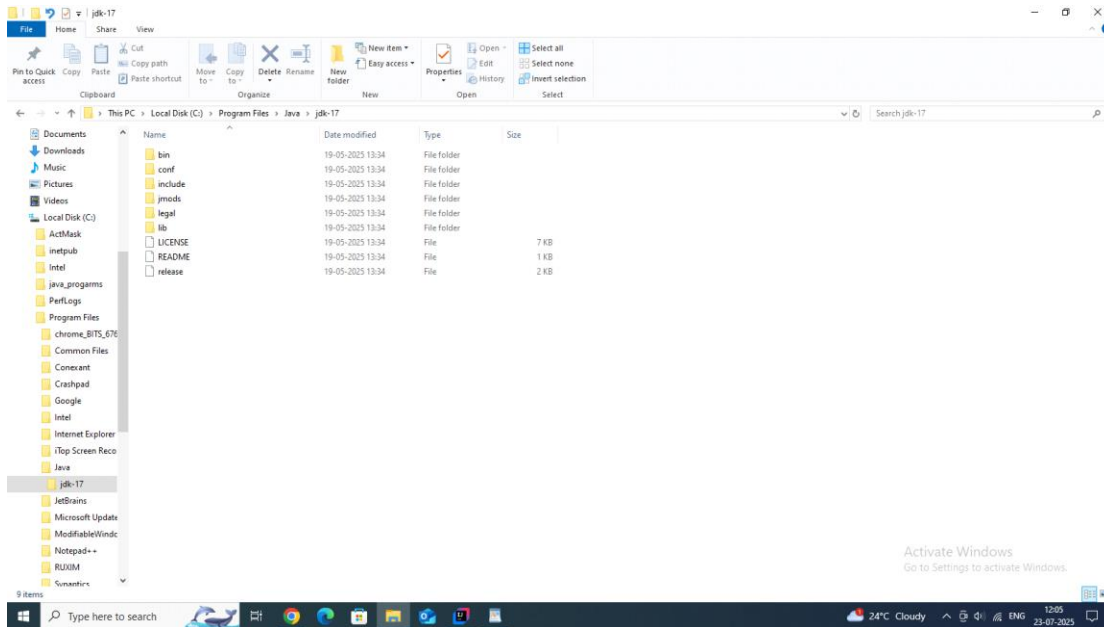
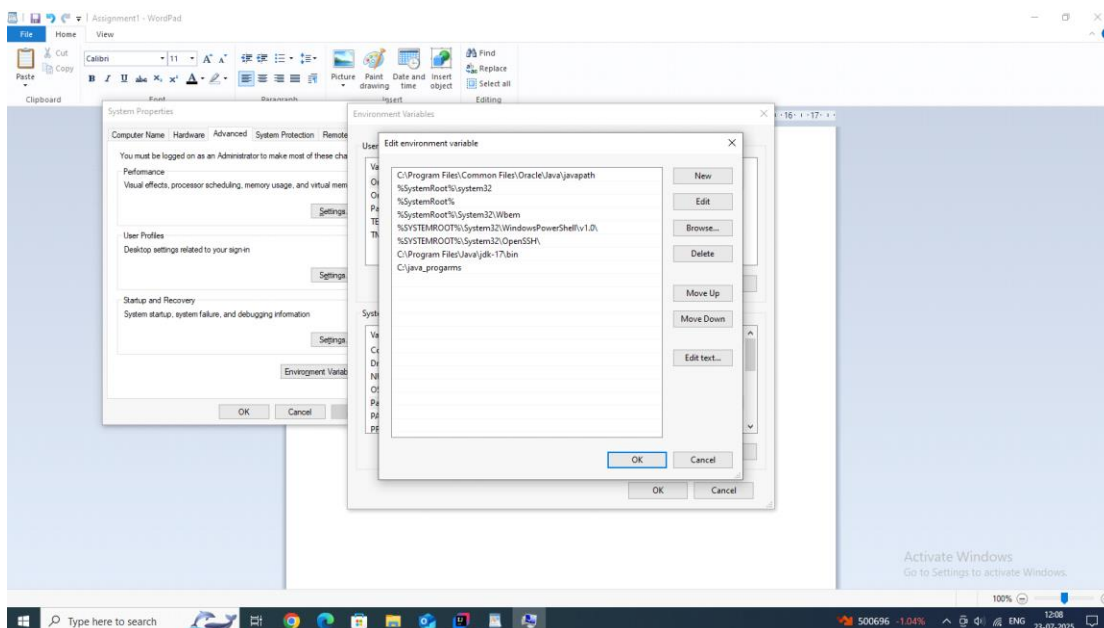


1 Introduction To Java

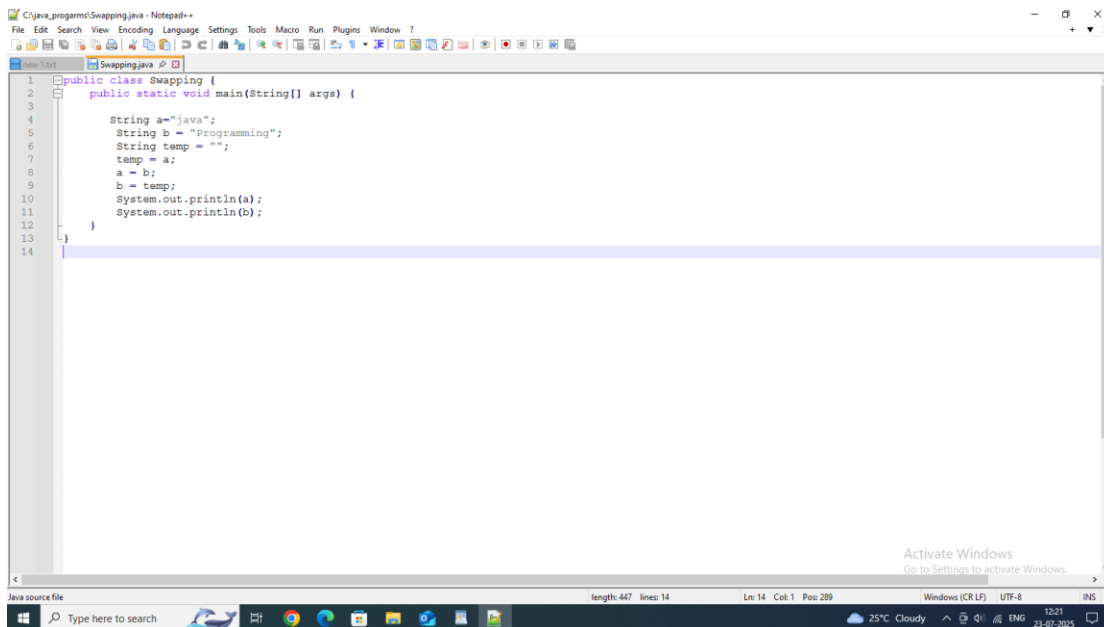
1) Install JDK .



2) Set Environment Variable (path and classpath).



3) Try to write basic program in Notepad++.



The screenshot shows the Notepad++ application window with a file named 'Swapping.java' open. The code is a Java program that swaps two strings, 'a' and 'b', using a temporary variable 'temp'. The program uses 'System.out.println' to print the values of 'a' and 'b' after the swap. The status bar at the bottom indicates the file is a 'Java source file' with a length of 447 and 14 lines.

```
1 public class Swapping {  
2     public static void main(String[] args) {  
3  
4         String a="java";  
5         String b = "Programming";  
6         String temp = "";  
7         temp = a;  
8         a = b;  
9         b = temp;  
10        System.out.println(a);  
11        System.out.println(b);  
12    }  
13 }  
14
```

2 Java Basic Programming Elements

Ex1: Write Program with one user defined method calling another user defined method.

```
class User_define {  
    public static void main(String[] args) {  
        m1(); // calling another method  
    }  
    public static void m1() {  
        System.out.println("Method m1() called");  
    }  
}
```

Ex2: Write Program without main method and execute that program

```
public class Without_main {  
    static {  
        System.out.println("Executed without main method!");  
        System.exit(0); // Terminates the JVM after printing  
    }  
}
```

Ex3: Write a program with same method in different class.

```
class A {  
    public static void m1() {  
        System.out.println("A's m1");  
    }  
}
```

```
class B {  
    public static void m1() {  
        System.out.println("B's m1");  
    }  
}
```

Ex4: In single Java File write main method in all classes

```
class A {  
    public static void main(String[] args) {  
        System.out.println("Class A");  
    }  
}
```

```
    }  
}
```

```
class B {  
    public static void main(String[] args) {  
        System.out.println("Class B");  
    }  
}
```

EX 5: Write a program to call A main method from B class main method?

```
class A {  
    public static void main(String[] args) {  
        System.out.println("Inside A main");  
    }  
}
```

```
class B {  
    public static void main(String[] args) {  
        A.main(args);  
    }  
}
```

Ex 6: Write program where we pass negative number as size to array

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

```
        int[] arr = new int[-5];  
    }  
}
```

EX 7: What is the output of below program?

```
    public class A  
    {  
        public static void main(String []args)  
        {  
            System.out.println("A main");  
            m1();  
        }  
        public static void m1()  
        {  
            System.out.println("A m1()");  
            main(new String [0]);  
        }  
    }
```

Output

A main

A m1()

A main

A m1()

A main()

Error.

Ans:

A main

A m1()

A main

A m1()

A main

A m1()

...

StackOverflowError

Ex 8What is the output of the below program?

```
public class A
{
    public static void main(String[]args)
    {
        System.out.println("A main string array");
    }
    public static void main (String args)
    {
        System.out.println("A main only String");
    }
    public static void main(int []args)
```

```
{  
    System.out.println("A main int array");  
}  
  
}
```

Output:

A main string array

2.3 Operators

EX:1 Write Program to implement concept

- i) Preincrement operator
- ii) Postincrement operator

```
public class OperatorsDemo  
{  
    public static void main(String[]args)  
    {  
        int x=4;  
        int y=++x;  
        System.out.println(x);  
        System.out.println(y);  
        y=x++;  
        System.out.println(y);//5  
        y=--x;
```

```

        System.out.println(y);//5
    }
}

```

Conclusion: We can apply increment and decrement operators only for variables and not for constant value.

Otherwise we will get compile time error

Ex:

```

public class OpertorsDemo2
{
    public static void main(String[] args)
    {
        int x;
        int y = --4; //invalid argument to operation ++/--
        System.out.println(x);
        y=x--;
        System.out.println(y);
    }
}

```

*****In integer Arithmetic (byte,short,int,long) there is no way to represent infinity. Hence ,if infinity is the result we will get the Arithmetic Exception in the Integral Arithmetic**

Ex:

```

public class OpertaorsDemo
{
    public static void main(String[] args)

```



```

    {
        System.out.println(10/0);
    }
}

```

Output: Exception in thread main "java.lang.ArithmeticException:/by zero

*****But in floating point arithmetic (float and double) there is a way to represent infinity as this float and double class contains following**

1) POSITIVE_INFINITY

2) NEGATIVE_INFINITY

Here we get the result infinity, we don't get any result

1) public class OpertaorsDemo2

```

{
    public static void main(String[]args)
    {
        System.out.println(10.0/0);
    }
}

```

Output : Infinity

2) public class OperatorsDemo3

```

{
    public static void main(String[]args)

```

```
        {  
            System.out.println(0.0/0);  
        }  
    }
```

Output: NAN

*****String concatenation Operator : '+'**

```
public class OperatorsDemo4  
{  
    public static void main(String[]args)  
    {  
        String s="Tdit";  
        int b =10;  
        int c= 20;  
        int d= 30;  
        System.out.println(s+b+c);  
        System.out.println(b+c+s);  
        System.out.println(b+s+c+d);  
    }  
}
```

output:

Tdit1020

30Tdit

10Tdit2030

*** Equality Operators

We can apply equality operator for any primitive type including Boolean type:

```
public class OperatorsDemo
{
    public static void main(String[] args)
    {
        System.out.println(10==20);
        System.out.println('a'==97.0);
        System.out.println(10==10.5);
        System.out.println(true==true);
        System.out.println(false!=true);
    }
}
```

Output:

false

true

true

true

true

