2 before start"
                           + t2.isAlive());
        t2.start();
        System.out.println("exec. status of t2 after start"
                           + t2.isAlive());
    }
}

```

Class Th1 implements Runnable

```

}
class Th1 implements Runnable
{
    Thread t1;
    Th1()
    {
        t2 = new Thread(this, "sat");
        t2.start();
        public void run()
        {
            System.out.println("name of fct in run() = "
                               + t1.getName());
            try { ... } catch { ... }
        }
    }
}

```

```

class Thdemo4
{
    psumc->
    {
        thi. ti = new thi();
    }
}

```

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Q Write a java program by using threads for computing sum & subtraction of two numbers

Class Sum extends Thread

```

{
    int a,b,c;
    void set (int a, int b)
    {
        this.a = a;
        this.b = b;
    }
    public void run ()
    {
        c = a+b;
        System.out.println("sum is " + c);
    }
}

```

Class Sub implements Runnable

```

{
    int a,b,c;
    void set ( int a, int b)
    {
        this.a=a;
        this.b=b;
    }
}

```

```

public void run()
{
    c = a - b;
    System.out.println("Sub in thu = " + c);
}

```

Class Thdemo3

{

PSUM (-)

{ if (args.length != 2)
 System.out.println("Enter two values");

else

{

int x = Integer.parseInt(args[0]);

int y = Integer.parseInt(args[1]);

// Create threads & set values

Sum s01 = new Sum();

s01.set(x, y);

Sub s02 = new Sub();

s02.set(x, y);

// Start threads for computing sum & sub

s01.start();

// s02.start(); Invalid bcoz start() doesn't
exists in Runnable (I) & Sub (C).

Thread tso = new Thread(s02);

tso.start();

// join the threads

try

{ s01.join();

, tso.join();

catch (InterruptedException ie)

{

 System.out.println("problem in thread execution");

}

 // check the exec status after join

 System.out.println("exec status of tso after join:" + tso.isAlive());

 System.out.println("exec status of ts1 after join:" + ts1.isAlive());

}

}

}

NOTE :- If we have n number of independent operations & TO execute those operations concurrently then n number of independent operations related logics must be written in n number of independent run () methods in the independent classes by extending thread class or implementing Runnable (I)

If we have multiple threads in our java program for executing independent operations concurrently & after they complete their execution then it is highly desirable to join these multiple threads as a single unit for collectively collecting all the threads & handing over at once to the garbage collector

- Q. Write a java program which will implement banner Animation (OR)
- Q. Write a thread based application which will implement scrolling the given message.

```

import java.awt.*;
import java.applet.*;
/* <applet code = "Ani" height=200
width=400> */

public class Ani extends Applet implements Runnable
{
    String msg = " OML SAI RAM";
    public void init()
    {
        setBackground (color.BLUE);
        setForeground (color.RED);
    }
    public void start()
    {
        Thread t = new Thread (this);
        This refers to current class obj, which
        implements Runnable interface & converts into
        thread class obj
        t.start();
    }
    public void run()
    {
        try
        {
            while (true)
            {
                char ch = msg.charAt(0));

```

```

    msg = msg.substring(1, msg.length());
    msg += ch;
    Thread.sleep(1000);
    repaint();
}
} // main
} // catch (InterruptedException e)
{ System.out.println("problem in thread exec");}
}

} // class
public void paint(Graphics g)
{
    font f = new font("arial", Font.BOLD, 60);
    g.setFont(f);
    g.drawString(msg, 100, 100);
}
} // Ani

```

cmd> javac Ani.java

cmd> Appletviewer Ani.java

Q. Write a thread based applet for automatic
incrementation of numbers

```

import java.awt.*;
import java.applet.*;
/* <applet code="AutoInc" height=300
   width=300>
   </applet> */
public class AutoInc extends Applet implements
Runnable
{
    int i = 0;

```

```

public void init()
{
    setBackground (Color.Yellow);
    setForeground( Color.Blue);
}

public void start()
{
    Thread t = new Thread (this);
    t.start();
}

public void run()
{
    try
    {
        while(true)
        {
            ++i;
            Thread.sleep (1000);
            repaint();
        }
    } catch (InterruptedException ie)
    {
        System.out.println("problem in thread exec");
    }
}

public void paint (Graphics g)
{
    Font f = new Font ("arial", Font.BOLD, 60);
    g.setFont (f);
    g.drawString (String.valueOf(i), 100, 100);
}

```

* Synchronization :-

Synchronization is one of the OS based concept & implemented in java language for building ~~and~~ consistent applications.

If we have multiple ~~thr~~ threads & if they decided to start & making use of same resource then the single resource will generate ~~independ~~ inconsistent results (wrong / deadlock results).

To avoid these inconsistency results we applied concept of synchronization.

Definition:-

The mechanism of allowing only one thread among multiple threads into shareable area to perform read & write operations & generates consistent result by eliminating inconsistent result is known as synchronization.

Need of synchronization:-

Let us assume there exists a shareable variable balance & whose initial value is zero. Let us assume there ~~exist~~ exists two threads t₁ & t₂ who decided to deposit rupees 10 & 20 in the balance variable.

Both the threads started their execution & completing their execution by depositing

10 & 20 rupees in the balance variable.

After the threads completion the final variable value of balance variable is either ~~to~~ 10 or 20 but not 30 which is inconsistent results ..

To avoid this inconsistent results we apply the concept of synchronization.

Synchronization concept applied on the above problem :-

Let us assume there exist 2 threads t₁ & t₂ decided to deposit rupees 10 & 20 in the balance variable. Both threads started their execution for depositing rupees 10 & 20 in the balance variable (t₁ started first & t₂ started later with difference of milliseconds of time).

At this point of time jvm gives value of balance (zero) to t₁ & at the same time thread t₂ is trying to access the balance variable value but jvm makes thread t₂ to wait until thread t₁ completed its execution.

Thread t₁ completed its execution the balance variable will be unlocked by jvm & the balance variable value 10 to Thread t₂ given by jvm & once again jvm will lock the balance variable. Thread t₁ also completed its execution, jvm will unlock value of balance & final value of balance variable is 30 which is

Hence in the synchronization concept, the JVM continues the locking & unlocking operation until all the threads completed their execution.

Thread Synchronization Techniques :-

In multithreading of Java we have two thread synchronization techniques they are,

- ① Synchronized methods
- ② synchronized blocks

~~①~~ synchronized methods:-

If any ordinary method accessed by multiple threads concurrently then the ordinary method gives inconsistent results. To avoid this inconsistent results the ordinary method def~~s~~ must be made as synchronized by using synchronized keyword.

Based on the place we write synchronized keyword before the method, they are classified into two types.

- ① synchronized Instance methods
- ② synchronized Static methods

① synchronized Instance methods:- If an ordinary instance method accessed by multiple threads concurrently then the ordinary instance method generates inconsistent results. To eliminate these inconsistent results, an ordinary

Instance method definition must be made as synchronized by using synchronized keyword.

Syntax:-

```
synchronized return type method name (list of formal  
parameters if any)  
{  
    block of stmts();  
}
```

example:-

```
Class Account  
{  
    int balance = 0;  
    synchronized void deposit (int amt)  
    {  
        balance = balance + amt;  
        System.out.println ("Balance = " + balance);  
    }  
}
```

As long as one thread is executing synchronized instance deposit method of Account class then JVM will lock an object of Account class.

In general if one thread is executing synchronized instance method then JVM will locks an object of corresponding class.

(b) Synchronized static method:-

If an ordinary static method accessed by multiple threads then the ordinary static method generates inconsistent results. To avoid these inconsistent results, the definition of ordinary static method must be made as synchronized by using synchronized keyword.

Syntax:-

```
synchronized static return method (list of formal type name params many)
{
    block of stmts ();
}
```

Example:-

Class Account

```
{
    int bal = 0;
    synchronized static void deposit (int amt)
    {
        bal = bal + amt;
        sop ("Current balance: " + bal);
    }
}
```

Once the thread is executing the above synchronized static deposit method, JVM will lock account class. In general once the thread is executing synchronized static method then JVM will lock corresponding class.

Therefore in the synchronization concept of multithreading the JVM will lock either object or class depends on ~~one~~ type of method (synchronized ~~one~~ instance or synchronized static method) thread created.

NOTE:-

- ① Once JVM locks an object then it is not possible to the Java programmer to call non synchronized instance methods but it is always possible to call non synchronized static methods (bcz class is free)
- ② Once class is locked by JVM then it is not possible to the Java programmer to call any type of method of the class bcz class is locked & obj creation is also not possible.

4
②

Synchronized blocks :-

Synchronized block is an alternative thread synchronization technique for achieving consistence results inste

Importance of Synchronized Block :-

If a derived class is Inheriting non synchronized instance method either from base interface or base class & if the inherited non synchronized instance method accessed by multiple threads concurrently then inherited non synchronized instance method generates inconsistent results. To avoid these inconsistent results, as a derived class programmer we are attempting to write "synchronized" keyword before non inherited non synchronized instance method for making as synchronized method which is not possible. bcz as a derived class programmer we should not change the prototype of either base class methods or base interface methods. So At this context we are unable to eliminate the inconsistent results wrt synchronized methods hence at any point of time to get the consistent results in all the circumstances we must use synchronized blocks.

Syntax :-

Synchronized (obj of current class)

{

Block of Stmts ()

}

Synchronized blocks always written inside of non synchronized instance methods but not in non synchronized static methods

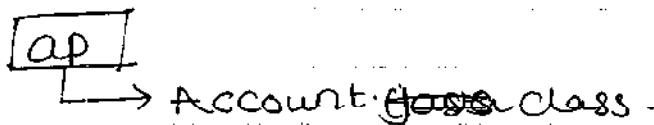
Synchronized blocks always locks object of current class.

e.g.:-

```
package ap;
public interface Account
{
    void deposit(int);
}
```

non synchronized Instance method

cmd> javac -d . Account.java



Class SavingsAccount implements Ap.Account

```
{
    int bal=0;
    public void deposit(int amt)
    {
        synchronize(this);
        {
            bal = bal + amt;
            sop("Current balance: " + bal);
        }
    }
}
```

non synchronized inherited
Instance method

✓ synchronized
block

- Q. Write a java program which illustrate the concept of synchronization (problem Stmt: let us assume there exist an account with a variable balan and whose initial value is zero.

(3)

Choose the appropriate methods for depositing the amount in the balance of account & retrieving the balance from account

Let us assume there exists n numbers of customers (Threads) who decided to deposit Rs:10 for each in the balance ~~of account~~

Concurrently: Ensure during this concurrent execution consistent results must present in the balance of account

{ Sync. class

Class Account

{

private int bal=0;

synchronized void deposit (int amt)

{

bal = bal+amt;

System.out.println ("current balance=" + bal);

}

int getBal()

{

return bal;

}

}

Class cust extends Thread

{

Account ac;

cust (Account ac)

{

this.ac = ac;

}

```
public void run()
{
    ac.deposit(10)
}
```

```
}
```

```
class Sync
```

```
{
```

```
psvm (-)
```

```
{
    // Create single obj of Account class
    Account ac = new Account();
```

```
// Create array of cust class objs (ie. threads)
    Cust cu[] = new Cust[5];
```

Give the single obj Account class to array of cust
for (int i=0; i<5; i++)

```
{
```

```
cu[i] = new Cust(ac);
```

```
}
```

// dispatch the array of cust to deposit Rs: 10 -
for each in bal of Account class

```
for (int i=0; i<5; i++)
```

```
{
```

```
cu[i].start();
```

```
}
```

// join the array of cust objs after their completion

```
try
```

```
{
```

```
for (int i=0; i<5; i++)
```

```
{
```

```
cu[i].join();
```

```
}
```

```

        }
    catch (InterruptedException e)
    {
        System.out.println("problem in thread execution");
    }
    System.out.println("Total bal=" + ac.getBal());
}
}

```

NOTE:-

① If we execute any synchronization based application (Sync.java) on mono/single user operating systems (DOS 3.1, windows 95) then it is mandatory to the Java programmer to write synchronized keyword wherever it is required otherwise we get inconsistent results bcoz even though synchronization concept is available in os, which is not implemented in mono os's.

② If we execute any synchronization based application (Sync.java) on multiuser/multithreaded os's (windows xp, NT, Unix, etc) then it is optional to the java programmer to write synchronized keyword bcoz os takes care about synchronization concept and all multithreaded os's are containing default implementation for synchronization concept of os. If we are not writing synchronized keyword then our java app! depends on os based synchronization &

it always gives final result as a consistent result but the result related to order of updation may or may not be consistent. which is not a recommended process.

③ Industry is highly recommended to write synchronized keyword wherever it is required irrespective of type of as we use. If we write synchronized keyword then the java multithreading app' makes use of java based synchronization & it always gives consistent results in both final result & order of updation.

Q. How do you give an object of faculty class to student class?

One class obj can be given to another class obj by writing object parameterized constructor

class faculty

{

int fno;

String fname;

faculty (int fno, String fname)

{

this.fno = fno;

this.fname = fname;

}

void disp()

{ sop ("faculty no:" + fno);

, sop ("faculty name:" + fname);

Q4

class Student

{

 faculty fo;

 Student (faculty fo) // default parameterized
 constructor

{

 this.fo = fo;

}

 void disp ()

{

 sop(" Student: disp ()");

 fo. disp();

}

}

class SFDemo

{

 psum (-)

{

 faculty fo = new faculty (-, "Snoop");

 Student so = new Student (fo);

 so. disp();

}

}

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* Interthread Communication (I.T.C) :-

Interthread communication of Java is one of the specialized form of interprocess communication of OS. In real world interthread communication app's are very fastest app's compared to any of the app's in real world.

Definition:-

The mechanism of exchanging the data between multiple threads is known as interthread comm
- (OR) -

If the output of first thread is given as input to second thread, O/P of second thread is given as I/P to third thread, etc then communication between first, second, third threads is known as interthread communication.

Real Time Implementations of ITC :-

In real world we can use ITC concept for the following implementations.

- ① Development of universal protocols.
- ② Development of Real world servers.

In Java programming to develop ITC based applications by using ITC concepts we use some predefined methods which are present in `java.lang.Object` & these methods are known as ITC methods.

* ITC methods in java.lang.Object :-

- ① public final void wait (long msec) } throws java.lang.InterruptedException
- ② public final void wait ()
- ③ public final void notify ()
- ④ public final void notifyAll ()

Method ① is used for making the thread to wait for some amount of time in the form of milliseconds

for ex:- If first thread is completing by taking 10 msec of time, the second thread will be made wait 11 msec. But the CPU burst of threads decided by OS when it is about to execute. Since the programmer is not able to decide the CPU burst time of the first thread, obviously it is quite impossible to make second thread to wait on the basis of the time. Hence practically this method is not advisable to use.

Method ② is used for making the thread to wait without specifying any amount of time for example:- with our programming technique we can find when the first thread completes its execution, at that point of time we can make second thread to be ready to continue its further execution. This method is quite advisable to make second thread to wait without time

Method ① & ② throws a predefined exception called `java.lang.InterruptedException`. (for more explanation see explanation of `sleep()` method related `InterruptedException`).

Method ③ is used for transferring one thread at a time from waiting state to ready state.

Method ④ is used for transferring all the threads from waiting state to ready state.

* The classical Examples of ITC are,

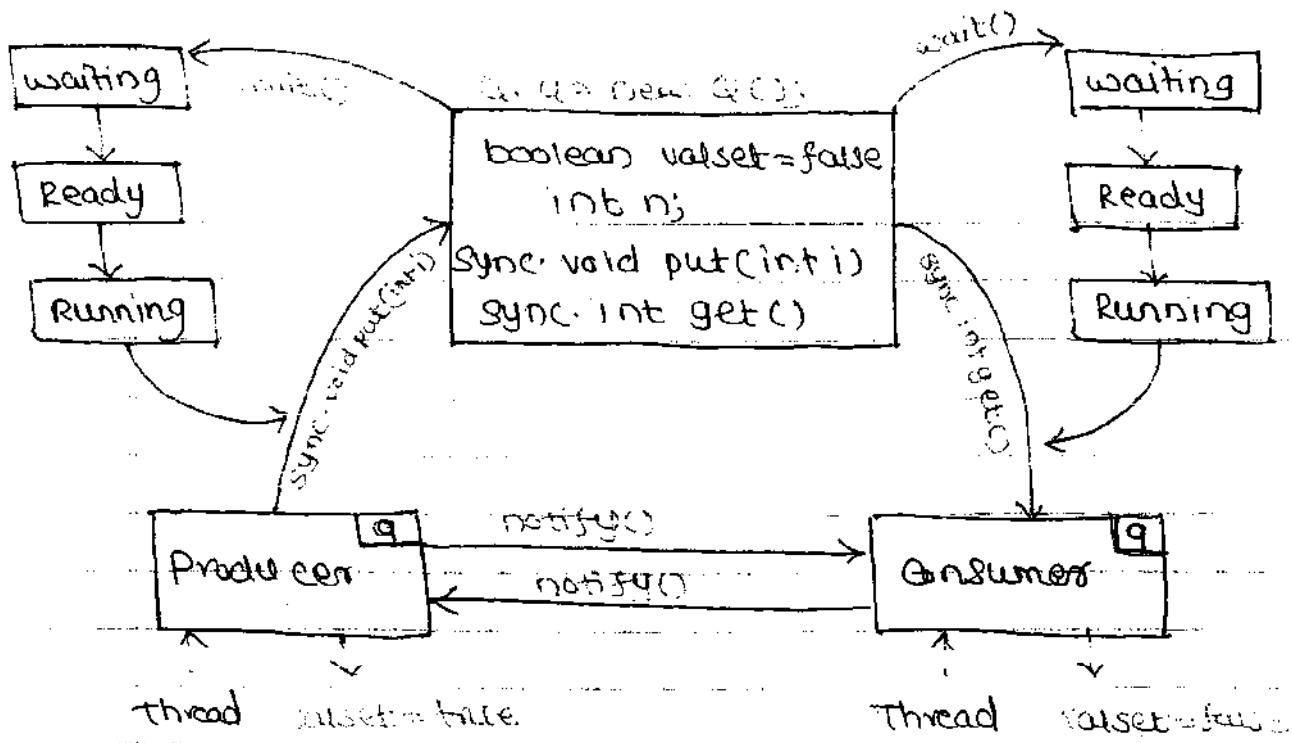
- ① Producers - consumer problem
- ② Dinning philosophers problem
- ③ Readers writers problem
- ④ Barber shop problem

① Implementation of producer-consumer problem:-
producer consumer problem statement:-

producer is one of the thread which will produce only one item which is suppose to be consumed by consumer. At any point of time producer is not allowed to produce multiple items.

Consumer is a thread which will consume only one item which is produced by producer. At any point of time consumer is allowed to consume only one item but not multiple items to consume.

The following diagram gives implementation of producer consumer problem.



Q. Write a Java program which will implement producer consumers problem

```

!/pcdemo.java
class Q
{
    int n;
    boolean valset = false;
    synchronized void put (int i)
    {
        try
        {
            if(valset)
            {
                wait();
            }
        }

```

```

    catch (InterruptedException ie)
    {
        System.out.println("problem in thread execution");
    }
}

```

```

n = i;
System.out.println("put: " + n);
valset = true;
notify();
}
} // main()

```

```
synchronized int get()
```

```

{
    try
    {
        if (!valset)
        {
            wait();
        }
    }
}
```

```

} catch (InterruptedException ie)
{
    System.out.println("problem in Thread execution");
}
}
```

```

System.out.println("got: " + n);
valset = false;
notify();
return (n);
}
} // get()
}
} // Q

```

class Prod implements Runnable

Q 9;

Prod(Q 9)

{ this.Q = q;

```
Thread t = new Thread (obj);
t.start();
```

{

```
public void run()
{
    int i=0;
    while (true)
    {
        q.put (++i);
    }
}
```

class cons implements Runnable

```
{ Q q;
```

```
cons (Q q)
```

```
{ this.q=q;
```

```
Thread t = new Thread (this);
```

```
t.start();
```

{

```
public void run()
```

{

```
while (true)
```

{

```
int x=q.get();
```

{

{

class pcdemo

```
{ psum (-)
```

```
{ Q q = new Q(); prod p
```

```
{ prod p0 = new prod(q); cons co = new cons(q);
```

{

out and err are the objects of printStream class. `err` object is created as a static data members in `System` class. The `out` object is used for displaying the soft outputs of the java program on the console. `err` object is always recommended to use to display user friendly error msgs which are occurring as a part of exception handling in the `catch` block.

* in is an object of `InputStream` class created as a static data member in `System` class. The purpose of `in` object is that it provides an environment to read data from keyboard.

* Reading Data from Keyboard:-

In java programming to read the data from the keyboard we have a predefined class called `Scanner` which is present in `java.util` package. This class is available from jdk 1.5 version onwards.

Profile of Scanner class:-

constructor

① `Scanner (InputStream)`

Instance methods

② `public xxx nextXXX()`

③ `public String nextLine ()`.

constructor ① is used for creating an object of Scanner class by passing an object of InputStream. An object of InputStream called "in" created as a static data member in the System class

Example:- `Scanner sc = new Scanner(System.in);`

With Scanner class object one can read only one value but not possible to read multiple values.

In method ② repr XXX represents any fundamental data type.

method ② is used for reading any fundamental values from keyboard.

method ③ is used for reading any type of value in the form of String type

Q. Write a java prg which will accept two numbers from the keyboard & add them

```
import java.util.Scanner;  
Class DataRead  
{  
    psum (-)  
    {  
        Scanner Sc= new Scanner (System.in);  
        Sop("Enter first no:");  
        String s1= sc.nextLine();  
        Sop("Enter second no:");  
        String s2= sc.nextLine();  
    }  
}
```

```
int res = Integer.parseInt(s1) +  
         Integer.parseInt(s2);  
System.out.println("sum:" + res);
```

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* Data Conversion Techniques -

In Java programming we have 6 data conversion techniques they are,

- ① Converting numerical string value into numerical or fundamental value :-

In order to convert numerical string values into numerical / fundamental values we use the following generalised method which is present in each & every wrappers class.

wrapper class

```
public static xxx ParseXxx(string)
```

Here xxx-represents any fundamental datatype except char datatype

e.g. String $s_1 = "100"$

```
int xc = Integer.parseInt(s1);
```

String S2 = " 20.8 "j

```
double y = Double.parseDouble(s2);
```

② Converting numerical / fundamental values into string type value :-

In order to convert numerical / fundamental values into string type values we use the following predefined generalized overloaded static factory method. and it is present in `java.lang.String` class.

`java.lang.String`



`public static String valueOf(XXXX)`

Here XXXX - represents any fundamental datatype

e.g. `int x = 30000;`

`String s = String.valueOf(x);`

`sop(s);` → "30000"

`float y = 23.87f;`

`String fs = String.valueOf(y);`

`sop(fs);` → "23.87"

③ Converting fundamental values into Object type data

In order to convert fundamental values into its equivalent object type we use the following predefined generalized parameterized constructor by taking fundamental datatype as parameter & it presents in each & every wrapper class.

Wrapper class name ↴

Wrapper class name (xxx)

Here xxx represents any fundamental data type.

ex: int a=10; fundamental value

Integer 10 = new Integer(a);

Object type value

Integer ↴

Integer(int)

double d1 = 10.85; fundamental value

Double d1 = new Double(d1);

Object type value

Double ↴

Double(double)

In this example we explicitly converted fundamental values into equivalent obj type is known as boxing (in jdk 1.4 & lower)

In jdk 1.5 version onwards we have a concept called auto boxing.

Definition of auto boxing:-

The implicit conversion of fundamental values into equivalent object type is known as auto boxing.

④ Converting object type data into the equivalent fundamental type value :-

In order to convert object type data into equivalent fundamental type data we use

the following predefined generalized instance method present in each & every wrapper class.

wrapper class name ↴

↳ public xxx xxxValue()

Here xxx represents any fundamental datatype.

ex: Character co = new Character ('A');
char ch = co.charValue();

Double do = new Double(10.75);
double di = do.doubleValue();

Double ↴
↳ public double
doubleValue()

In JDK 1.4 we convert explicitly the object type value into fundamental type value this process is known as unboxing. In the case of JDK 1.5 version onwards we have a concept called autounboxing feature.

Definition of autounboxing:-

The implicit conversion of object type data into equivalent fundamental datatype value is known as autounboxing.

⑤ Converting String type data into Object type data :-

In order to convert string type values into

equivalent wrapper class object we use the following predefined generalized parameterized constructor by taking string as parameter which is present in each & every wrapper class.

wrapper class name ↴

wrapper class name (String)

```
ex:- String s2 = "true";
Boolean bo = new Boolean(s2);
```

```
String s1 = "20.25f";
Float fo = new Float(s1);
```

⑥ Converting Object type data into String Type data

In order to convert object type data into string type data we use following predefined instance method present in each & every wrapper class.

wrapper class name ↴

public String toString()

```
ex:- Integer i0 = new Integer(100);
String is = i0.toString();
```



```

Ex: String s1 = "100";
    Integer i0 = new Integer(s1);
    int i = i0.intValue();
    String s = String.valueOf(i0);
    int x = Integer.parseInt(s);
    Integer i0 = new Integer(x);
    String s1 = i0.toString();

```

* Design Patterns :-

Def:-

Design patterns are the best rules developed and proved by industry experts and released to the real industry for eliminating the recurring problems which are occurring in SW development.

In SW development we have so many number of design patterns. But as a part of JSE we have two types of design patterns they are,

- ① Factory method
- ② Singleton class

* Collection Framework :-

Collection framework is one of the additional service / add-on service developed by sun ms & supplied as a part of java sw for enhancing the performance of java app's / projects.

Defination:- A collection fw is one of the standardized mechanism of Java & it allows us to group diff multiple values either of same type or different type or both types in a single variable with dynamic size in nature. This single variable is known as collection fw variable.

Q. What are the differences between Arrays concept & collection framework ?

Array

Collection framework

An array is a collective name given to a group of consecutive memory location which are all referred by similar type of values.

concept of array allows to organize only homogeneous data but not heterogeneous data. collection fw concept allows to organize both homogeneous & heterogeneous values.

Arrays concept contains fixed size in nature collection fw contains dynamic size in nature

* Goals / Properties / Aims of collection fw :-

1) Collection fw provides high performance to the java app's

2) Collection fw always provides extendability

(If the size of collection fw variable is increasing depending on incoming flow of data then collection fw variable is containing extendability property).

3) Collection fw provides adoptability. (Adding contents of one collection fw variable to another collection fw variable either in the beginning or in the ending or in the middle is known as adoptability).

4) Collection fw is one of algorithmic oriented.

i) Collection fw provides inbuilt sorting techniques.

ii) Collection fw provides inbuilt searching techniques.

iii) Collection fw provides inbuilt preliminary concepts of data structures.

Q. When array of objects of `java.lang.Object` organizing all types of values, what is the need of using collection fw?

Ans: Array of objects of `java.lang.Object` allows us to organise the multiple values either of same type or different type or both the types with fixed size in nature & it is unable to provide Dynamic size in nature.

To get dynamic size in nature by holding multiple values either of same type or different type or both the types, we use the concept of collection framework.

* Types of Collection frameworks :-

In the initial days of SUN ms the concept of collection fw was known as data structures. In those days data structures concept was able to fulfill few requirements of the industry & unable to fulfill few more requirements of the industry. Hence to fulfill all the requirements of the industry SUN developers has performed re-engineering or revised operation on data structures & releasing to the real industry on the name of "new collection fw". The existing data structures carry forwarded on the name of "legacy collection fw".

In other words collection fw's are classified into two types they are,

- (1) New Collection fw.
- (2) Legacy Collection fw.

(1) New collection fw :-

Re-Engineering | Revised form of Data structure is known as New collection fw.

New Collection fw is classified into two types they are,

- (1) 1D | Single collection fw.
- (2) 2D | Double collection fw | Maps.

(1) 1D | Single collection fw:-

In 1D collection fw data is organizing in the form of either rows or columns but not in the form of (key, value) pair or but not in the form of rows & columns.

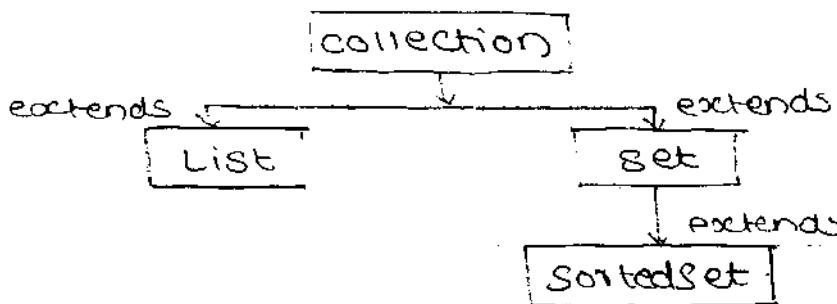
In order to deal with 1D Collection fw programming we must learn corresponding interfaces & classes which are present in `java.util.*` package.

1D Collection fw interfaces :-

1D collection fw interfaces are classified into 4 types they are,

- (1) `java.util.Collection`
- (2) `java.util.List`
- (3) `java.util.Set`
- (4) `java.util.SortedSet`.

Hierarchy Charts-



The objects of collection, List & Set interfaces are called collection fw variables.

Differences b/w collection, List, Set, SortedSet

Collection	List	Set	SortedSet
Collection is one of the predefined Interface available on the top of all 1D Collection fw interfaces	List is the subinterface of collection	Set is a subinterface of the Collection	Sorted set is a sub interface of set
An obj of collection interface allows us to add duplicate values	An obj of list interface allows us to add duplicate values	An obj of set interface allows us to add unique distinct elements	An obj of sorted set interface allows us to add unique elements.
Collection Interface obj always displays in random order	List Interface obj always displays in the sequential	Set interface obj always displays in Random	Sortedset Interface obj always displays in sorted order

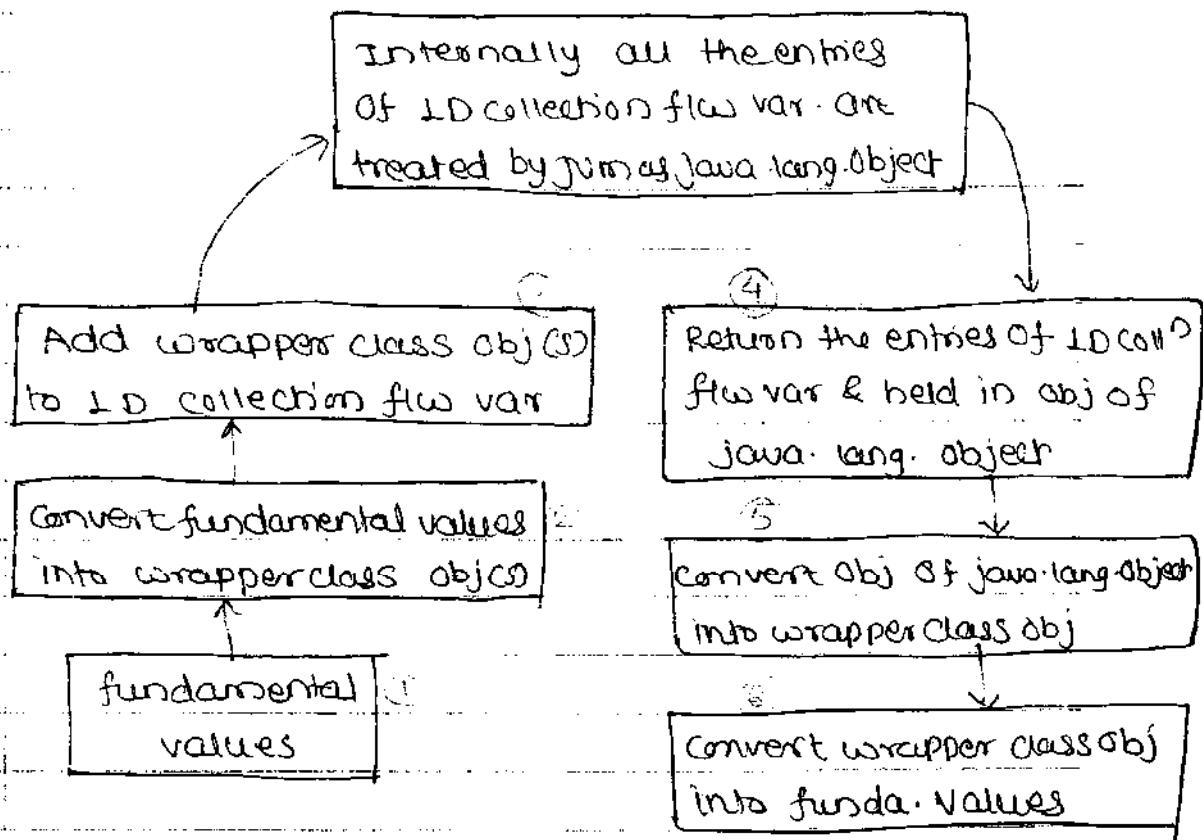
{ An obj of the Collection(I) allows us to add data only at end	{ An obj of the List(I) allows us to organize data either in beginning or in middle or in the ending	{ An obj of the set(I) allows us to organize the data only in the ending	{ An obj of the SortedSet(I) allows us to organize the data either in the beginning or in the ending or in the middle
An obj of the Collection(I) allows us to remove the data only in forward direction but not in other directions	An obj of list(I) allows us to retrieve the data either in forward or in backward or in both directions and in random directions	An obj of set(I) allows us to retrieve the data only in the forward direction but not in other directions	An obj of the SortedSet(I) allows us to retrieve the data in forward, backward & random direction

The objects of collection & sets are known as ~~uni~~-directional objs bcoz they are allowing us to retrieve the data only in the forward direction whereas the objects of list & sortedset are called multidirectional objects bcoz they allows us to retrieve the data in all the directions.

1D collection few process contains two phases they are,

- ① Grouping / Assembling phase
- ② Ungrouping / Disassembling phase.

The following diagram gives sequence of steps for both grouping & ungrouping phases.



In the above diagram steps ①, ②, ③ are used for grouping phase and steps ④, ⑤, ⑥ are used for performing ungrouping phase.

* Object Type Casting :-

The process of converting base class object reference into derived class obj reference is known as Object type casting.

Syntax:-

`Subclassname subobj = (Subclassname) baseclassname obj ;`

Need of Object type casting :-

① The result of the java program is available in the object of `java.lang.Object`

② To process the result of the obj of `java.lang.Object` we are not having any methods present in `java.lang.Object` class.

③ To process the result of object of the `java.lang.Object`, we have the special methods present in the subclass of `java.lang.Object` class.

④ To process the result of obj of `java.lang.Object` class, with respect to obj of `java.lang.Object` we can not access special methods of the subclass of `java.lang.Object` class.

⑤ To process the result of obj of `java.lang.Object` w.r.t the special methods of its derived class we must use the concept of Object type casting

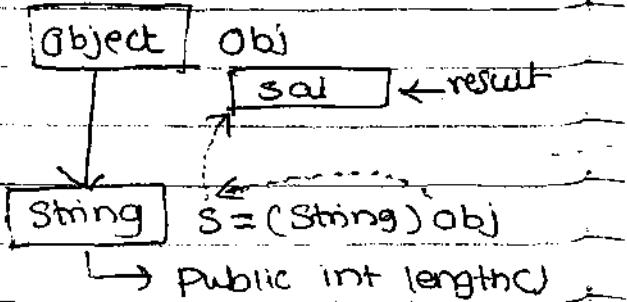
e.g. `Object obj = "sai";`

`int len = obj.length();` Memory

`String s = (String) obj;` Object Type

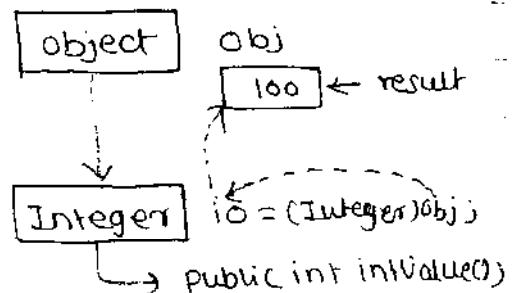
`int len = s.length();` Casting

`Sop(len);`



e.g②

```
Object obj = 100;
int n = obj.intValue(); //error
Integer s = (Integer) obj;
int m = s.intValue();
System.out.println(n);
```



Example for LO Collection flow process:-

↳ int a = 10;

↳ Integer i0 = new Integer(10);
↳ c.add(i0);

↳ obj of
juggling
Object

↳ Unwrapping { Object obj = c.get(0);
↳ Integer *i0 = (Integer) obj; } "object type
↳ int x = i0.intValue(); " Casting

* Methods in java.util.Collection:-

① public int size()

This method is used for finding the number of entries present in any collection flow variable.

② public boolean isEmpty().

This method returns true provided collection flow variable is empty ($\text{size}=0$). This method returns false provided collection flow variable is not empty ($\text{size}>0$)

③ public boolean add (Object)

This method is used for adding the values to any collection flow variables.

This method returns true provided as long as we call this method wrt collection List Interface values by adding unique & duplicate values. It also returns true as long as we call this method ~~wrt~~ wrt Set & SortedSet by adding unique values.

④ public boolean contains (Object)

This method returns false wrt second SortedSet by adding duplicate values. returns true provided the specified value present in the collection ~~in~~ variable. Otherwise it returns false.

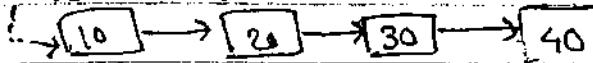
⑤ public Iterator iterator () :-

This method is used for retrieving the data from any collection ~~in~~ variable and forms like a forward ~~directional chain~~ directional chain. This method returns an object of Iterator (ID) interface & it is by default pointing just before the first element of the chain.

ex: `Sop(c); [10,20,30,40]`

`Iterator itr = c.iterator();`

`itr.forwardDirection`



`int s = 0;`

`while (itr.hasNext())`

{ `Object obj = itr.next();`

```

Integer io = (Integer) obj;
int x = io.intValue();
System.out.println(x);
}
s = s + x;
System.out.println("sum:" + s);

```

⑥ public Object[] toArray() :-

This method is used for extracting the data from any collection file variable and return an array of objects of java.lang.Object class.

eg:

```

System.out.println(c);
Object obj[] = c.toArray(); // 4 step

```

int s=0;

for(Object x: obj){}

 Integer io = (Integer)x; // steps

 int x1 = io.intValue(); // steps

 System.out.println(x1);

 s = s + x1;

}

System.out.println("sum=" + s); // 10

C
10
20
30
40

Obj
10
20
30
40

Iterator Interface :-

It is one of the predefined interface present in java.util.* package.

The purpose of Iterator interface object is to extract the data from any collection file variable only in forward direction.

By default an object of Iterator interface is pointing just before the ~~the~~ first element of forward directional chain.

Methods:-

- ① public boolean hasNext()
- ② public Object next()

Method ① returns true provided collection flow variable is having next element otherwise it returns false.

Method ② is used for obtaining next element of any collection flow variable provided method ① returns true.



Methods in java.util.List :-

We know that List is the subinterface of Collection so that all the methods of Collection are inherited into List & List Interface contains following special methods

- ① public void add(int, Object) :-

This method is used for adding an element to the List interface object either in the beginning or in the ending or in the middle.

Q. How do you add an element "sai" at the end of existing elements by using add(int, object) method ?

```
l.add(l.size(), "sai");
```

l	
28	②
A	1
23·48	2
sai	

After the above Stmt is executed
we have,

```
l.add( 3, "sci" );
```

② public Object get (int) :-

This method is used for obtaining the values of any collection from variable by passing valid existing position. If the position is Invalid we get a predefined exception called `java.lang.IndexOutOfBoundsException`

ex: Object obj = &get(1);

1075

valid position

10	0
10.75	1
Swap	2

Object obj2 = list.get(2);

null throws IndexOutOfBoundsException exception

③ public void remove (int)

④ public void remove(Object)

The above methods are used for removing the elements of List Interface obj either based on position or based on contents

⑥ public void removeAll() { }

The Above method is used for removing all the elements of List interface object

⑥ public ListIterator listIterator();

This method is used for retrieving the data from any collection flow variable and forms like a Bi-directional chain. This method returns an object of ListIterator (I) Object & it is by default pointing just before the first element of Bidirectional chain.

ex:-

`sop (l);` { 10, 20, 30, 40 }

`ListIterator litr = l.listIterator();`

`litr` forward direction →

Before
first



<code>l</code>	
10	0
20	1
30	2
40	3

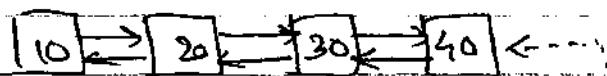
`while(litr.hasNext())`

{

`Object obj = litr.next();`

`sop (obj);` // 10 20 30 40

}



← ... litr ← After last

Backward direction

`int s=0;`

`while(litr.hasPrevious())`

{

`Object obj = litr.previous();` // 4th step

`Integer i0 = (Integer) obj;` // 5th step

`int x = i0.intValue();`

`sop (x);` // 40 30 20 10

`s = s + x;`

}

`sop ("Sum is: " + s);` // 100

* ListIterator Interface :-

It is one of the subinterface of Iterator Interface & it is present in java.util pkg

The purpose of ListIterator (I) obj is to extract the data from any collection fw. variable in both forward & backward directions.

Methods in ListIterator :-

- ① public boolean hasNext () ; Inherited from Iterator()
- ② public Object next () ;
- ③ public boolean hasPrevious ()
- ④ public Object previous () .

Method ③ returns true provided ListIterator(I) obj is having previous element in the bidirectional chain otherwise it returns false

Method ④ is used for retrieving previous element of bidirectional chain wrt an object of ListIterator (I) provided method ③ returns true

Q. What is the difference between Iterator(I) & ListIterator(I) .

An object of Iterator(I) is always used for retrieving data in forward direction from any collection variable while an object of ListIterator(I) obj is used for retrieving the data from any collection fw variable() in both forward & backward directions

Q. What are the methods used for retrieving the data from any collection fw variable in collection fw concept?

- ① public Iterator iterator()
- ② public Object toArray()
- ③ public Object get(int)
- ④ public ListIterator listIterator()

* Methods in java.util.Set :-

We know that set is the sub interface of collection so that all the methods of collection are inherited into set (I).

" Set Interface does not contains any special method except collection interface methods ".

Even though methods of collection & set interfaces are same, collection methods are defined in some predefined class in such away that duplicates are allowed. Whereas set interface methods are defined in some other predefined class in such away that unique elements are allowed.

In other words even though the methods of collection & set are same, their implementations (definitions) are different in different predefined classes.

~~29/9/13~~

* Methods in `java.util.SortedSet` :-

We know that `SortedSet` is subinterface of `Set` so that all the methods of `Set` are inherited into `SortedSet` (indirectly they are methods of `Collection`).

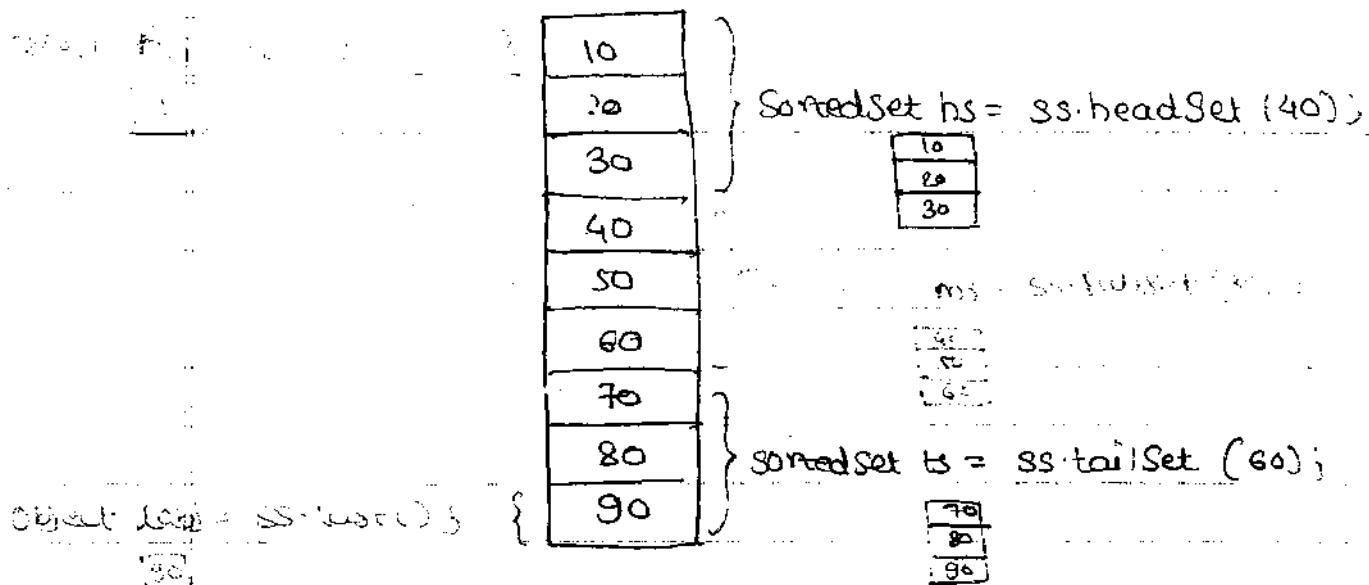
Even though methods of `Set` & `SortedSet` are same, their implementations are different in different predefined classes in such away that by satisfying properties of `Set` & `SortedSet`.

As a part of `JDK1.5` we have the following special methods in `SortedSet`.

- ① `public Object first()` target
- ② `public Object last()` object
- ③ `public SortedSet headSet (Object obj)`
 ↳ $x < obj$
- ④ `public SortedSet tailSet (Object obj)`
 ↳ $x > obj$
- ⑤ `public SortedSet subset (Object obj1, Object obj2)`
 ↳ $obj1 < x < obj2$

Methods ① & ② are used for retrieving first & last elements of `SortedSet`. Method ③ is used for retrieving those elements (x_i) which are less than target object (mathematically $x_i < obj$). Method ④ is used for retrieving those values (x_i) which are greater than target obj obj_1 & less than target obj obj_2 mathematically $obj_1 < x_i < obj_2$.

Method ④ is used for retrieving those values (x_i) which are greater than target object obj
 mathematically $x_i > obj$

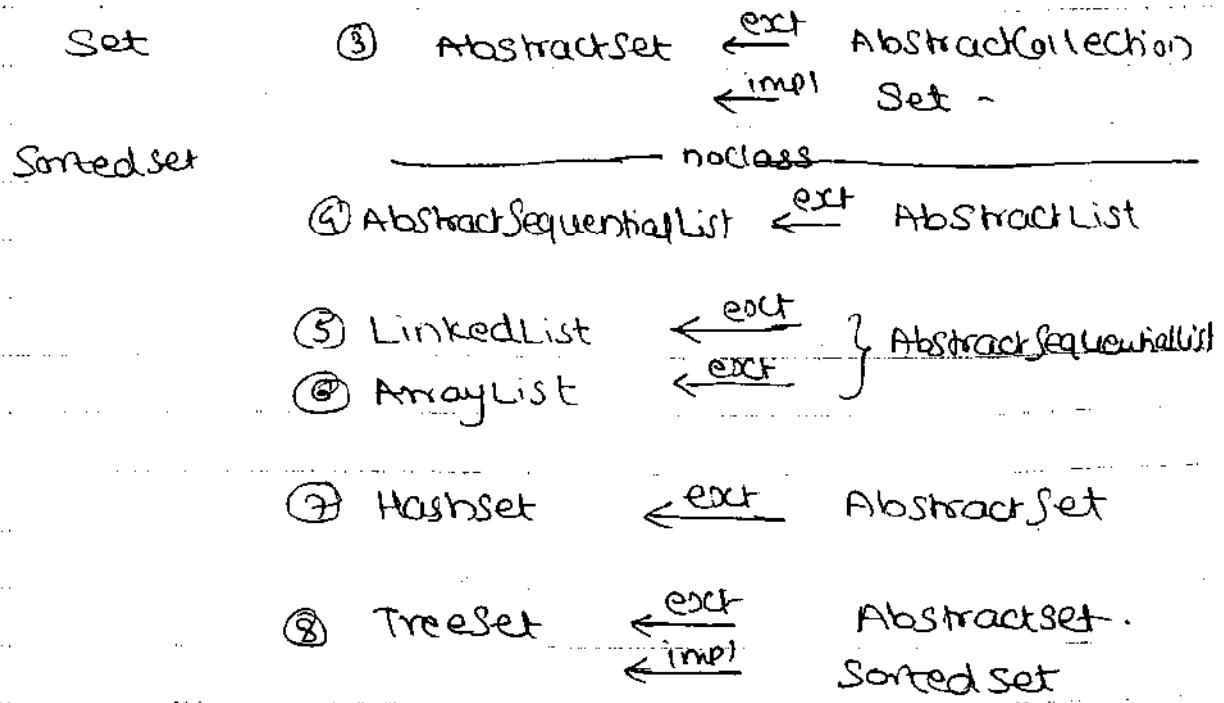


All the above methods are used for splitting the elements of sortedSet into different parts.

* LD Collection fw Classes:-

LD Collection fw Classes contains definition for those abstract methods which are inherited from LD Collection fw interfaces. The following table gives LD collection fw Interface name, Corresponding LD collection fw Class name & their hierarchy.

LD Collection fw Interface Name	LD Collection fw Class name	Hierarchy
Collection	① Abstract Collection \leftarrow^{imp} Collection	
List	② Abstract List \leftarrow^{ext}_{imp} Abstract Collection	



In the above hierarchy chart the classes ① ② ③ ④ are predefined I/O collection fw Abstract Classes & they are providing Common reusable features & these classes are resolved by Surf ms for the future enhancements in I/O collection fw programming.

The abstract classes ① ② ③ ④ are acting as a middleware layer between I/O collection fw interfaces and I/O collection fw concrete classes.

The classes ⑤ ⑥ ⑦ ⑧ are treated as I/O Collection fw Concrete classes & we use them in the real industry.

Linked List :-

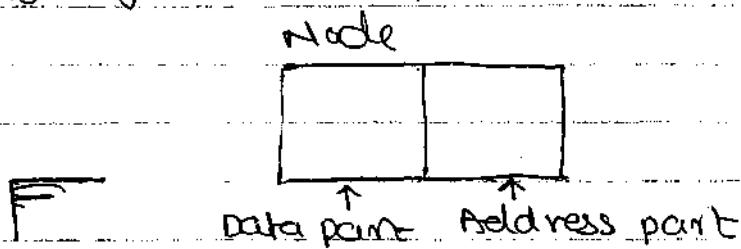
Linked list is one of the predefined class which is used for implementing the concept of linked list. Creating a linked list is nothing but creating an object of linked list.

ex: `LinkedList ll = new LinkedList();`

Here ll is an object ~~object~~ of `LinkedList` and it is treated as Collection like variable.

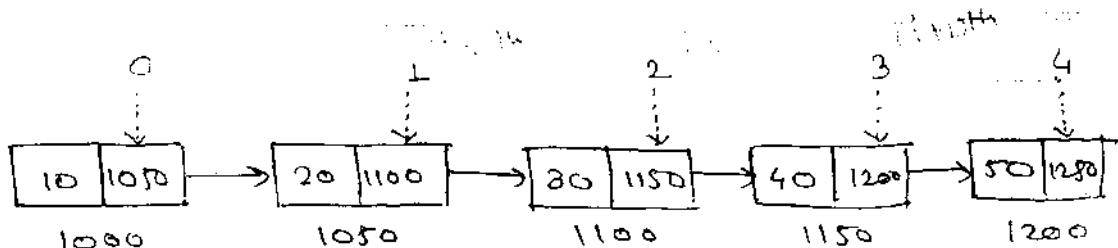
In `LinkedList` the data is organizing in the form of nodes.

Node contains two parts & whose structure is given below.



Here node represents name of `LinkedList` class object. Data part represents type of data being stored in the linked list. Address part represents type of address ~~is~~ stored in other words it always contains address of next node & address of last node contains null which indicates end of linked list.

ex. Store the values 10, 20, 30, 40, 50 in linked list



Principle:- The data organized in nodes is such away that the address of ~~(in)~~ ~~ith~~ ^{ith} node stored in address part of ^{(in-1)th} node, address part of ^{ith} node contains address of ^{(in+1)th} node & address part of last node contains "null" which indicates end of the linked list.

Advantages of Linked List :-

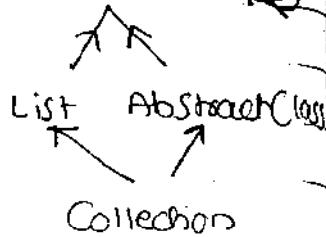
Linked list class object allowing us to place multiple values either of same type or different type or both the types

Linked list class allowing dynamic size in nature.

Linked list allows us to perform dynamic insertions that is in linked list one can insert an element either in the beginning or in the ending or in the middle.

The hierarchy of linked list class is shown below,

Linked List \leftarrow AbstractSequentialList \leftarrow AbstractList



* Profile of java.util.LinkedList Class :- constructions

- ① LinkedList()
- ② LinkedList(int)

Instance methods

- ③ public void addFirst (Object)
- ④ public void addLast (Object)
- ⑤ public Object getFirst ()
- ⑥ public Object getLast ()
- ⑦ public Object removeFirst ()
- ⑧ public Object removeLast ()

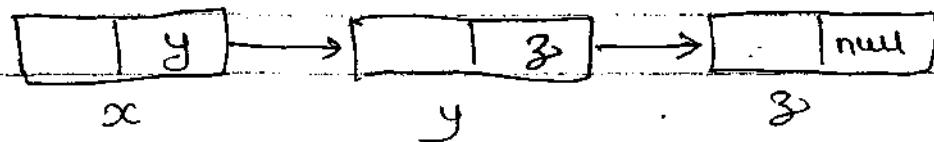
Constructor ① is used for creating an object of LinkedList without specifying no. of nodes to be created.

e.g: `LinkedList ll = new LinkedList();`
`ll.add(10);` 10 | null

Constructor ② is used for creating an object of LinkedList by specifying the number of nodes to be created initially.

`LinkedList ll = new LinkedList(3);`

`ll`



Ques 1 = II. remove (2)
Ans:-

Ques 2 = II. remove (4)

P
All elements of unsorted resp. array
method ④ & ⑤ are used for removing first 8

Ques 3 = II. get (2.5.12)(-1)

Ques 4 = II. getLast(0) ⑥

Ques 5 = II. get(0)

e.g. ① Ques 6 = II. getLast();

P
All elements of unsorted resp. array
method ⑤ & ⑥ are used for removing first 8

II. add(2.5.12)(-1)

II. addLast(5) ⑦

II. add(0.1.0) ⑧

e.g. ② II. addFirst(0)

P
positions resp. array
elements in the unsorted set of first 8 last
method ③ & ④ are used for inserting the

② Object obj = ll.~~removeLast()~~

→ OR :-

Object obj = ll.remove (ll.size() - 1);

Q. Write a java prg which illustrate the concept of linked list

! Java code

```
import java.util.*;
```

```
Class LL
```

```
{
```

```
PSVM C ->
```

```
{
```

```
LinkedList ll = new LinkedList();
```

```
SOP( "Content of ll: " + ll );
```

```
SOP( "Size of ll: " + ll.size() );
```

```
ll.add (20);
```

```
ll.add (30);
```

```
ll.add (40);
```

```
SOP( "Content of ll: " + ll );
```

```
SOP( "Size of ll: " + ll.size() );
```

```
ll.addFirst (10);
```

```
ll.addLast (50);
```

```
SOP( "Content of ll: " + ll );
```

```
SOP( "Size of ll: " + ll.size() );
```

```
SOP( "Extract data from ll: iterator() " );
```

```
int s = 0;
```

```
Iterator itr = ll.iterator();
```

```

while (itr.hasNext())
{
    Object obj = itr.next();
    Integer io = (Integer) obj;
    int x = io.intValue();
    sop(x);
    s = s + x;
}

sop("sum using iterator() = " + s);
sop("extract data from ll: ListIterator FWD");
ListIterator litr = ll.listIterator();
while (litr.hasNext())
{
    Object obj = litr.next();
    sop(obj);
}

sop("extract data from ll: ListIterator() BWD");
while (litr.hasPrevious())
{
    Object obj = litr.previous();
    sop(obj);
}

sop("extract data from ll: toArray()");
int s1 = 0;
Object obj[] = ll.toArray();
for (Object x : obj)
    if (x instanceof model)
        for loop
    {
        Integer io = (Integer)x;
        int y = io.intValue();
        sop(y);
        s1 = s1 + y;
    }
}

```

```

    System.out.println("Sum using toArray(): "+s1);
    System.out.println("Extract the data from ll: get()");
    for(int i=0; i<ll.size(); i++)
    {
        Object obj = ll.get(i);
        System.out.println(obj);
    }
}

```

i extract the random element

```
Object obj = ll.get(2);
```

```
System.out.println("random element: "+obj); //3c
```

- Q. Write a java prg which will determine biggest of 3 numbers & which will return 3 source values & biggest number ?

Big.java

```
package bp;
```

```
import java.util.LinkedList;
```

```
public class Big
```

```
{
```

```
    int a,b,c;
```

```
    public void set (int a, int b, int c)
```

```
{
```

```
        this.a=a;
```

```
        this.b=b;
```

```
        this.c=c;
```

```
}
```

```
    public LinkedList findBig()
```

```
{    int big=a;
```

```

    if (b > big)
    {   big = b; }
    if (c > big)
    {   big = c; }

```

```

LinkedList ll = new LinkedList(); // creating
ll.add ("val of a=" + a);
ll.add ("val of b=" + b);
ll.add ("val of c=" + c);
ll.add ("Biggest=" + big);

return (ll);

```

} "Big" business logic class

{BP}

→ Big.class

1) BigDemo.java

```

import bp.Big;
import java.util.*;

```

class BigDemo

{

psum (-)

{

```

Scanner sc = new Scanner(System.in);

```

sop ("Enter first no:");

```

int n1 = Integer.parseInt (sc.nextLine());

```

sop ("Enter second no:");

```

int n2 = Integer.parseInt (sc.nextLine());

```

sop ("Enter third no:");

```

int n3 = Integer.parseInt (sc.nextLine());

```

```
Big bo = new Big();
bo.set(n1, n2, n3);
```

```
LinkedList ll = bo.findBig();
```

```
Iterator itr = ll.iterator();
```

```
while (itr.hasNext())
```

```
{
```

```
Object obj = itr.next();
```

```
Sop(obj));
```

```
}
```

```
}
```

NOTE:- for the above prg if we input any float values then we get NumberFormat Exception & the entire block of stmts in main() method must be enclosed within try & catch blocks by writing NumberFormat Exception.

* Limitations Of java.util.LinkedList :-

LinkedList will take more memory space (explicitly memory space for data part & address part of the node is created in heap memory and takes double amount of space)

- Retrieving the data from LinkedList will take more time (slow). On overall the performance of LinkedList is less & Inclusively is not recommended to use LinkedList.

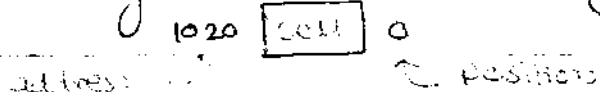
Hence to avoid the above problems we have
an another ~~the~~ collection called ArrayList.

* Java.util.ArrayList :-

ArrayList is one of the bottommost 1D
collection few concrete subclass.

Creating an ArrayList is nothing but creating
an object of ArrayList class.

e.g.: ArrayList, al = new ArrayList()



Here al is one of the collection few variable

In ArrayList the data is organizing in the
form of cells. cell values are stored in
Heap memory & cell addresses are stored in
Associative memory. cell values can be processed
by making use of positions: (If we store
anything in associative memory then it takes
negligible amount of space) and it is
always recommended to store fixed values
or figurative constants or just generated
values. If we retrieve anything from
associative memory then it takes negligible
amount of time).

* Advantages of ArrayList over LinkedList :-

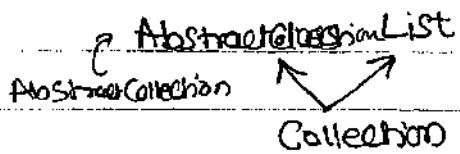
① ArrayList related applications takes less memory space (Because cell ^{addresses} values are storing in associative memory)

② Retrieving the data from ArrayList takes negligible amount of time that is fast in retrieval.

③ On overall the performance of ArrayList class based applications are enhanced.

Hierarchy of ArrayList :-

ArrayList ← AbstractSequentialList ← AbstractList



Q. Write a java program which illustrate the concept of ArrayList?

1) Copy LL.java of pg: 180 into new window & save it as AL.java

2) Substitute ArrayList in place of LinkedList

3) Substitute ll.add(10, 0, 10) in place of ll.addFirst(10);

4) Substitute ll.add(ll.size(), 50) instead ll.addLast(50);
In general whenever we come across LinkedList

class it is highly recommended to substitute ArrayList instead of LinkedList -

* Profile of `java.util.ArrayList` :-

constructor

① `ArrayList()`: This constructor is used for creating an object of `ArrayList` class.

e.g.: `ArrayList al = new ArrayList();`



Here `HashSet` & `TreeSet` are the two bottommost predefined concrete subclasses in 1D collection fw

`HashSet`

`HashSet` class obj never allows unique elements but not duplicates

`TreeSet`

`TreeSet` class obj also allows unique elements but not duplicates

`HashSet` class obj allows us to organize the data in the form of `Hashtable` by following hashing mechanism

`TreeSet` class obj organizes the data in the form of nodes by following Binary trees concept.

We can not determine in which order `HashSet` class obj displays data bcoz sun ms developers

did not disclosed which hashing mechanism is followed at the time of developing `HashSet` class.

`TreeSet` class obj always displays the data in sorted order.

(left part) data (right part)

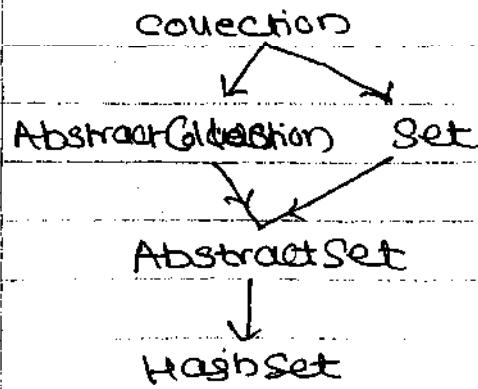
In HashSet the operations like Insertion, Deletion & modification are considered as time consuming operations.

Retrieving data from the HashSet will take considerable amount of time that is Retrieval time is more/ slow.

Creating HashSet obj is nothing but creating an object of HashSet class
`HashSet hs = new HashSet();`

Profile:-

`HashSet()`



In TreeSet operations like Insertion, Deletion & modification takes less amount of time that is less time consuming operations.

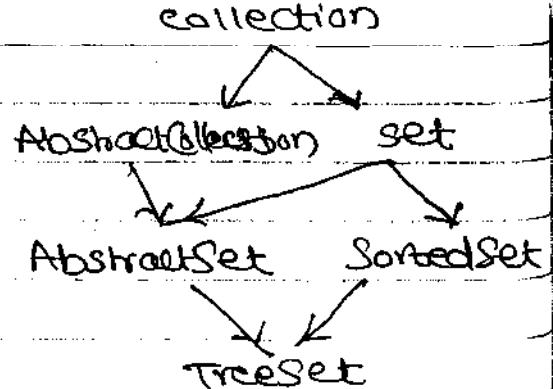
Retrieving the data from TreeSet will take negligible amount of time. i.e. Retrieval time is less/ fast.

Creating TreeSet is nothing but creating an obj of TreeSet class

`TreeSet ts = new TreeSet();`

profile:-

`TreeSet()`



By Observing the above characteristics
 TreeSet is highly Recommended to us compared to HashSet.

- Q. Write a Java program which illustrate the concept of TreeSet & HashSet ?

```

import java.util.*;
class hsts
{
    public static void main()
    {
        TreeSet ts = new TreeSet();
        System.out.println("Content of ts: " + ts);
        System.out.println("Size of ts: " + ts.size());
        // add data to ts
        ts.add(100);
        ts.add(1);
        ts.add(10);
        ts.add(90);
        ts.add(90); // duplicates are not allowed
                    // to add at runtime
        System.out.println("Content of ts: " + ts);
        System.out.println("Size of ts: " + ts.size());
    }
}

Iterator itr = ts.iterator();
while (itr.hasNext())
{
    Object obj = itr.next();
    System.out.println(obj);
}
  
```

Q. Write a java prg which will sort the list of numbers by accepting list of numbers from keyboard. Print those numbers in both ascending and descending order & also print highest number & fist least number

II. sort.java

package SP;

import java.util.*;

public class Sort

{

 public TreeSet getSortedData()

 {

 TreeSet ts = new TreeSet();

 Scanner sc = new Scanner(System.in);

 System.out.println("Enter How many no you want to enter");

 int n = Integer.parseInt(sc.nextLine());

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

 {

 System.out.println("Enter " + i + " Number");

 int m = Integer.parseInt(sc.nextLine());

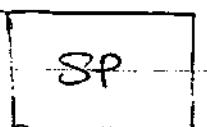
 ts.add(m);

 }

 return ts;

}

(cmd) javac -d . sort.java



→ Sort Class

1) SortDemo.java

```
import java.util.*;  
import sp.Sort;  
  
class SortDemo  
{  
    public static void main(String[] args)  
    {  
        Sort so = new Sort();  
        TreeSet ts = so.getSortedData();  
  
        System.out.println("Ascending order:");  
        Object obj[] = ts.toArray();  
        for (Object x : obj)  
        {  
            System.out.println(x);  
        }  
  
        System.out.println("Descending order:");  
        for (int i = ts.size() - 1; i >= 0; i--)  
        {  
            System.out.println(obj[i]);  
        }  
  
        System.out.println("Highest no: " + obj[ts.size() - 1]);  
        System.out.println("Lowest no: " + obj[0]);  
    }  
}
```

4/10/13

* 2D Collection framework :-

In 2D collection fw the data is organizing in the form of key, value pair.

In key, value pair the values of key must be unique & the values of values may or may not be unique that is duplicates are allowed.

ex:-

Deposit		
key	<u>acno</u>	<u>bal value</u>
	10	1.5
	20	2.5
	30	3.5

Deposit → 2D coll' fw var

acno → name of key

bal → name of value

(10, 20, 30) → Values of key

(1.5, 2.5, 3.5) → Values of value

* 2D collection fw process :-

2D collection fw process contains two phases

they are,

① Grouping phase | Assembling phase.

② Un-grouping phase | De-assembling phase.

The following Diagram gives sequence of steps for grouping phase & ungrouping phase.

In the diagram steps ① ② ③ are used for performing grouping phase. The steps ④ ⑤ ⑥ ⑦ are used for ungrouping phase.

Internally all the entries of 2D Collection fw variable are treated as mobj of type java.lang.Object

Add wrapperclass obj1 & obj2 to 2D collection fw variable

Convert fund. value1 & value2 into wrapperclass obj1 & obj2

fundamental
value1 (key)

fundamental
value2 (value)

Retrieve all the entries of 2D Collection fw variable like mobj & hold them in mobj of type java.lang.Object

* mobj contains kobj & vobj
* kobj & vobj are of type java.lang.Object
* separate kobj & vobj from mobj

Convert kobj & vobj into corresponding wrapperclass obj1 & obj2 respectively

⑦ Convert wrapperclass obj1 into fundamental value1 (key)

Convert wrapperclass obj2 into funda. value2 (value)

In Order to deal with 2D Collection fw programming we must learn 2D Collection fw classes, Interfaces which are present in java.util.*

* 2D Collection fw Interfaces / Map Interface

Map interfaces are classified into 3 types

they are,

- ① java.util.Map
- ② java.util.Map.Entry
- ③ java.util.SortedMap.

① java.util.Map :-

- It is available on the top of hierarchy of all 2D collection fw interfaces.
- An object of Map interface allows us to organize the data in the form of (key,value) pair. In (key,value) pair the values of key represents unique & values of value may or may not be unique.
- Map interface object displays the data in random order that is in whichever order we add in the same order the data will be displayed.

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Profile of java.util.Map Interface :-

① public int size() :-

This method is used for finding the number of entries present in 2D collection fw variable

② public boolean isEmpty() :-

This method returns true provided 2D collection fw variable is empty ($\text{size} = 0$). It returns false in the case of non-empty ($\text{size} > 0$)

③ public void put(Object, Object) :-

This method is used for performing both insertion & updating the values of 2D collection fw variable.

If we are placing any (key, value) pair data in 2D collection fw variable & if the value

if key is not existing in 2D collection few variable then (key, value) pair will be considered as inserted entry.

If the value of key is already existing in 2D collection few variable then existing value of value is modified/replaced with new value of value.

~~map m~~ obj of Map(
m ↴
e.g: m.put (10, 1.5); Inserted entries {
 m.put (20, 1.5); 10 1.5
 m.put (30, 2.5); 20 1.5
 30 2.5

SOP(m); { (10=1.5), (20=1.5), (30=2.5) }
m.put (10, 9.5);
SOP(m); modified entry {
 10 9.5
 20 1.5
 30 2.5

④ public Object get (Object):-

This method is used for obtaining value of value by passing value of key.

e.g:

Object vobj = m.get (10);
9.5

Object vobj = m.get (88);

null

⑥ public Set entrySet():-

This method is used for retrieving all the entries of any 2D collection fw variable. This method returns an object of set. An object of set is holding all the entries of 2D collection fw variable which are returned by entrySet() method.

e.g:

SOP (m) : { {10=1.5}, {20=2.5}, {30=1.5} }

m ↴

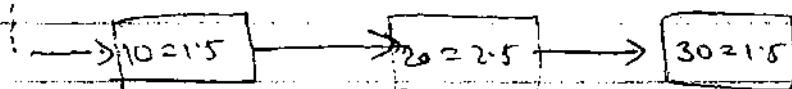
10	1.5
20	2.5
30	1.5

Set S = m.entrySet()

∴ S : { {10=1.5}, {20=2.5}, {30=1.5} }

Iterator itr = s.iterator();

itr



while (itr.hasNext())

{

Object mobj = itr.next(); // 4-step

10=1.5

Map.Entry me = (Map.Entry) mobj;

Object kobj = me.getKey(); } // 5-step

Object vobj = me.getValue(); }

Integer io = (Integer) kobj; } // 6-step

float fo = (float) vobj; }

int acno = io.intValue(); } // 7-step

float bal = fo.floatValue(); }

SOP(bal + " is balance of: " + acno);

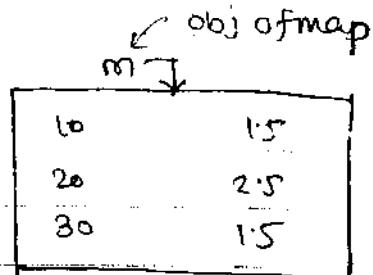
}

⑥ public Set keySet () :-

This method is used for obtaining set of keys and holding in the object of java.util.set().
e.g:

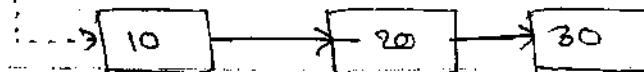
Sop (m);

Set S = m.keySet();



Iterator itr = s.iterator();

itr



while (itr.hasNext())

{

Object kobj = itr.next();

Object vobj = m.get(kobj);

Integer io = (Integer) kobj;

Float fo = (float) vobj;

Int acno = io.intValue();

float bal = fo.floatValue();

sop(" bal + " is a bal of " + acno);

}

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②

java.util.Map.Entry :-

Map is one of the interface & Entry is one of the nested / inner interface defined in Map interface.

Map.Entry is used for separating (key,value) pair from any 2D collection like variable.

* Methods in Entry Interface :-

- ① public Object getKey()
- ② public Object getValue()

These two methods are used for separating (key, value) pair from any 2D collection few variable.

③ java.util.SortedMap :-

It is one of the sub interface of map interface so that all the methods of Map are inherited into SortedMap.

SortedMap organizes the data in the form of (key, value) pair.

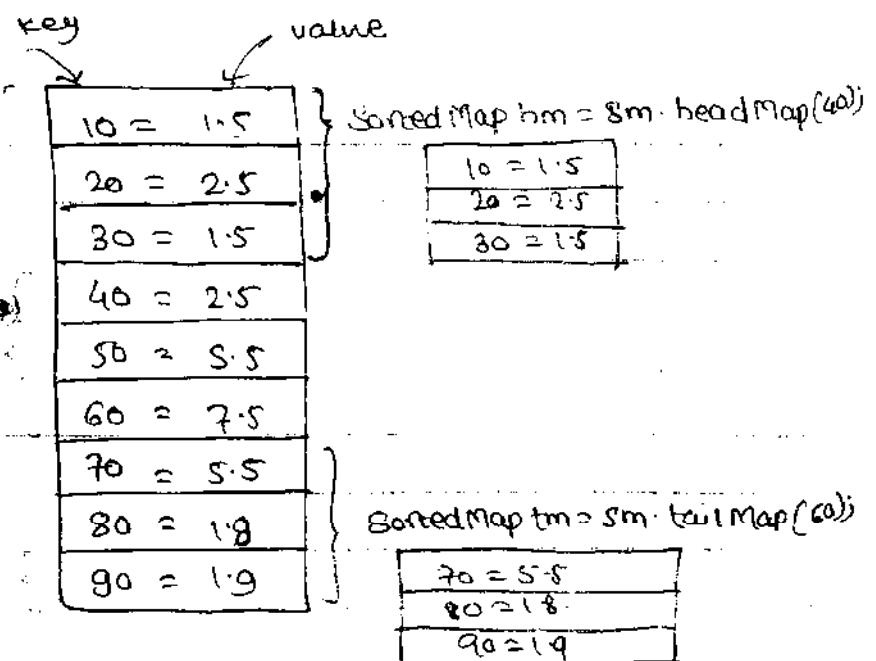
SortedMap interface object displays the data in the sorted order & sorting will be done based on key

Profile of java.util.SortedMap :-

- ① public Object first()
- ② public Object last()
- ③ public SortedMap headMap (Object kobj)
 → $x_i < kobj$
- ④ public SortedMap tailMap (Object kobj)
 → $x_i > kobj$
- ⑤ public SortedMap subMap (Object kobj₁, Object kobj₂)
 → $kobj_1 < x_i < kobj_2$

For more explanation of above methods see the methods of SortedSet interfaces pg:173.

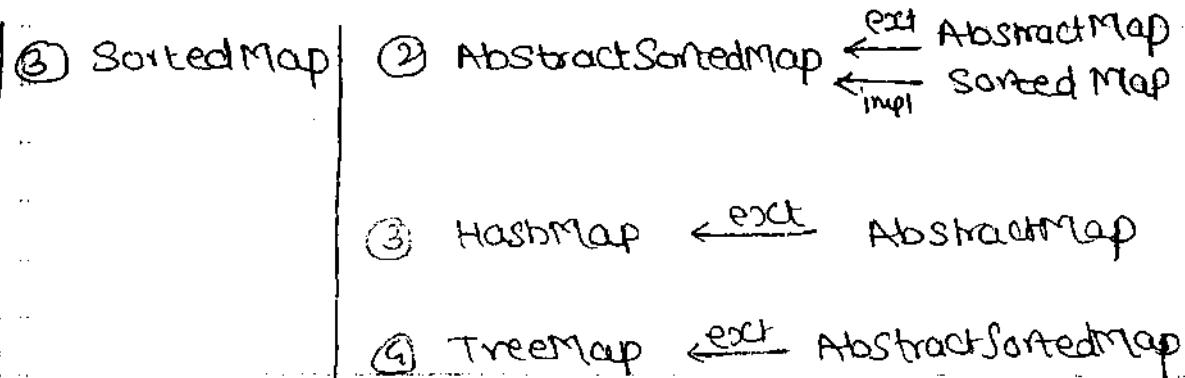
Example:-



* 2D Collection fw Classes :-

2D collection fw classes contains definition for those abstract methods which are inherited from 2D collection fw interfaces. The following table gives 2D collection fw interface names, corresponding 2D collection fw classnames & their hierarchy.

2D C. fw Interface name	2D Collection fw Classname	Hierarchy
① Map	① AbstractMap \leftarrow Map	
② Map.Entry	AbstractEntry \leftarrow Map.Entry	



In the above the classes ① & ② are the two predefined 2D collection fw abstract classes & these two classes are reserved by SUN ms developers for the future enhancements in 2D collection fw programming & these two classes are acting as a middleware layer between 2D collection fw interfaces & classes concrete classes.

The classes ③ & ④ are called 2D collection fw concrete classes & we use them in the real world applications

* HashMap & TreeMap :-

HashMap & TreeMap are the two bottommost Concrete subclasses of 2D collection fw abstract classes.

HashMap

HashMap class obj never allows duplicate keys

HashMap class obj organizes the data in the form of (key, value) pair by following Hashing mechanism

TreeMap

TreeMap class Obj never allows duplicate keys

TreeMap class Obj organizes the data in the form of key, value pair by following Binary Tree's concept

We can not determine in which order `HashMap` class obj displays data. that is undetermined form.

The operations like insertion, deletion & Modification are taking more time on `HashMap`.

Retrieval time of `HashMap` is more | slow.

Creating `HashMap` is nothing but creating an object of `HashMap` class.

`HashMap hm = new HashMap();`

Constructor:

`HashMap()`

`Map`
↓

`AbstractMap`
↓

`HashMap`.

`TreeMap` class obj displays the data in Sorted order (Sorting can be done based on keys).

The operations like insertion, deletion & modification takes less time on `TreeMap`.

Retrieval Time of `TreeMap` is less | fast.

Creating `TreeMap` is nothing but creating an object of `TreeMap` class

`TreeMap tm = new TreeMap();`

Constructor:

`TreeMap()`

`Map`
↓

`AbstractMap`
↓

`SortedMap`
↓

`AbstractSortedMap`
↓

`TreeMap`

- Q. Write a Java program which illustrate the concept of HashMap & TreeMap. (By observing the characteristics of HashMap & TreeMap, TreeMap is highly Recommended to use compared to HashMap).

```
import java.util.*;  
class Hmtrm  
{  
    public static void main(String args[]){  
        TreeMap hm = new TreeMap();  
        System.out.println("Content of hm: " + hm);  
        System.out.println("Size of hm: " + hm.size());  
  
        // add the data = (key) to (value) var - hm  
        hm.put(100, 1.5);  
        hm.put(1, 2.5);  
        hm.put(10, 1.5);  
        hm.put(90, 5.6);  
        hm.put(100, 8.8); // considered as modified entry  
        System.out.println("Content of hm: " + hm);  
        System.out.println("Size of hm: " + hm.size());  
  
        // extract data from (key) to (value) var hm  
        System.out.println("Extract data from hm var => entrySet()");  
        Set s = hm.entrySet();  
        Iterator itr = s.iterator();  
        while (itr.hasNext())  
        {  
            Object obj = itr.next();  
            Map.Entry me = (Map.Entry) obj;
```

```

Object kobj = me.getKey();
Object vobj = me.getValue();
Integer io = (Integer) kobj;
Double doz = (Double) vobj;
int acno = io.intValue();
double bal = doz.doubleValue();
Sop("bal + " is bal of " + acno);
}

Sop("extract the data from ZDSflowvar keySet()");
Set s1 = hm.keySet();
Iterator itr1 = s1.iterator();
while (itr1.hasNext())
{
    Object kobj = itr1.next();
    Object vobj = hm.get(kobj);
    Integer io = (Integer) kobj;
    Double doz = (Double) vobj;
    int acno = io.intValue();
    double bal = doz.doubleValue();
    Sop("bal + " → " + acno);
}
}

```

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② Legacy collection framework :-

We know that renamed form of existing data structures is known as legacy collection fw.

Like new collection fw legacy collection fw also contains two types of collection fw's They are,

- ① 1D Legacy collection fw
- ② 2D legacy collection fw.

The Difference between legacy collection fw & new collection fw is that legacy collection fw classes & interfaces are by default belongs to synchronized & they always provided thread safety (which provides consistent results).

Whereas new collection fw classes & interfaces are belongs to non synchronized. and not providing thread safety.

SUN ms developers always recommended to use legacy collection fw classes & interfaces in JSE applications (standalone, Desktop, Two tier applications). If multiple threads are accessing the data of legacy collection fw variable then legacy collection fw by default provides thread safety & gives consistent results.

If we use new collection fw in JSE apps & if multiple threads are accessing new collection fw variables data then by default they generate in-consistant results. because new collection fw classes & interfaces are not synchronized. In this circumstance to provide the thread safety as a java programmer we must write either synchronized methods or synchronized blocks programmatically which may be complex for the programmer. Hence industry is not recommended to use new Collection fw as a part of JSE applications. and always recommended to use legacy collection fw.

In JEE applications (web app's, distributed app's, enterprise app's) it is always recommended to use new collection fw even though they are not providing thread safety bcoz every JEE app runs in the context of server and server fw will provide inbuilt thread safety. It is not recommended to use legacy collection fw in JEE applications bcoz synchronization mechanism is implementing in two levels. They are @ at server fw level & at legacy collection fw level & they makes multiple times locking & multiple times unlocking which is one of the time consuming process & not a recommended process.

Hence every legacy collection fw classes & interfaces always recommended to use in non server side applications & new collection fw classes & interfaces are recommended to use in serverside applications.

To deal with legacy collection fw programming we need to learn interfaces & classes of 1D & 2D of legacy collection fw which are present in `java.util.*` package.

As a part of legacy collection fw we have the following interfaces & classes

- ① `java.util Enumeration` → (Interface)
- ② `java.util Vector` } 1D legacy coll fw classes
- ③ `java.util Stack` }
- ④ `java.util Dictionary` }
- ⑤ `java.util Hashtable` } 2D legacy coll fw classes
- ⑥ `java.util properties`

① `java.util Enumeration` :-

Enumeration is one of the predefined legacy collection fw interface.

The purpose of Enumeration (I) object is that to extract or retrieve the data from any legacy collection fw variables in forward direction.

Like Iterator (I) object Enumeration (I) object

is also pointing just before the first element of forward directional elements of legacy collection fw variable.

The functionality of Enumeration(I) is more or less similar to Iterator(I) but Enumeration(I) object belongs to synchronized & Iterator(I) object belongs to non synchronized.

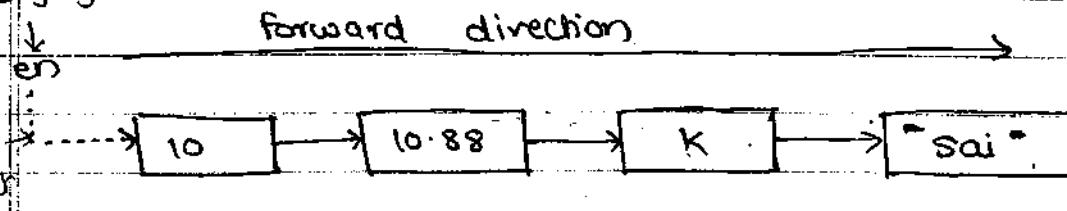
Methods in Enumeration(I):-

- ① Public boolean hasMoreElements()
- ② Public Object nextElement()

Method ① returns true provided Enumeration(I) object is having next element in legacy collection fw variable. otherwise it returns false.

Method ② is used for obtaining next element of any legacy collection fw variable wst the object of Enumeration(I) provided method ① must returns true.

Obj of Enumeration



while (en.hasMoreElements())

{

Object obj = en.nextElement();

```

class c = obj.getClass();
    !           → java.lang.Integer CLASS
String cname = c.getName();
    !           → java.lang.Integer
if (cname.equals("java.lang.Integer"))
{
    Integer io = (Integer) obj; // Dynamic casting
    int x = io.intValue();
}

if (cname.equals("java.lang.Double"))
{
    Double doi = (Double) obj; // Dynamic casting
    double d = doi.doubleValue(); // Type casting
}
!
```

The process of converting reference of object of java.lang.Object into required derived class object reference dynamically is known as dynamic object type casting.

for further Notes Refer Notebook ③ from pg number 91 onwards.

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Core Java



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Date: / /

② `java.util.Vector` :-

Vector is one of the concrete 1D legacy collection fw class present in `java.util.*` pkg.

Vector class object organizing the data in the form of cells.

cell values are storing in Heap memory & cell addresses are storing in associative memory.

Creating a vector is nothing but creating an object of vector class.

e.g: `vector v = new vector();`



The default capacity of the vector is 10.

Default size of the vector is 0.

capacity represents no. of cells initially created & size represents number of values occupied in cells.

Profile of `java.util.Vector` :-

Constructor

① `vector()`

② `vector(int)`

Instance method

③ `public int capacity()`

④ `public int size()`

⑤ `public void addElement(Object)`,

⑥ `public void addElement(int, Object)`,

⑦ `public Object getElement(int)`

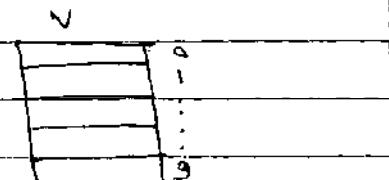
⑧ `public void removeElementAt(int)`,

⑨ `public void removeElement(Object)`

⑩ `public Enumeration elements()`

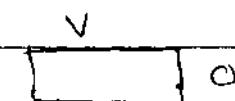
constructor ① is used for creating an object of vector without specifying number of cells to be created initially

e.g.: `vector v = new vector();`



Constructor ② is used for creating an object of vector class by specifying number of cells to be created initially

e.g.: vector v = new vector(1);



Here 1 represents one cell is created in the beginning & its expanded depends on the incoming flow of the data i.e. expandable

Method ③ & ④ are used for obtaining capacity & size of the vector class object.

e.g.: vector v = new vector();

```
sup ("Capacity of v = " + v.capacity()); // 10
```

```
sapc("size of v = " + v.size()); // 0.
```

Method **`push_back()`** is used for adding an element to vector class object one by one. v

e.g.: v.addElement(10)

v.addElement(10.75);

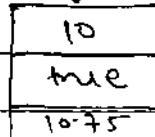
v.addElement('A');

SOP (v); 11 10, 10-75, A

Method ⑥ $\text{v}.$ used for adding an element to the vector at specific position.

e.g.: `v.addElement(1, true);`

SOP(v); 1110, true, 10-75, A



Method ② is used for obtaining the value of vector class object by passing valid existing position. If we pass invalid position then we get java.lang.IndexOutOfBoundsException exception.

e.g.: Object obj1 = v.elementAt(1); // true

Object obj2 = v.elementAt(8); // IndexOutOfBoundsException

Method ③ & ④ are used for removing the elements of vector either on the basis of position or on the basis of content.

e.g.: v.removeElement(1); // Based on index
OR:

v.removeElement(10.75); // Based on content

Method ⑤ is used for extracting the data from vector class object & forms forward directional chain. This method returns an object of Enumeration interface & it is by default pointing just before the first element of the chain.

e.g.: Sop(v);

Enumeration en = v.elements();

en. forward directional chain → v



while(en.hasMoreElements())

{

Object obj = en.nextElement();

Sop(obj); // 10, 10.75, A, sai

}

Q. Write a java program which illustrate the concept of vector?

// Vector.java

```
import java.util.*;
```

```
class vector
```

```
{
```

```
    psum(-)
```

```
}
```

```
vector v = new vector();
```

```
sop("Content of v = " + v);
```

```
sop("Capacity of v = " + v.capacity());
```

```
sop("Size of v = " + v.size());
```

// Add the data to v

```
v.addElement(10);
```

```
v.addElement(10.75);
```

```
v.addElement('A');
```

```
v.addElement("Swap");
```

```
v.addElement(100);
```

```
v.addElement(100.85);
```

```
sop("Content of v = " + v); // [ ]
```

```
sop("Capacity of v = " + v.capacity()); // 10
```

```
sop("Size of v = " + v.size()); // 6
```

// Extract the data from v

```
int is = 0;
```

```
double ds = 0.0;
```

```
Enumeration en = v.elements();
```

```
while (en.hasMoreElement())
```

```
{
```

```
    Object obj = en.nextElement();
```

```
    sop(obj);
```

```
    Class C = obj.getClass();
```

```
    String name = C.getName();
```

```

if(cname.equals("java.lang.Integer"))
{
    Integer io = (Integer) obj;
    int x = io.intValue();
    is = is+x;
}
if(name.equals("java.lang.Double"))
{
    Double do1 = (Double) obj;
    double x = do1.doubleValue();
    ds = ds+x;
}
System.out.println("int Sum = " + is);
System.out.println("double sum = " + ds);
}
}

```

③ java.util.Stack :-

- Stack is one of the concept of data structure implemented in java programming & supplied in the form of predefined class called `java.util.Stack`.

Creating a stack is nothing but creating an object of stack class.

e.g: `Stack s = new Stack();`

Stack class is one of the sub class of vector class so that all methods of vector are inherited into Stack class.

Stack class object organizes the data in the form of cells like vector

The basic working principle of stack is LIFO. LIFO principle says whatever the element which is inserted last is that element will be taken out first.

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The following diagram gives positional view about organization of elements in the stack.

Relative pos. of Stack	Absolute pos. of Stack	S	Absolute pos. Array	Relative position of Array
4	3	10	0	1
3	2	20	1	2
2	1	30	2	3
1	0	40	3	4

Sop(S); 11 10 20 30 40 Right to left associativity

Profile of java.util.Stack :-

Constructor

- ① Stack()

Instance methods

- ② public boolean empty()
- ③ public void push (Object)
- ④ public Object pop ()
- ⑤ public Object peak ()
- ⑥ public int search (object)

Constructor ① is used for creating an obj of Stack class. Method ② returns true provided stack is empty ($\text{size} = 0$) it returns false in the case of non empty ($\text{size} > 0$)

Method ③ is used for inserting an element into the stack. Method ④ is used for removing topmost element from the stack permanently. Method ⑤ is used for retrieving topmost element of the stack. Method ⑥ is used for searching an element in the stack. If the element is found in the stack then it returns a positive value (stack relative position) if element is not found then it returns -1.

Q. Write a java program which illustrate the concept of stack operations.

/* StackDemo.java

```
import java.util.*;
```

```
class StackDemo
```

```
{
```

 public static void main(String args[])

```
        Stack s = new Stack();
```

```
        System.out.println("Content of s = " + s); // []
```

```
        System.out.println("Size of s = " + s.size()); // 0
```

```
        System.out.println("Is s empty? = " + s.empty()); // true
```

```
        // add data to s
```

```
        s.push(10);
```

```
        s.push(20);
```

```
        s.push(30);
```

```
        s.push(40);
```

```
        System.out.println("Content of s = " + s); // [10, 20, 30, 40]
```

```
        System.out.println("Size of s = " + s.size()); // 4
```

```
        System.out.println("Is s empty? = " + s.empty()); // false
```

```
        // remove topmost element
```

```
        System.out.println("Deleted element = " + s.pop()); // 40
```

```
        System.out.println("Content of s = " + s); // [10, 20, 30]
```

```
        // extract topmost element
```

```
        System.out.println("Topmost element = " + s.peek()); // 30
```

```
        System.out.println("Content of s = " + s); // [10, 20, 30]
```

```
        // search the elements 10 & 100
```

```
        int srp = s.search(10);
```

```
        System.out.println("Stack relative position of 10 = " + srp); // 1
```

```
        int srp1 = s.search(100);
```

```
        System.out.println("Stack relative position of 100 = " + srp1); // -1
```

java.util.Dictionary :-

Dictionary is one of the 20 legacy collection few abstract class.

Dictionary class object organizes the data in the form of (key, value) pair.

Since Dictionary is an abstract class whose object can not be created directly but its object can be created indirectly. (wrt its subclasses).

Profile of Dictionary class :-

Instance method

- ① public abstract int size()
- ② public abstract boolean isEmpty()
- ③ public abstract void put (Object, Object)
- ④ public abstract Object get (Object)
- ⑤ public abstract Enumeration keys()

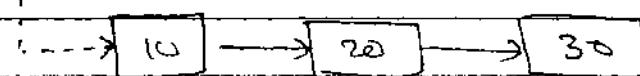
for methods ①, ②, ③, ④ explanation see the methods of Map interface.

Method ⑤ is used for obtaining the set of keys. Pass these keys to the get(-) method and obtain values of value.

`sop(d); // { (10=1.5), (20=2.5), (30=3.5) }`

`Enumeration en = d.keys();`

`en`



10	1.5
20	2.5
30	3.5

`d` ↴ obj of
Dictionary

```
while(en.hasMoreElements())
```

{

```
Object kobj = en.nextElement();
```

```
Object vobj = d.get(kobj);
```

```
sop("vobj + " is bal of " + kobj);
```

}

java.util.Hashtable :-

It is one of the sub class of Dictionary so that all methods of Dictionary are defined in Hashtable.

Hashtable Class object organizes the data in the form of (key, value) pair by following hashing mechanism (which is not disclosed by SUN developers).

Since hashtable is following hashing mechanism for organizing the data in the form of key, value pair, we can not determine in which order Hashtable class object displays, that is undetermined form.

The functionality of Hashtable is more or less similar to Hashmap but Hashtable Class Object belongs to synchronized & never allows null values for (key,value) pair whereas Hashmap Class object belongs to non synchronized and allows null values for (key,value) pair.

Profile of java.util.Hashtable :-

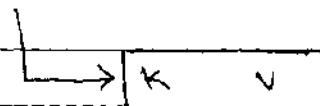
constructor

① Hashtable ()

② Hashtable (int)

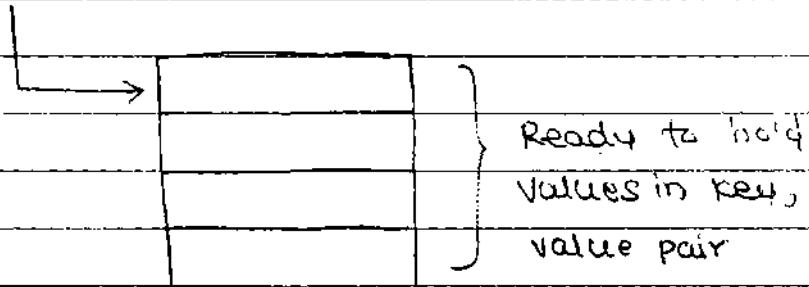
constructor ① is used for creating an object of Hashtable without specifying number of initial entries to be created.

e.g: Hashtable ht = new Hashtable();



constructor ② is used for creating an object of Hashtable by specifying number of entries to be created initially.

e.g: Hashtable hb = new Hashtable(4);



Q. Write a java prg which will implement the following problem.

States	Capitals	
MH	Mumbai	!
AP	Hyderabad	!
Goa	Panaji	
KAR	Bangalore	

Validations:-

① Enter the state & find its capital.

Ex. Mumbai is capital of MH.

② If state is not found then display "NO Idea"

③ If state is not entered then display
"Plz enter State".

Ensure thread safety.

1) Htable.java

```
import java.util.*;
```

```
class Htable
```

```
{
```

```
    psum(-)
```

```
{
```

```
    Hashtable ht = new Hashtable();
```

```
    ht.put("MH", "Mumbai");
```

```
    ht.put("AP", "Hyderabad");
```

```
    ht.put("GOA", "Panaji");
```

```
    ht.put("KAR", "Banglore");
```

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

```
    Enumeration en = ht.keys();
```

```
    while(en.hasMoreElements())
```

```
{
```

```
        Object state = en.nextElement();
```

```
        Object cap = ht.get(state);
```

```
        System.out.println(state + " " + cap);
```

```
}
```

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

```
    if(args.length == 0)
```

```
{
```

```
        System.out.println("Plz enter one state value:");
```

```
}
```

~~EF~~

else

{

String state = args[0].toUpperCase();

Object cap = ht.get(state);

if (cap == null) // capital found

{

System.out.println(cap + " is capital of " + state);

}

{

else // capital not found

{

System.out.println("No Idea");

}

{

}

11/10/13

Limitations of Hashtable :-

① Properties class Obj

② Hashtable class object is unable to read the data from properties file| resource bundle file

③ Hashtable class obj is unable to develop flexible applications

④ Hashtable class obj is unable to read the data of environmental variable names & environment variable values.

Conclusion: To eliminate the above problems of Hashtable we use another predefined class called Properties class.



Properties Class :-

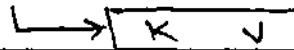
It is one of the predefined subclass of Hashtable class & all the methods of Hashtable are inherited into properties class.

Advantages of Properties class over Hashtable:-

- ① properties class obj is able to read the data from properties file.
- ② properties class object allows us to develop flexible applications.
- ③ properties class object allows us to read the data of env. variable names and env. variable values.

* Creating properties is nothing but creating an object of properties class.

e.g. Properties p = new Properties();



Here p object resides in main memory (heap memory).

Properties file :-

Defn:- A property file is one of the external text file which is organizing the data in the form of (key,value) pair

property file to be created in any of the text editors (Notepad, Editplus) and it should be saved on some filename with an extension either .prop

keys (property names)	result prop	values (property values)
	$\rightarrow \text{Sno} = 8$ $\text{sname} = Swap$ $\text{marks} = 85.58$	

Here property file result.prop resides in secondary memory (Hard disk).

Profile of java.util.Properties :-

constructor

① Properties()

Instance Method

② public void load (fileInputStream)

③ public String getProperty (String).

Constructor ① is used for creating an object of properties class.

e.g: Properties p = new Properties();

Method ② is used for loading or transferring the content of properties file into the properties class object by opening the property file in read mode with the help of FileInputStream Class.

e.g: FileInputStream fis = new FileInputStream("result.Prop");
 p.load(fis);

Method ③ is used for obtaining property value by passing property name key

e.g: String sno = p.getProperty ("Sno");

* Steps | Guidelines for reading the data from Properties file :-

- ① Create the property file on any text editor and save it as some file name with an extension ".prop" or ".rbf".
 - ② Open the property file in read mode with the help of FileInputStream class.
 - ③ Create an object of properties class.
 - ④ Load | Transfer the content of property file (from secondary memory into properties class object in main memory)
 - ⑤ Obtain the property values (value of value) by passing property names (value of key)
 - ⑥ Close the property file which was opened in read mode in Step ②
- Q Write a java program which will read the data from property file by making use of properties class.
- 1) prop1.java
- II Step1: we must ensure to Create property file as result.prop.
- sno = 8
sname = swap
marks = 85.58
- ```
import java.util.*;
import java.io.*;
```

Class Prop

{

psvm (-)

{ :

try

{ 11 Step②

Scanner sc = new Scanner(System.in);

sc.nextLine();

String fname = sc.nextLine();

FileInputStream fis = new FileInputStream  
(fname);

11 Step③

Properties p = new Properties();

11 Step④

p.load(fis);

11 Step⑤

sc.nextLine();

sc.nextLine();

sc.nextLine();

11 Step⑥

fis.close();

}

Catch (FileNotFoundException fe)

sc.nextLine();

Catch (Exception e)

sc.nextLine();

}

}

Q. Write a java program for obtaining env. variable names & their values

1) prop2.java

```
import java.util.*;
```

```
Class prop2
```

```
{
```

```
psvm (-)
```

```
{
```

```
Properties p = System.getProperties();
```

```
Enumeration en = p.keys();
```

```
while(en.hasMoreElements())
```

```
{
```

```
Object evn = en.nextElement();
```

```
Object env = p.get(evn);
```

```
Sop(evn + " --->" + env);
```

```
}
```

```
}
```

```
}
```

In order to obtain environmental variable names and their values we use the following method.

java.lang.System



public static Properties getProperties()

## \* Files / String Handling (java.io.\* ) 8-

In the context of file programming one can write 2 types of applications they are,

- ① Non-persistent applications / volatile applications.
- ② Persistent applications / Non-volatile applications.

A non persistent app<sup>n</sup> is one whose result stored in main memory temporary as long as power is on the data will be available & once the power is off the main memory data will be lost.

e.g: All our previous examples comes under non persistent applications.

The persistent app<sup>n</sup> is one in which the result of the app<sup>n</sup> stored permanently

The process of storing the data permanently is known as data persistency.

Data persistency can be achieved in 2 ways they are,

- ① By using files concept.
- ② By using Database SQL.

If we store the data permanently in the form of files then the data of the files can be manipulated by any unauthorised user. Hence industry is not recommended to store the data permanently in the form of files because files of any programming language are not providing security in the form of user authentication.

If we store the data permanently in the form of database files then the data cannot be manipulated by any unauthorized users because most of the popular database products provides effective security in the form of usernames & passwords. Hence industry is highly recommended to store the data permanently in the form of database files only.

In order to deal with file programming of java we must import a predefined package called `java.io.*` whereas to deal with database programming of java (JDBC) we must import  
① `java.sql.*`  
② `javax.sql.*`

### File :-

Defn:- (flat file)

"A file is a collection of records if we want to store the data permanently then we must choose one file we know that files resides in secondary memory (Hard disk)"

e.g: student.data

|    |      |      |            |
|----|------|------|------------|
| 10 | sai  | 99.9 | ← Record 1 |
| 18 | swap | 80.8 | ← Record 2 |
| :  | :    | :    | :          |
| :  | :    | :    | ← Record n |

Here student.data is the name of the file resides in secondary memory



Every record of a file is one of the java object programmatically as object data becomes record in the file & a record of a file becomes object in java.

### Definition Of Record :-

"Collection of fields values (datamembers) is known as record"

e.g. (10, sai, 99.9) is called Record.

### Definition of streams :-

"Flow of data/ bytes / bits between main memory & secondary memory is known as Stream"

## \* Operations on files :-

On files we can perform two types of operations they are,

- ① Write / Output Stream operation .
- ② Read / Input Stream operation .

### ① Write operation :-

The purpose of this operation is transferring the data from main memory into secondary memory

#### Steps for write operation :-

- ① Choose the file name
- ② open the file in write mode
- ③ perform cycles of write operations.

While we are performing write operation we get the following consequences.

- ① Trying to write the data into the file where we get the secondary memory (Hard disk) is full.
- ② Trying to write the data into read only file because of these two consequences we get predefined exception called java.io.IOException.

#### ② Read operation:-

This operation is used for reading the data from the file or transferring the data from the file of secondary memory into main memory.

Steps for read operation:-

- ① choose the filename
- ② open the file in read mode.
- ③ perform the cycle of read operations.

While we are performing read operation we get the following consequences.

- ① trying to read the data from the file where the specified file does not exists in secondary memory.  
with this consequence we get a predefined exception called java.io.FileNotFoundException
- ② trying to read the data from corrupted file with this consequence we get a predefined exception called java.io.IOException

## Conclusion :-

Hence in file programming of java we get 2 types of exception.

- ① `java.io.FileNotFoundException`.
- ② `java.io.IOException`.

Both the above exceptions are belongs to checked exceptions & `FileNotFoundException` is one of the subclass of `IOException`.

## \* Types of Streams :-

Based on transferring the data in the form of bytes between main memory & secondary memory, streams are classified into two types they are,

- ① Byte streams.
- ② Character streams.

### ① Byte streams :-

Defn:- In Byte streams the data will be transferred in the form of byte by byte in other words byte by byte transferring the data between main memory & secondary memory is known as byte streams.

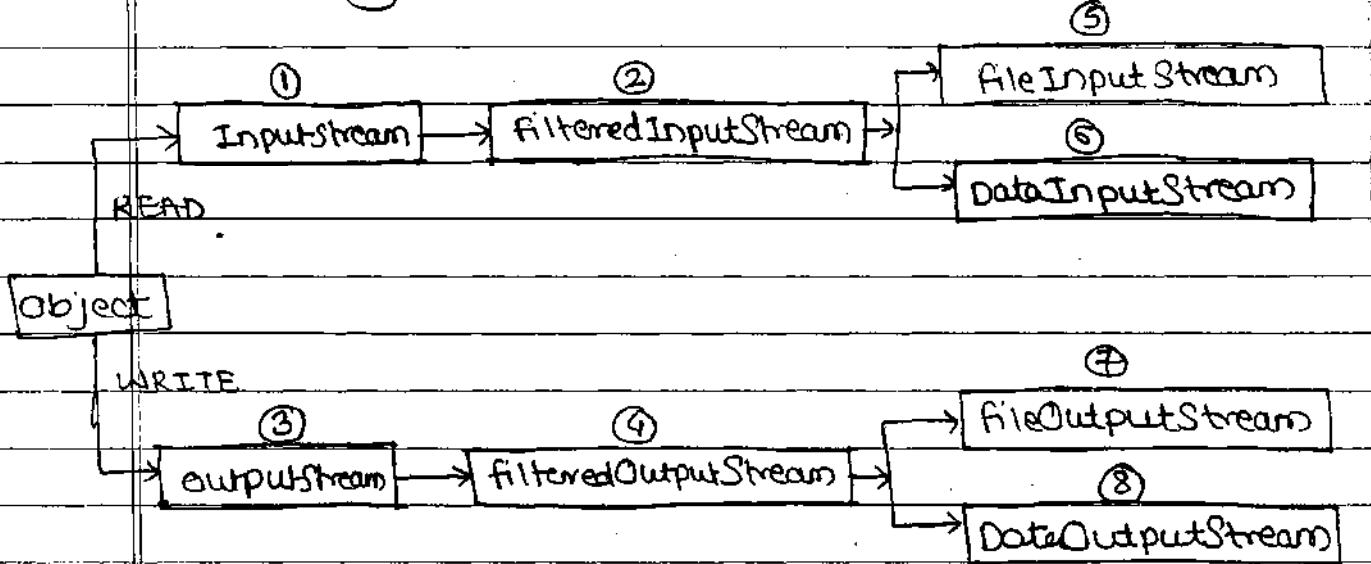
byte streams contains two categories of classes they are,

- ② some category of classes participates in write operation which will transfer one byte of data from main memory to secondary memory.

⑥ Some other category of classes participates in read operation which will transfer one byte of data from secondary memory to main memory.

Both write operation & read operation related classes of byte streams are present in the package called java.io.\*.

Hierarchy chart of byte streams :-



In the above hierarchy chart the classes ① ② ③ ④ are predefined abstract classes & they are providing background role for the concrete subclasses & hence we won't use directly as a part of file programming

The classes ⑤ ⑥ ⑦ ⑧ are bottommost concrete subclasses of abstract classes of byte stream & hence we use these classes as a part of file programming

## FileOutputStream :-

The purpose of `fileOutputStream` class is to open the file in write mode in other words opening the file in write mode is nothing but creating an object of `fileOutputStream` class.

### Profile of `fileOutputStream` class :-

#### Constructors

- ① `fileOutputStream (String)` } Throws
- ② `fileOutputStream (String, boolean)` } IOException

#### Instance methods.

- ③ `public void writeXXX( xxx value )`
- ④ `public void writeline ( String )`
- ⑤ `public void write ( xxx )`
- ⑥ `public void close ()`

Constructors ① & ② are used for opening the file either newly or existing file by specifying either true or false for appending or overlapping respectively

Case1:- If file is not existing newly selected file & boolean = True or false then the new file is opened in write mode & an object of `fileOutputStream` is pointing to starting entry of file.

Ex:- `FileOutputStream fos = new FileOutputStream (`  
      `; OR: "student.data") ;`

`fileOutputStream fos = new FileOutputStream ("student.data",`  
      `; OR: false);`

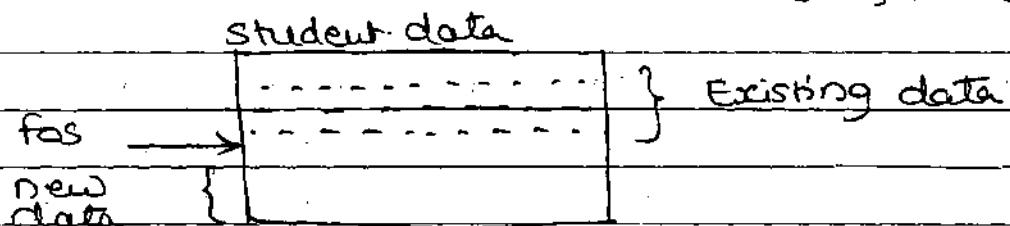
`fileOutputStream fos = new FileOutputStream ("student.data",`

`fos`

case2:- If filename already exists & boolean is equals to true then

Existing filename is opened in write mode and an object of FileOutputStream is pointing at the end of the existing data & new data is appending

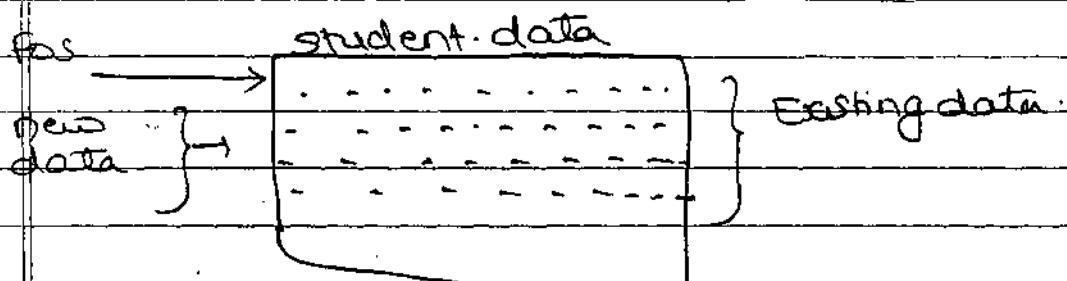
ex:- FileOutputStream fos = new FileOutputStream ("student.data", true);



case 3:- If filename already exists & boolean = false then

Existing filename is opened in write mode & an object of FileOutputStream is pointing to existing data & it overlaps with new data.

ex:- FileOutputStream fos = new FileOutputStream ("student.data", false);  
or  
FileOutputStream fos = new FileOutputStream ("student.data");



In method ③ `Xxx` represents any fundamental datatype. Method ③ is used for writing the fundamental data to the file which is opened in write mode.

Method ④ is used for writing any type of data in the form of string type to the file which is opened in write mode.

Method ⑤ `xxx` represents either fundamental datatype or string type data. Method ⑤ is one of the overloaded method meant for writing both fundamental & string type data to the file which is opened in write mode.

Method ⑥ is used for Closing the file which is opened in write mode.

ex:- finally

{

try

{

if ( fos != null )

{

fos.close();

}

}

catch ( IOException ioe )

{

Sep( "unable to open file in  
write mode" );

}

} Resource  
Relinquishing  
logic

## FileInputStream :-

The purpose of FileInputStream class is to open the file in read mode programmatically opening the file in read mode is nothing but creating an object of FileInputStream class.

### Profile of FileInputStream Class :-

#### Constructor

- ① FileInputStream (String) throws FileNotFoundException, IOException .

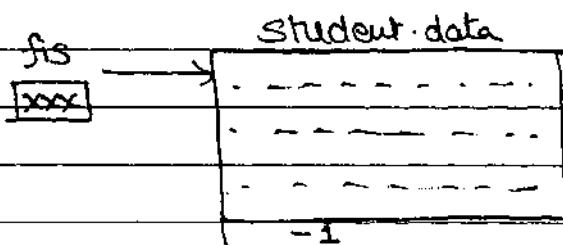
#### Instance Methods

- ② public xxx readXXX()
- ③ public String readLine()
- ④ public int read()
- ⑤ public void close()

Constructor ① is used for creating an object of FileInputStream class by opening the file in read mode

Case 1:- if filename exists then file is opened successfully in read mode and an object of FileInputStream is pointing to starting entry of file.

Ex: FileInputStream fis = new FileInputStream(  
"student.data");





If file is opened successfully then fis contains not null & it can be used for reading the data from the file until end of file is taking place. In java programming end of file is indicated by -1.

As and when reading is in progress, automatically fis object is advancing to next entries in the file until end of file is taking place.

Case 2 :- If filename does not exists then file is unusable to open and an object of FileInputStream contains null.

Ex: FileInputStream fis = new FileInputStream(  
[null] "Student.dat");  
↳ Throws FileNotFoundException

Q. Write a Java program for implementing following requirements.

- (a) Write 1 to 10 numbers from file.
- (b) Read 1 to 10 numbers from file.

(c) `FileWriter.java`

```
import java.io.*;
import java.util.Scanner;
```

class FileWriter

{

    psum (-)

{

    FileOutputStream fos=null;

```
try
{ // Step 1
 Scanner sc = new Scanner(System.in);
 System.out.println("Enter filename to write 1-10 nos:");
 String fname = sc.nextLine();
 // Step 2
 fos = new FileOutputStream(fname, true); // appending
 // Step 3
 for (int i = 1; i <= 10; i++)
 {
 fos.write(i);
 }
 System.out.println("Data written to file");
}
catch (IOException e)
{
 System.out.println("Unable to open file in write mode");
}
catch (Exception e)
{
 System.out.println(e);
}

finally
{
 try
 {
 if (fos != null)
 {
 fos.close();
 System.out.println("file closed");
 }
 }
 catch (IOException e)
 {
 System.out.println(e);
 }
}
```



fileRead.java.

```
import java.io.*;
import java.util.Scanner;
```

```
public class fileRead
{
```

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

```
 FileInputStream fis = null;
```

```
 try
```

```
 // Step 1
```

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

```
 System.out.println("Enter filename to read data");
```

```
 String fname = sc.nextLine();
```

```
 // Step 2
```

```
fis = new FileInputStream(fname);
```

```
// Step 3
```

```
int x;
```

```
while ((x = fis.read()) != -1)
```

```
{
```

```
 System.out.print((char) x);
```

```
}
```

```
}
```

```
catch(FileNotFoundException fe)
```

```
{ System.out.println("file does not exist"); }
```

```
Catch (IOException ioe)
```

```
{ System.out.println("unable to read from corrupted file"); }
```

```
Catch (Exception e)
```

```
{ System.out.println(e); }
```

```
finally
{
 System.out.println("I am from finally block");
}
try
{
 if (fis == null)
 {
 fis.close();
 System.out.println("file closed");
 }
}
catch (IOException e)
{
 System.out.println(e);
}
```

19/10/13

~~Q~~ Write a Java prg which will copy content of one file into another file or implement copy command of DOS

```
import java.io.*;
class FileCopy
{
 public static void main(String args[])
 {
 if (args.length != 2)
 {
 System.out.println("Please enter two file names");
 }
 else
 {
 FileInputStream fis = null;
 FileOutputStream fos = null;
```

try

{

```
String sfile = args[0];
String dfile = args[1];
fis = new FileInputStream(sfile);
fos = new FileOutputStream(dfile, true);
```

// copy process code

```
int k;
```

```
do
```

{

```
k = fis.read();
```

```
char ch = (char) k;
```

```
fos.write(ch);
```

{

```
while(k != -1);
```

```
sop(sfile + " content is copied to " + dfile);
```

{

```
catch (FileNotFoundException fe)
```

```
{ sep(" Source file doesn't exist"); }
```

```
catch (IOException ioe)
```

```
{ sep(" Unable to open file in write mode"); }
```

```
catch (Exception e)
```

```
{ sep(e)); }
```

```
finally
```

{

```
try
```

{ if(fis != null)

{ fis.close(); }

cmd> type <filename>

```
if (fos != null)
 fos.close(); sop("Best file closed");
}
catch (Exception e)
{
 sop(e);
}
finally
{
}
else
{
}
main
}
class
```

cmd> javac filecopy.java

cmd> java filecopy x.txt y.txt

must be present in HPP.

- Q. Write a java program which will display the Content of the file      -OR-  
Implement "type" command of dos

```
import java.io.*;
class Displayfile
{
 public static void main()
 {
 if (args.length != 1)
 {
 sop (" Enter one file name");
 }
 else
 {
 FileInputStream fis = new FileInputStream(args[0]);
 int i;
 while ((i = fis.read()) != -1)
 sop((char)i);
 }
 }
}
```



try

{

String fname = args[0];

fis = new FileInputStream(fname);

// type process code

int k;

while ((k = fis.read()) != -1)

{

char ch = (char) k;

System.out.print(ch);

}

}

catch (FileNotFoundException fe)

{ System.out.println("file does not exist"); }

catch (IOException ie)

{ System.out.println("Unable to read from corrupted file"); }

finally

{

try

{ if (fis != null)

{ fis.close();

System.out.println("file closed");

}

}

catch (Exception e)

{ System.out.println(e); }

}

}

## DataInputStream :-

The purposes of DataInputStream class are,

- ① To read the data from Keyboard (local reading)
- ② To read the data between multiple machines which are located either in same network or in different nw (Remote Reading).

### Profile Of DataInputStream class:-

#### constructor

- ① DataInputStream ( InputStream )

#### Instance methods

- ② public xxx readXxx ()

- ③ public String readLine()

Constructor ① is used for creating an obj of DataInputStream class by passing an obj of InputStream class for obtaining the purposes of DataInputStream class.

ex: DataInputStream dis = new DataInputStream(  
System.in );

In method ② xxx represents any fundamental Data Type . Method ② is used for reading any type of fundamental data either from Keyboard or from Remote machine .

Method ③ is used for reading any type of data in the form of string type



## DataOutputStream :-

The purpose of DataOutputStream class is that to write the data between multiple machines which are located either in same nw or in different network (Remote writing)

### Profile of DataOutputStream :-

#### Constructor

- ① DataOutputStream (OutputStream)

#### Instance methods.

- ② public void writeXXX (xxx value)
- ③ public void writeUTF (String)
- ④ public void write (xxx);

Constructor ① is used for creating an object of DataOutputStream class by passing an object of OutputStream class. (for getting the purpose of DataOutputStream class)

In Method ② xxx represents any fundamental datatype method ③ is used for writing universal text format data (UTF).

Method ④ xxx represents any fundamental datatype & smng method ④ is used for writing all types of values & it is one of the overloaded method.

Q. Write a java prg which will accept two numbers from keyboard by using DataInputStream & compute their sum

`DataRead.java`

```
import java.io.*;
```

```
class DataRead
```

```
{
```

psum() throws Exception otherwise write all statements in try & catch block

```
{
```

```
 DataInputStream dis = new DataInputStream(
 System.in);
```

```
 System.out.println("Enter first no:");
```

```
 int x = Integer.parseInt(dis.readLine());
```

```
 System.out.println("Enter second no:");
```

```
 int y = Integer.parseInt(dis.readLine());
```

```
 System.out.println("Sum = " + (x+y));
```

```
e
```

```
}
```

```
}
```

~~sol 10/1/13~~

## \* Serialization & Deserialization :-

### Serialization :-

Let us assume there exist an object in the main memory with  $n$  bytes of data. If we want to transfer  $n$  bytes of data of Object from main memory to the file of secondary memory by using ordinary Streams (bytestreams or characterstreams) then we have to perform either  $n$  redundant write operations or  $n/2$  redundant write operations. Which is one of the time consuming process & app? will take more amount of time

To eliminate this type of problem & for enhancing performance of ordinary streams we have a concept called serialization.

In serialization concept by performing single write operation one can transfer/send the entire object data into the file of secondary memory.

In other words serialization advantage is to eliminate redundant write operations & it performs single write operation.

#### Definition :-

The process of saving/transferring the entire content of the object of main memory into the file of Secondary memory by performing single write operation is known as Serialization.

Serialization concept always participates in write operation.

#### Deserialization :-

We know that a file is a collection of records. A Record is a collection of fields values. If we want to transfer the entire content of a record of a file, which is containing  $n$  bytes & if we use ordinary streams (either byte streams or character streams) then we have to perform either  $n$  read operations or  $n/2$

read operations which is one of the time consuming process & appn will take more execution time.

To eliminate the above redundant read operations of ordinary streams, we use the concept of deserialization.

In deserialization concept irrespective of number of bytes present in the record with the single read operation we transfer the record of a file of secondary memory into the main memory.

In other words the advantage of deserialization concept is that it eliminates redundant read operations.

Definition:-

The ability to restore the entire content of the record of a file of secondary memory into main memory by performing with single read operation is known as deserialization.

Deserialization concept always participates in read operation.

\* Phases for Developing Serialization & Deserialization Application :-

- ① Developing serializable subclass.
- ② Developing serialization process.
- ③ Developing deserialization process.

### ① Developing serializable subclass:-

Whichever class object want to participate in serialization & deserialization concept or process, the corresponding class definition must implements a predefined interface called ~~java.io.Serializable~~ ~~java.io.Serializable~~ & it is one of the Marker Interface

### Marker Interface :-

A marker interface is one which is not containing any explicit abstract methods (containing internally some abstract methods (hidden)) & it provides runtime behaviour to the object of subclass of marker interface (By defining automatically the abstract methods of marker interface) in the context of derived class during Runtime by JVM).

Steps for Developing Serializable Subclass :-

- ① Choose an appropriate package for placing Serializable subclass for common access & ensure it should be first executable Stmt.
- ② Choose an appropriate user defined class & ensure whose modifier must be public

③ The class which is selected in step ② must implements `java.io.Serializable` interface. Hence step ② class is known as Serializable subclass.

④ choose appropriate datamembers in each & every Serializable subclass.

⑤ Define set of `SetXXX(-)` methods for each & every datamember of Serializable subclass (used for setting values to datamembers)

⑥ Define set of `getXXX()` methods for each & every datamember of Serializable subclass. (which are used for obtaining the values from Serializable subclass object)

⑦ whichever userdefined Serializable subclass we are placing in the package, that class name will be given as filename with an extension ".java".

Example:- Develop a Serializable subclass for student.

// Student.java — ①

Package SP — ②

public class Student implements java.io.

{ — ③

int sno; } — ④  
String name; } — ④  
float marks; } — ④

Serializable — ⑤

⑥

public void setStno ( int stno )  
 { this . stno = stno; }

public void setName ( String name )  
 { this . name = name; }

public void setMarks ( float marks )  
 { this . marks = marks; }

public int getStno ()  
 { return stno; }

public String getName ()  
 { return name; }

public float getMarks ()  
 { return marks; }

}

cmd > javac -d . Student.java

SP

→ Student.class

- \* Each & every object of serializable subclass is an object of java.lang.Object.  
 For example object of student class is an object of java.lang.Object.

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## ② Development of serialization process :-

Steps:-

1) Create an object of appropriate serializable subclass.

e.g: Student so = new Student();

|      |       |
|------|-------|
| so   | stno  |
| null | name  |
| 0.0  | marks |

2) Set the values for the datamembers of the Serializable subclass by calling setXxx(-) methods of Serializable subclass - so

e.g: so.setStno(10);

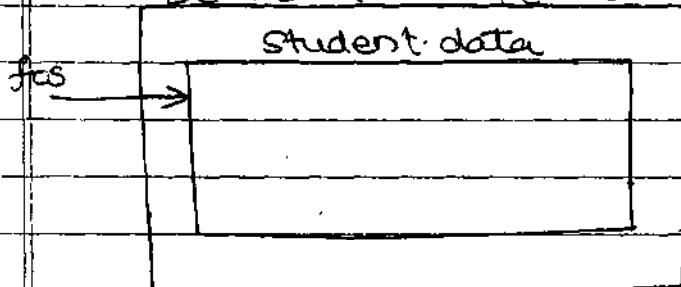
so.setName("Swoop");

so.setMarks("88.86f");

|        |       |
|--------|-------|
| 10     | stno  |
| Swoop  | name  |
| 88.86f | marks |

3) Choose appropriate file and open it into "write mode" by making use of FileOutputStream - stream Class.

e.g: FileOutputStream fos = new FileOutputStream(  
secondary memory (HDD) "Student.data");

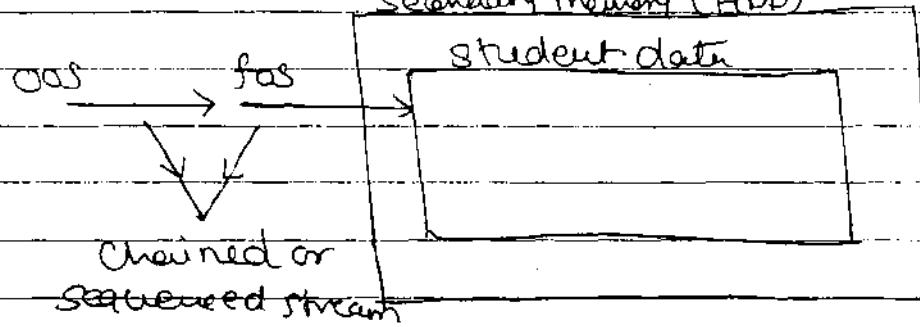


4) Create an object of ObjectOutputStream by passing an object of FileOutputStream (bcz an object of FileOutputStream does not contain any methods for transferring ~~the~~ <sup>entire</sup> content of Serializable subclass obj into the file of secondary memory).

## java.io.ObjectOutputStream

- (a) ObjectOutputStream (fileOutputStream)
- (b) public void writeObject (Object)

ex: ObjectOutputStream oos = new ObjectOutputStream(  
secondary memory (HDD)  
fas);



Because of above step an env. is provided for writing the entire content of serializable subclass Obj into file of secondary memory

NOTE:- If one stream obj(oos) is pointing to another stream obj(fas) if both of them belongs to same type then such Stream objs are called Chained or sequenced streams

5) Transfer or write the entire content of Serializable subclass Obj into the file of Secondary memory,

ex: oos.writeObject (so);

SOP ("student obj data saved successfully  
into the file"));

6) Close/Terminate the Stream objects which are pointing to the file which was opened in write mode.

e.g: oos.close(); fas.close();

Q. Write a java prg which will illustrate the concept of serialization ( save student record into the file of secondary memory ).

```

import sp.student;
import java.io.*;
import java.util.Scanner;
Class Semp
{
 public void main()
 {
 try
 {
 // Step1
 Student so = new Student();
 // Step2
 Scanner sc = new Scanner(System.in);
 sop(" Enter student no:");
 int sno = Integer.parseInt(sc.nextLine());
 sop(" Enter student name:");
 String name = sc.nextLine();
 sop(" Enter student marks:");
 float marks = float.parseFloat(sc.nextLine());
 so.setSno(sno);
 so.setName(name);
 so.setMarks(marks));
 // Step3
 sop(" Enter filename to write stud data");
 String fname = sc.nextLine();
 FileOutputStream fos = new FileOutputStream(fname);
 }
 }
}

```

// Step 4

```
ObjectOutputStream oos = new ObjectOutputStream(fos);
```

// Step 5

```
oos.writeObject(s0);
```

```
sop(" Student data saved to file successfully")
```

// Step 6

```
oos.close();
```

```
fos.close();
```

catch (IOException ioe)

{ sop(" unable to open file in write mode"); }

catch (Exception e)

{ sop(e); }

}

}

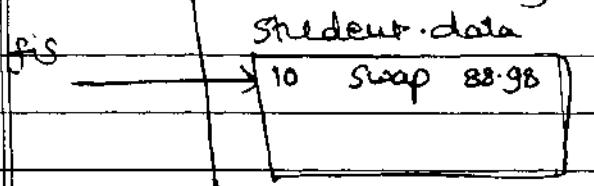
### ③ Development of Deserialization process :-

Steps:-

1) Create an object of Serializable subclass for holding deserialized data (Record of a file). E.g. Student s0 = new Student();

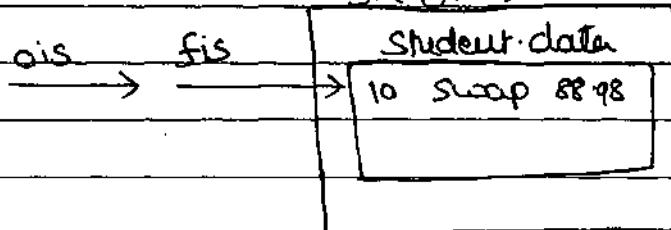
2) Choose the filename & open it into read mode by making use of FileInputStream class.

ex: FileInputStream fis = new FileInputStream("secondary memory\student-data");



3) Create an object of ObjectInputStream by passing an object of FileInputStream (because an object of FileInputStream class is unable to transfer the entire record of the file of secondary memory into main memory).

e.g. ObjectInputStream ois = new ObjectInputStream(secondary memory (fis));



4) Read or transfers or obtain entire record of a file of secondary memory into main memory

e.g. Object obj = ois.readObject();

10 swap 88.98      deserialized data

5) Typecast an object of java.lang.Object into Serializable subclass object.

e.g. so = (Student) obj;

6) Obtain Deserialized data & display on the console

e.g. sop ("student no: " + so.getStno());

7) Close Stream objects which are pointing to the file which was opened in read mode.

fis.close();

ois.close();

Q. Write a java program which illustrate the concept of Deserialization process ( Read student Record from file).

```
import sp.Student;
import java.util.*;
```

```
class Dserp
```

```
{
```

```
public (-)
```

```
{
```

```
try
```

```
{ // Step1
```

```
Student so = new Student();
```

```
// Step2
```

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

```
so.P("Enter filename to read student
data from file");
```

```
String fname = sc.nextLine();
```

```
FileInputStream fis = new FileInputStream(fname);
```

```
// Step3
```

```
ObjectInputStream ois = new ObjectIn-
putStream(fis);
```

```
// Step4
```

```
Object obj = ois.readObject();
```

```
// Step5
```

```
so = (Student) obj;
```

// Step 6

sop("student no: " + so.getStno());

sop (" Stud name) " + so.getName());

sop (" Stud marks: " + so.getMarks());

// Step 7

ois.Close();

fis.Close();

catch (FileNotFoundException fe)

{ sep(" File doesn't exist"); }

catch (IOException e)

{ sep(" Unable to read from corrupted file"); }

catch (Exception e)

{ sep(e); }

}

}

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\* Types of serialization :-

Serializations are classified into two types

they are,

- ① Complete Serialization.
- ② Selective Serialization.

① Complete serialization :-

In complete serialization all the data members of serializable subclass participates in serialization process.

eg: SP Student (See previous pages) - Student.java program (pg: 135) Here Student class obj participates in complete serialization.

## ② Selective serialization :-

In selective serialization some of the data-members of serializable subclass participates in serialization and some of the datamembers will not participate in serialization.

Whichever datamembers dont want to participate in serialization process those datamembers declaration must be preceded by transient keyword Hence transient variable never participates in serialization whereas non-transient variables in serialization process.

ex: class Bank implements java.io.Serializable

```
{
 transient int tokenno;
 int aeno;
 String ename;
 float bal;
}
```

Here Bank Class obj participates in selective serialization

\* Hence each & every object of subclass of serializable subclass participates in serialization process

## 2) Character Streams :-

Character streams are those which will transfer two bytes at a time bet<sup>n</sup> main memory & Secondary memory.

Character Streams are more effective compare to byte Streams

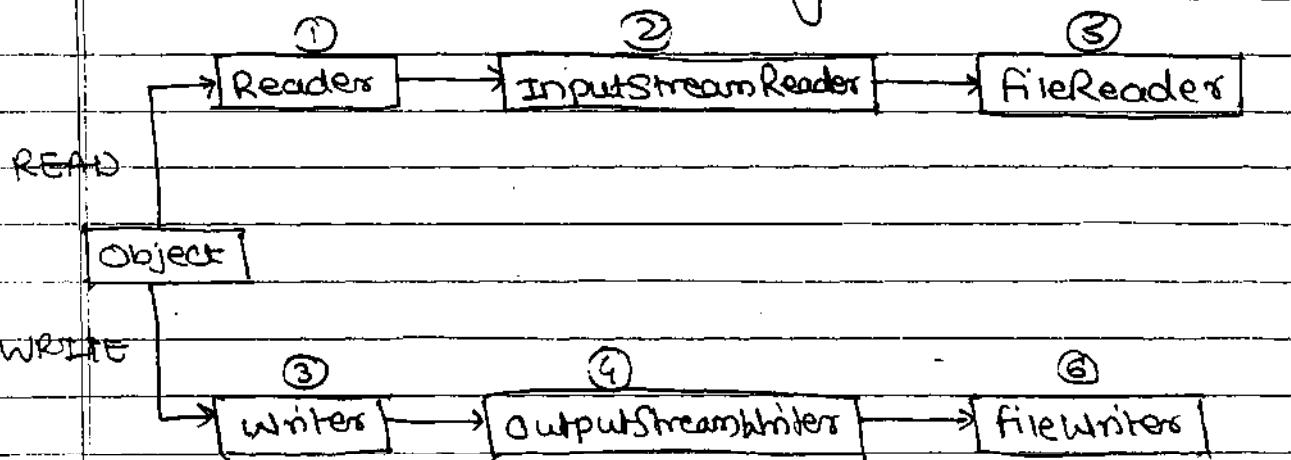
Character Streams Contains two categories of classes. They are,

a) Some of the classes participating in write operation which will transfer two bytes of data from main memory to secondary memory.

b) Some of the classes participating in read operation & they transfer two bytes of data from Secondary memory to main memory

All the above two categories of classes are present in java.io.\* package.

Character Streams Hierarchy chart:-



In the above hierarchy chart the classes ① ② ③ ④ are the predefined abstract classes present in characterstreams & they are reserved by SUN ms developers for the future enhancements in characterstreams & we won't use them directly.

The classes ⑤ & ⑥ are the bottom most concrete subclasses in character streams.

fileReader class functionality is more or less similar to fileInputStream class. (Both of them are meant for opening the file in read mode). But fileReader class obj reads two bytes of Data from file of Secondary memory into main memory whereas fileInputStream class obj reads one byte of data.

The functionality of fileWriter class is more or less similar to fileOutputStream class. (Both of them are meant for opening file in write mode). But fileWriter class obj writes two bytes of Data from secondary memory into main memory whereas ~~file~~ FileOutputStream class obj writes one bytes of data.

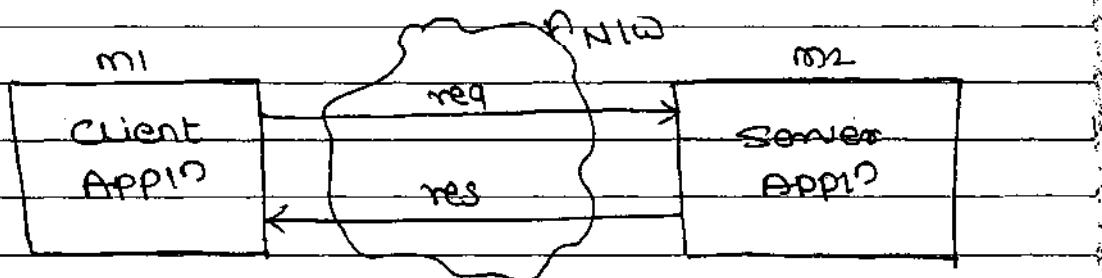
## \* Network Programming :- (java.net.\*)

The basic aim of networking is to share the data between multiple machines.

Programmatically Network programming is always used for developing client server app's.

In Client Server app's development we write two types of prgs they are,

- a) Client Side programs / Client App's.
- b) Server Side programs / Server App's.



Client App's :- A Client App's is a java prg which is always used for making a request to get the services from server app's.

Server App's :- A server app's is a java prg which will receive a client request, process the client request & gives response back to client app's.

To develop the client server app's client app's must be developed in one machine and server app's must be developed in another m/c where both the m/c must

present within the network otherwise data shareability is not possible.

DNS (Domain Naming Service) :-

It is the name of the physical mic where server side prg resides.

e.g: The default DNS of each & every computer is "localhost".

IP Address (Internet Protocol Address) :-

It is one of the four parts numerical address of physical mic where serverside appr resides.

The default IP address of each & every computer is 127.0.0.1

Port number :-

It is one of the logical numerical id where server side program is running

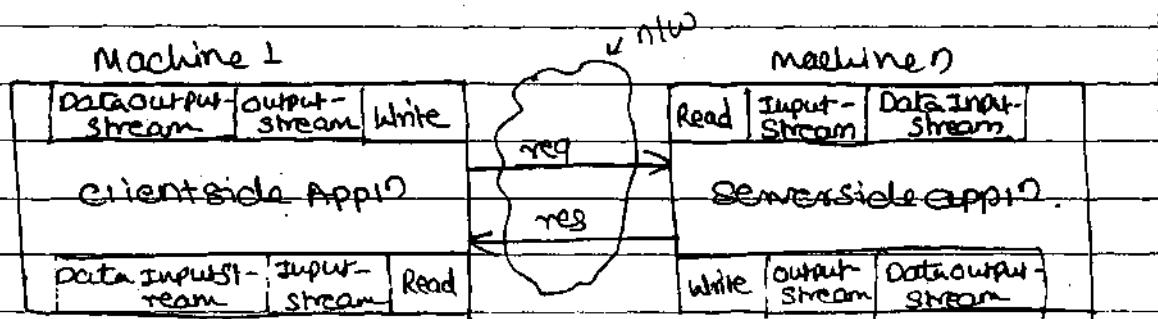


Hence in the network one mic can contain single DNS, single IP address & multiple port numbers.

To exchange the data between Client & server side appr's, first there must exist connection/bridge between Client & server side appr's so that client appr must establish connection with serverside appr by passing (DNS name or IP address, portno).

To exchange the data between client & server side app's is nothing but performing cycle of write and read operations on OutputStream & InputStream are DataOutputStream & DataInputStream respectively.

The following Diagram gives view about data exchanging bet<sup>n</sup> client & server side app's.



### \* Steps / Guidelines for Developing server side Applications :-

- ① Write server side program .
- ② Each & every server side prg must run at certain distinct port number
- ③ serverside prg accept clientside prg request
- ④ Server side prg reads request parameter data by obtaining an object of InputStream & pass it to DataInputStream .
- ⑤ Serverside prg process the Client side prg request - by executing Business Logic .
- ⑥ Serverside prg gives response to Client side prg by obtaining an obj of OutputStream & pass it to DataOutputStream .
- ⑦ serverside prg closes the Client request .

## \* Steps/ Guidelines for developing Client side app<sup>n</sup>:

- ① write a client side prg.
- ② Client side prg obtains a connection from Server side prg by passing (DNS/ Ipadd, portno)
- ③ Client side prg makes a request to sever side prg by passing an obj of OutputStream to DataOutputStream
- ④ clientside prg receives response from sever side prg by obtaining an obj of InputStream & pass it to DataInputStream
- ⑤ Clientside prg display the result of Server side prg on client console m/c.
- ⑥ Client side prg closes its request by itself

\* In order to develop network programming applications we must import java.net.\*

API required for network programming

In java.net.\* we have two predefined classes

- ① java.net.Socket
- ② java.net.ServerSocket

① java.net.Socket -

Socket is one of the predefined class & whose obj is used for developing Client side applications.

profile of Socket class :-

Constructor

- ① `Socket (String DNS, int portNo)` throws `UnknownHostException, IOException`
- ② `public OutputStream getOutputStream ()`.
- ③ `public InputStream getInputStream ()`.
- ④ `public void close ()`.

Constructor ① is used for creating an object of `Socket` by passing DNS/IP address & port number. Creating an object of `socket` is nothing but establishing a connection from Server side program i.e. from `ServerSocket`.

If we enter wrong DNS then we get predefined exception called `java.net.UnknownHostException`. If we enter wrong portNo then we get `java.io.IOException`.

e.g. `Socket S = new Socket ("localhost", 9999);`

Sop C" client side prg obtains connection from server side prg");

Methods ② & ③ are used for obtaining the objs of `OutputStream` & `InputStream` for making request, ~~for~~ receiving request, sending response & receiving response.

Method ④ is used for closing client request by itself.

## (2) java.net.ServerSocket :-

It is one of the predefined class used for developing serverside prgs.

Profile of ServerSocket class :-

Constructor

① ServerSocket(int portno) throws IOException

Instance Methods

② public Socket accept();

③ public void close();

8010

constructor ① is used for creating an object of ServerSocket by passing port distinct portnumber. If we choose a port number, If it is always selected by some other serverside program then wrt our java prg, we get a predefined Exception called IOException.

Ex: ServerSocket ss = new ServerSocket(9999);

Method ② is used for accepting clientside prg request. Programmatically accepting client request is nothing but obtaining an obj of Socket

Ex: Socket s = ss.accept();

Method ③ is used for closing serverSocket which is nothing but stopping the execution of serverside program

Q Write a client server app for developing the following

@ write a serverside app which will receive a numerical integer value, compute its square & give the result back to Client side prg.

(i) write a clientside prg which will send a numerical Integer value & obtains its square from serverside prg

Server.java — ①

```
import java.net.*;
import java.io.*;
```

```
class Server
```

```
{
```

```
public void main()
```

```
{
```

```
try
```

```
{ // Step ②
```

```
int pno = Integer.parseInt(args[0]);
```

```
ServerSocket ss = new ServerSocket(pno);
```

```
sop("server is ready to accept request");
```

```
while (true)
```

```
{ // Step ③
```

```
Socket s = ss.accept();
```

```
// Step ④
```

```
InputStream is = s.getInputStream();
```

```
DataInputStream dis = new DataInputStream(is);
```

```
int cv = dis.readInt();
```

```
sop("val of Client at server :" + cv);
```

```
// Step ⑤
```

```
int res = cv * cv;
```

// Step ⑥

OutputStream os = s.getOutputStream();

DataOutputStream dos = new DataOutputStream  
Stream(os);

dos.writeInt(res);

// Step ⑦

s.close();

}

} catch (Exception e)

{ System.out.println(e); }

}

}

Client.java — ①

import java.net.\*;

import java.io.\*;

Class Client

{

public static void main (String args[])

{

try

{ // Step 1

String dns = args[0];

int pno = Integer.parseInt(args[1]);

int no = Integer.parseInt(args[2]);

Socket s = new Socket(dns, pno);

SopC("Client obtained connection with  
Server");



II Step ③

OutputStream os = s.getOutputStream();

DataOutputStream dos = new DataOutput -  
Stream(os);

II Step ④

InputStream is = s.getInputStream();

DataInputStream dis = new DataInput -  
Stream(is);

II Step ⑤

int res = dis.readInt();

System.out.println(" result from server to Client: " + res);

II Step ⑥

s.close();

}

Catch (Exception e)

{ System.out.println(e); }

}

.

Cmd> javac Server.java

Cmd> java Server 8888

Open another dos prompt:

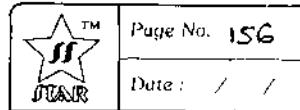
Cmd> javac Client.java

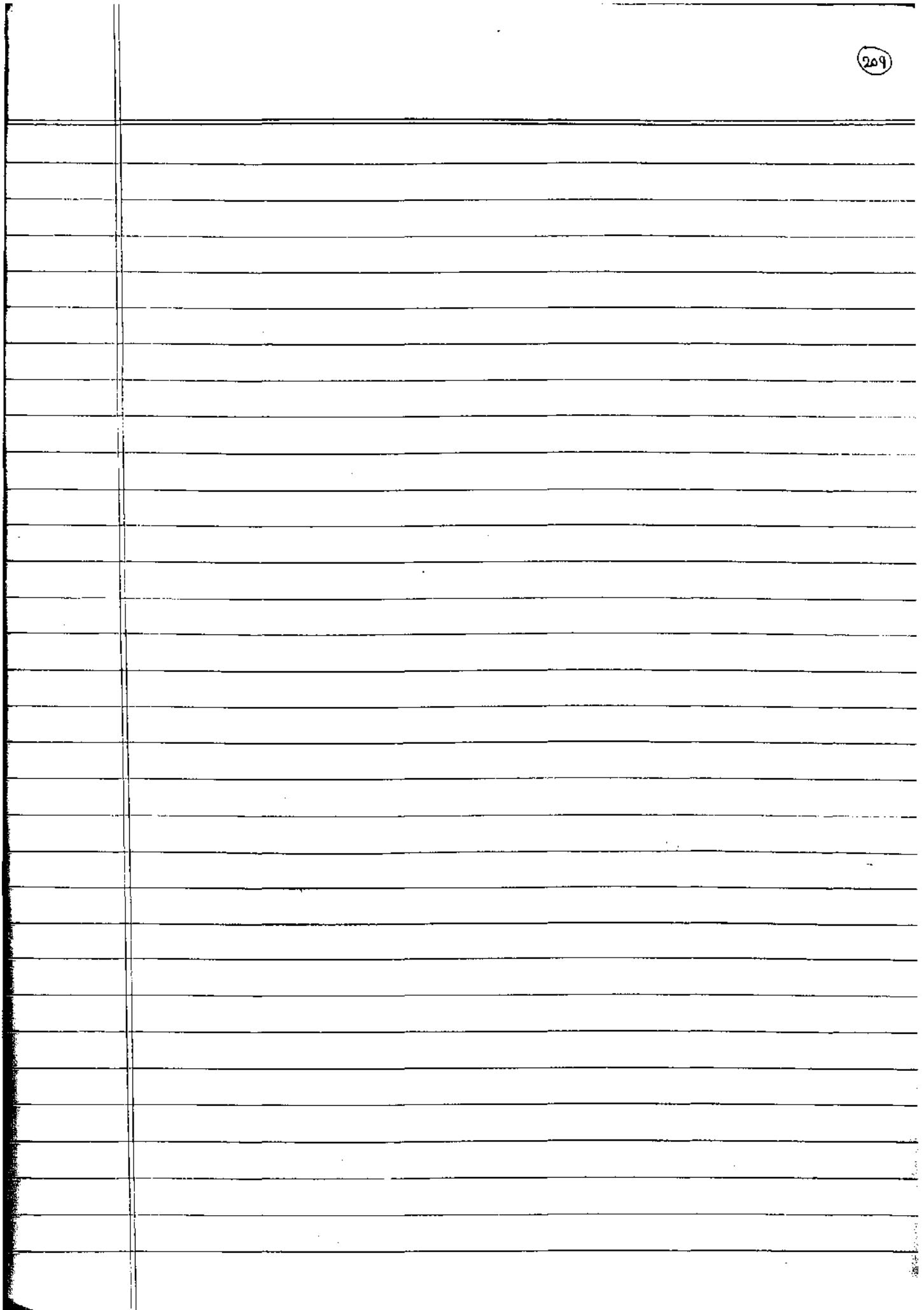
Cmd> java Client localhost 8888 5

OR

Cmd> java Client 127.0.0.1 8888 5

We will get Result from Server on  
Client console.





## \* Generics :-

Generics is one of the new facility available from the version jdk 1.5 onwards.

The concept of generics is always applicable on the concept of overloading.

We know that the overloaded concepts in java can be method overloading & constructor overloading.

The concept of generics can be applied in 3 <sup>cases</sup> places. They are,

case1:- Let us assume there exists family of overloaded method calls. With the ordinary programming of java for each & every overloaded method we need to define a separate definition which is one of the time consuming process & redundancy of the code is more. To avoid these problems we apply the concept of generics on family of overloaded methods & allows us to write only one method definition and it is known as generic method.

### Generic Method:-

Definition :- A generic method is one whose definition exist only once irrespective of family of overloaded method calls.

case2:- Let us assume there exists family of overloaded constructors. With the ordinary programming of java, it is mandatory to the java

programmer to write a separate definition for each & every overloaded constructor which is one of the time consuming process and redundancy of code is more.

To avoid these problems, we apply the concept of generics on overloaded constructors def<sup>n</sup> and permits us to define only one definition irrespective of family of overloaded constructors.

#### Generic constructor:-

Definition:- A generic constructor is one whose definition exists only once irrespective of family of overloaded constructor calls.

Case 3:- Let us assume that there exist a class definition which is containing two integer data members & if we create an object of this class then we can enter integer values only but not other type of values. In order to enter other type of values it is mandatory to the java programmer to write separate class definitions which is one of the time consuming process & redundancy of the code is more. To avoid this problem we apply the concept of generics on redundant class definition and permits us to define only one class def<sup>n</sup> known as generic class.

### Generic class :-

**Definition:-** A generic class is one whose definition exists only once and whose objects allows us to place multiple values of different type.

### \* Advantages of Generics :-

If we apply the concept of generics in overloaded based applications then we get the following advantages,

- ① Application Development time is less.
- ② Redundancy of code is Reduced.
- ③ Application performance is enhanced.

Internally the concept of generics always operates on object type data but not in the form of fundamental type data. i.e. programmer is permitted to represent fundamental values but internally fundamental values are implicitly converted into equivalent wrapper class objects (known as autoboxing).

### \* Syntax for generic class :-

```
class <classname> (<GenVar1, GenVar2,, GenVarn>)
```

```
{
```

variable declaration belongs to GenVar1, GenVar2,  
..... GenVarn;

```
<classname> (list of formal params belongs to
GenVar1, GenVar2,, GenVarn)
```

```
{
```

Block of stmts; // Initialization.  
 }

Return type    methodname ( list of formal params  
 belongs to GenVar1, GenVar2, ..... GenVarN)  
 {

Block of stmts; // operation = Business logic.  
 }

If a method is not returning any value then the return type of method is void. If method is returning any value whose return type must be generic variable type.

### Syntax for Generic object creation :-

<classname> <classname1, classname2, ..... classname n>  
 objname = new <classname> <classname1, classname2,  
 ..... classname> (list of values if required);

In the above syntax <classname> represents name of the generic class.

<classname1, classname2, ..... classname> represents list of wrapper class names & String class.

- Q. Write a Java prg which illustrate the concept of generics regarding generic class, generic constructor & generic methods.

// GenDemo.java

Class Gen < T, S >

{

    T a;

    S b;

    • Gen()

{

}

    Gen(T a, S b)

{

        this.a = a;

        this.b = b;

}

    void set(T a, T b)

{

        this.a = a;

        this.b = b;

}

    T getA()

{

        return a;

}

    S getB()

{

        return b;

}

}

```
class GenDemo
```

```
{
```

```
psvm (-)
```

```
{
```

```
Gen <Integer, Integer> o1 = new Gen <
Integer, Integer> ();
o1.set (10, 20);
```

```
Gen <Float, Float> o2 = new Gen <Float,
Float> (10.5f, 20.5f);
```

```
Gen <Character, Character> o3 = new Gen <
Character, Character> ();
o3.set ('A', 'B');
```

```
Gen <String, String> o4 = new Gen <String,
String> ("sai", "swapnil");
```

```
int x1 = o1.getA();
```

```
int x2 = o1.getB();
```

```
sop ("val of x1: " + x1);
```

```
sop ("val of x2: " + x2);
```

```
float y1 = o2.getA();
```

```
float y2 = o2.getB();
```

```
sop ("val of y1: " + y1);
```

```
sop ("val of y2: " + y2);
```

```
char c1 = o3.getA();
```

```
char c2 = o3.getB();
```

```
sop (" val of c1: " + c1);
```

```
sop (" val of c2: " + c2);
```

```
String k1 = o4.getA();
```

```
String k2 = o4.getB();
```

```
sop (" val of k1: " + k1);
```

```
sop (" val of k2: " + k2);
```

{

Generics must be always supplied individually by considering same number of parameters by considering diff type & order.

If we have different numbers of parameters then we write separate generic class.