

## JAVA FULL STACK DAY - 3

### Syntax of Java Program

```
package packagename;  
import packagename;  
class classname  
{  
    variables;  
    methods/constructors;  
    main method()  
    {  
        // executing code .  
    }  
}
```

Example:

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```
package com.tcs;

import java.util.*;

class Test{

    static int marks=100;

    public static void main(String[] args){

        System.out.println("This is test class");

    }

    void sumOfTwoNumbers() {
        int a=10;
        int b=20;
        int c=a+b;
    }

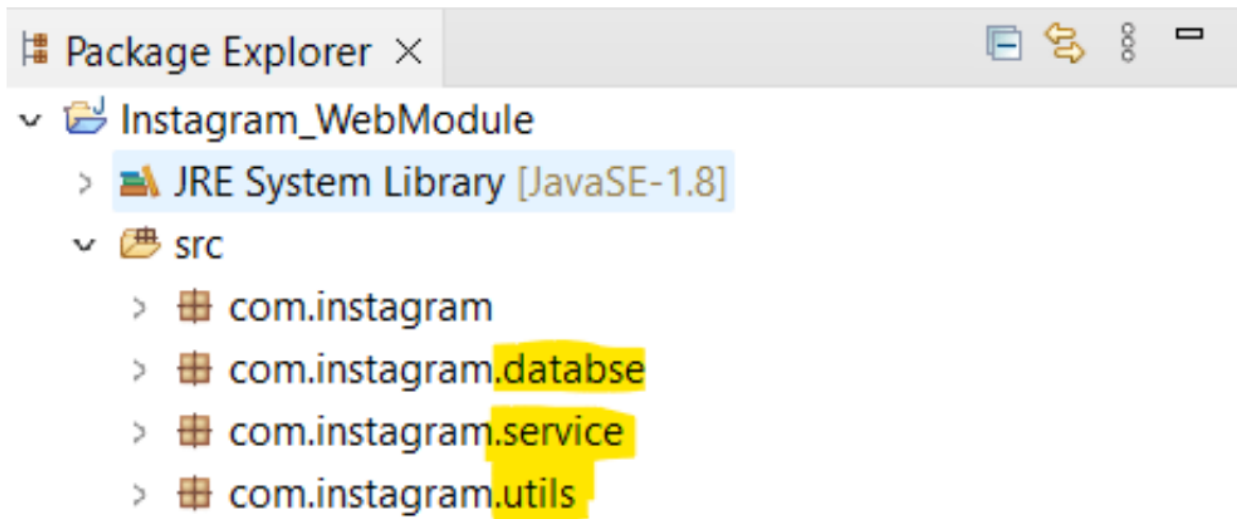
}
```

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### Rules for writing java program

#### Package Statement:

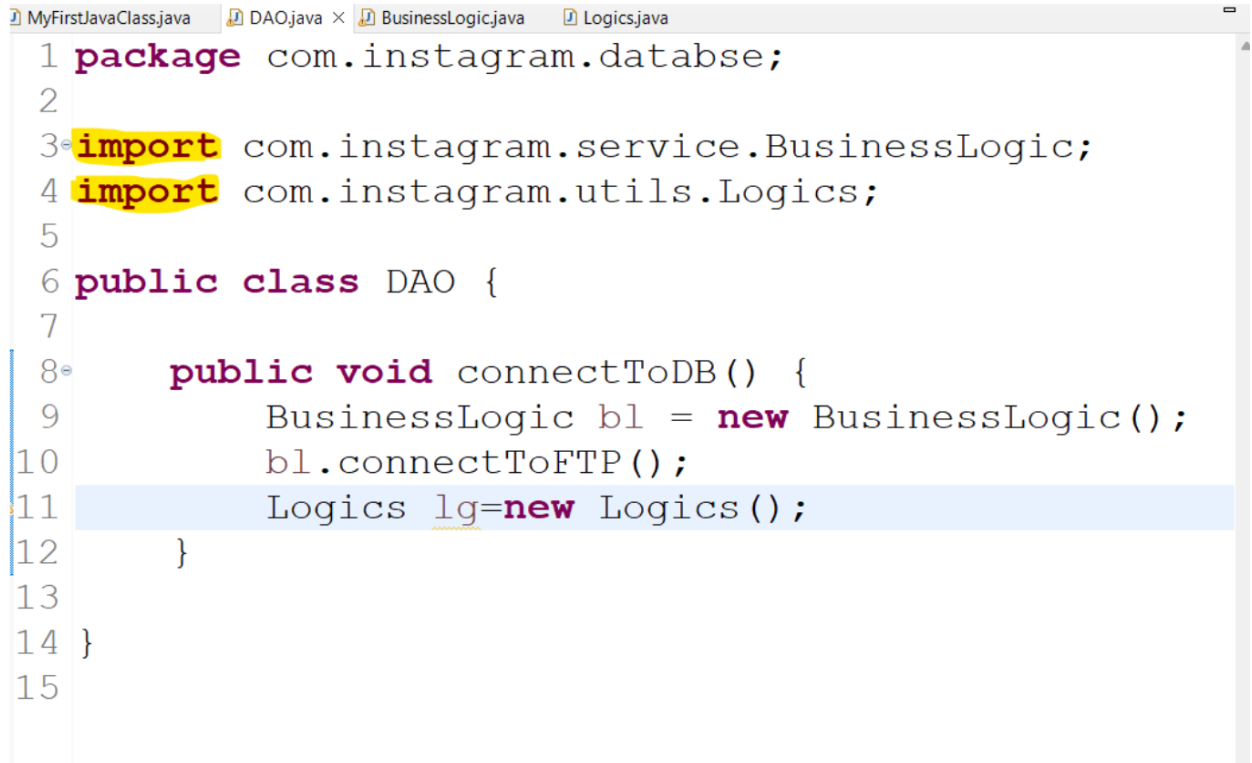
- Packages are used for better code segregation.
- Packages is mainly used in real time projects.
- Package consists set of java programs.
- Package provides access control.
- Will discuss in future about Package in detail.



#### Import Statement

- Import statement is used to import packages or certain classes from packages.
- It is written after package statement and before the class definition.

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The screenshot shows a Java IDE with four tabs: MyFirstJavaClass.java, DAO.java, BusinessLogic.java, and Logics.java. The DAO.java tab is active, displaying the following code:

```
1 package com.instagram.databse;
2
3 import com.instagram.service.BusinessLogic;
4 import com.instagram.utils.Logics;
5
6 public class DAO {
7
8     public void connectToDB() {
9         BusinessLogic bl = new BusinessLogic();
10        bl.connectToFTP();
11        Logics lg=new Logics();
12    }
13
14 }
15
```

### Class

- Class is the blueprint for creating classes.
- Class name can be given in CamelCase format ie, capital letter for every new word with no spaces between them.
- Java will never accept spaces in class name.
- Java class name shouldn't start with numbers.
- Mostly prefer your class name to be user understandable not just like random names.
- Java class name should not start with special symbols like \_ , \$ etc.

Syntax:

Class Classname

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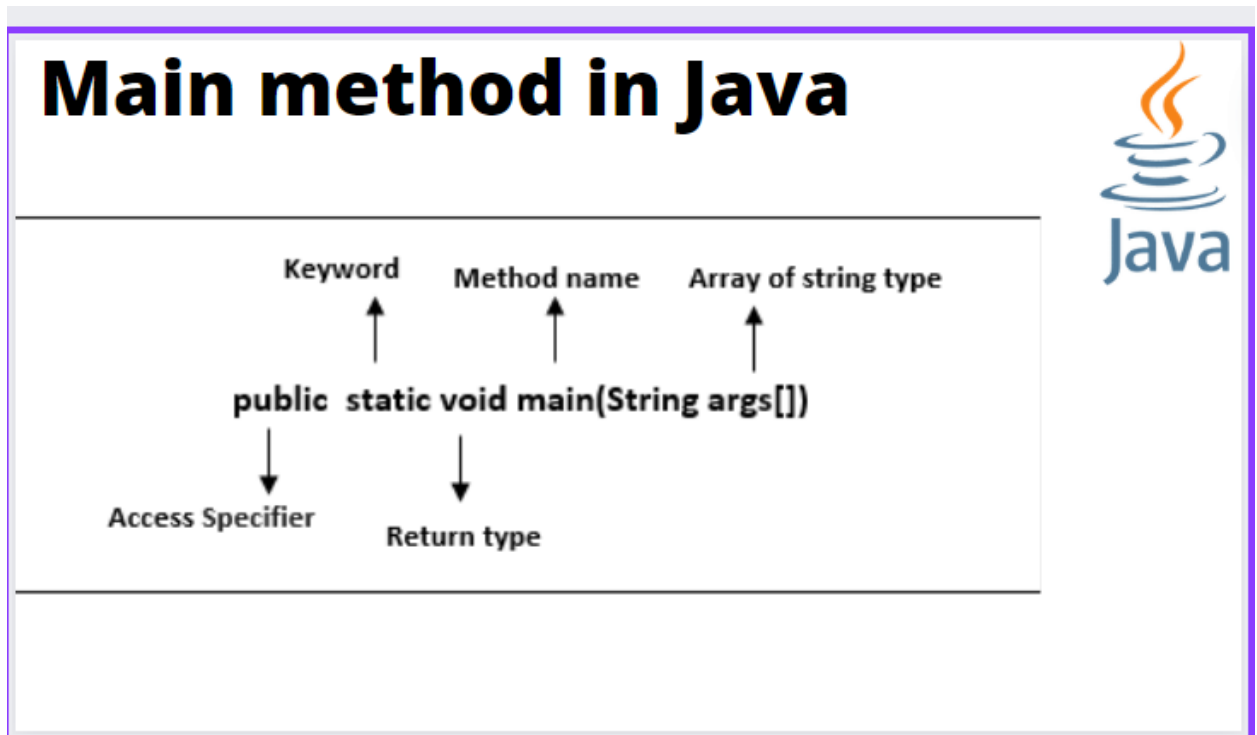
Example

Class MyFirstClass

```
{  
}
```

### Main Method in Java Program

- The execution of a program starts from main method.
- Syntax of main method is as follows.



### Variables

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- A variable is a container which holds the value while program is being executed.
- We have to declare variables along with its datatypes.  
Ex: int a;
- Here a is a variable and we are giving its datatype as int for the variable a.

### **Types of Variables:**

- There are 3 types of variables
  1. Static Variables
  2. Instance variables (Non-static)
  3. Local Variables.

### **Static Variables:**

- Variables which are declared outside the main method and inside the class by defining as static is known as Static Variables.

### **Instance Variables:**

- Variables which are declared inside the class but outside of methods, constructors or blocks.
- It should not be declared as static.

### **Local Variables:**

- Variables which are declared inside the method is known as local variables.
- Methods outside this method in the same class are not even aware of this variable existence.

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Ex:

Class VariableDemo

```
{  
Static int a = 100; // Static Variable  
Void m1()  
{  
Int b = 10; // Instance Variable  
}  
Public static void main(String args[])  
{  
Int c = 5; // Local Variable  
}  
}  
}
```