

Module 1: Introduction to Java Fundamentals

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January 5, 2026

Module 1: Introduction to Java Fundamentals

- OOP Paradigm and Features of Java
- JVM, Bytecode, Java Program Structure
- Data Types, Variables, Naming Conventions
- Operators, Control and Looping Constructs
- One- and Multi-dimensional Arrays
- Enhanced for-loop
- Strings, StringBuffer, StringBuilder, Math Class
- Wrapper Classes

Control Constructs in Java

Control constructs decide **which path** a program should take based on conditions.

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Decision Making Statements:

- if
- if--else
- else--if ladder
- switch

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Decision Making Statements:

- if
- if--else
- else--if ladder
- switch

Purpose:

- Make programs intelligent
- Allow multiple execution paths
- Handle real-world conditions

Looping Constructs in Java

Looping constructs allow a block of code to **repeat** until a condition is satisfied.

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- for loop
- while loop
- do--while loop
- Enhanced for loop (for--each)

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Looping constructs allow a block of code to **repeat** until a condition is satisfied.

Looping Statements:

- for loop
- while loop
- do--while loop
- Enhanced for loop (for--each)

Purpose:

- Avoid repetitive code
- Improve efficiency
- Handle large data and iterations

if Statement — Explanation

The `if` **statement** allows a program to **execute a block of code only when a condition is true**.

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In simple words:

- A condition is checked
- If the condition is **true**, code is executed
- If the condition is **false**, code is skipped

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- If the condition is **true**, code is executed
- If the condition is **false**, code is skipped

Why do we need if?

- To make decisions
- To control program flow
- To handle real-world logic

if Statement — Syntax (Java)

Syntax:

```
if (condition) {  
    // statements to execute  
}
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    // statements to execute  
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```

Important Rules:

- Condition must be a **boolean expression**
- Curly braces {} define the block
- Parentheses () are mandatory for condition

if Statement — Java vs Python

Python

```
marks = 75
```

```
if marks >= 50:  
    print("PASS")
```

- Indentation-based
- No braces
- Condition without ()

Java

```
int marks = 75;
```

```
if (marks >= 50) {  
    System.out.println("PASS");  
}
```

- Uses braces {}
- Condition inside ()
- Statements end with ;

if Statement

```
public class IfExample {  
    public static void main(String[] args) {  
  
        int marks = 65;  
  
        if (marks >= 50) {  
            System.out.println("Result: PASS");  
        }  
  
        System.out.println("End of program.");  
    }  
}
```

Discussion 1

Code:

```
int x = 5;

if (x > 10) {
    System.out.println("Hello");
}
```


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Answer:

- Program runs successfully
- Condition is **false**
- **No output is printed**

Discussion 1

Code:

```
int x = 5;

if (x > 10) {
    System.out.println("Hello");
}
```

Answer:

- Program runs successfully
- Condition is **false**
- **No output is printed**

Key Insight: An `if` block executes only when the condition is true.

Code:

```
int x = 10;

if (x = 5) {
    System.out.println("Inside if");
}
```

Code:

```
int x = 10;

if (x = 5) {
    System.out.println("Inside if");
}
```

Answer:

- compile-time error
- `x = 5` is an assignment, not a condition

Code:

```
int x = 10;

if (x = 5) {
    System.out.println("Inside if");
}
```

Answer:

- compile-time error
- `x = 5` is an assignment, not a condition

Key Insight: Java requires the `if` condition to be **boolean**.

Code:

```
int x = 4;

if (++x > 4) {
    System.out.println(x);
}
```

Code:

```
int x = 4;

if (++x > 4) {
    System.out.println(x);
}
```

Answer:

- x becomes 5 before comparison
- Condition becomes $5 > 4 \rightarrow \text{true}$
- Output: **5**

Code:

```
int x = 4;

if (++x > 4) {
    System.out.println(x);
}
```

Answer:

- x becomes 5 before comparison
- Condition becomes $5 > 4 \rightarrow \text{true}$
- Output: **5**

Key Insight: Pre-increment happens **before** condition check.

Discussion 4

Code:

```
int x = 15;

if (x > 10) {
    System.out.println("A");
}

if (x > 5) {
    System.out.println("B");
}
```

Discussion 4

Code:

```
int x = 15;

if (x > 10) {
    System.out.println("A");
}

if (x > 5) {
    System.out.println("B");
}
```

Answer:

- Both conditions are true
- Output: A and B both get printed

Code:

```
int x = 15;

if (x > 10) {
    System.out.println("A");
}

if (x > 5) {
    System.out.println("B");
}
```

Answer:

- Both conditions are true
- Output: A and B both get printed

Key Insight: Each if is independent.

Code:

```
int marks = 50;

if (marks > 50) {
    System.out.println("Pass");
}
```

Code:

```
int marks = 50;

if (marks > 50) {
    System.out.println("Pass");
}
```

Answer:

- Condition is false
- No output is printed

Code:

```
int marks = 50;

if (marks > 50) {
    System.out.println("Pass");
}
```

Answer:

- Condition is false
- No output is printed

Key Insight: > and >= make a big difference.

Code:

```
boolean flag = true;

if (flag) {
    System.out.println("Condition satisfied");
}
```

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Answer:

- Valid Java code
- Output: **Condition satisfied**

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boolean flag = true;

if (flag) {
    System.out.println("Condition satisfied");
}
```

Answer:

- Valid Java code
- Output: **Condition satisfied**

Key Insight: A boolean variable itself can be a condition.

Code:

```
int x = 10;
```

```
if (x > 5) {  
}
```

```
System.out.println("Done");
```

Code:

```
int x = 10;  
  
if (x > 5) {  
}  
  
System.out.println("Done");
```

Answer:

- Empty if block is valid
- Output: **Done**

Code:

```
int x = 10;  
  
if (x > 5) {  
}  
  
System.out.println("Done");
```

Answer:

- Empty if block is valid
- Output: **Done**

Key Insight: Braces define a block, even if it is empty.

Code:

```
int x = 10;  
  
if (x > 5);  
{  
    System.out.println("Hello");  
}
```

Code:

```
int x = 10;  
  
if (x > 5);  
{  
    System.out.println("Hello");  
}
```

Answer:

- Semicolon ends the if statement
- Block executes unconditionally
- Output: **Hello**

Code:

```
int x = 10;

if (x > 5);
{
    System.out.println("Hello");
}
```

Answer:

- Semicolon ends the if statement
- Block executes unconditionally
- Output: **Hello**

Key Insight: A misplaced semicolon breaks logic silently.

Code:

```
if (true) {  
    System.out.println("Always executes");  
}
```


Code:

```
if (true) {  
    System.out.println("Always executes");  
}
```

Answer:

- Condition is always true
- Output: **Always executes**

Code:

```
if (true) {  
    System.out.println("Always executes");  
}
```

Answer:

- Condition is always true
- Output: **Always executes**

Key Insight: Conditions need not depend on variables.

Discussion 10

Code:

```
int x = 8;

if (x > 5) {
    if (x > 10) {
        System.out.println("Greater than 10");
    }
}
```

Code:

```
int x = 8;

if (x > 5) {
    if (x > 10) {
        System.out.println("Greater than 10");
    }
}
```

Answer:

- Outer condition is true
- Inner condition is false
- No output is printed

Discussion 10

Code:

```
int x = 8;

if (x > 5) {
    if (x > 10) {
        System.out.println("Greater than 10");
    }
}
```

Answer:

- Outer condition is true
- Inner condition is false
- No output is printed

Key Insight: Inner if depends on outer if.

- 1 Write a Java program to check whether a number is positive. If positive, print "Positive Number".

IF Questions

- 1 Write a Java program to check whether a number is positive. If positive, print "Positive Number".
- 2 Given marks = 72, print "Passed" if marks \geq 50.

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- 2 Given marks = 72, print "Passed" if marks \geq 50.
- 3 Check whether a given number is even. If yes, print "Even Number".

- 1 Write a Java program to check whether a number is positive. If positive, print "Positive Number".
- 2 Given marks = 72, print "Passed" if marks \geq 50.
- 3 Check whether a given number is even. If yes, print "Even Number".
- 4 Check whether a person is eligible to vote. Condition: Age \geq 18. Print "Eligible to Vote".

- 1 Given a number: Print "Divisible by 3" if divisible by 3.
Print "Divisible by 5" if divisible by 5. (Both messages can appear.)

IF Questions

- 1 Given a number: Print "Divisible by 3" if divisible by 3. Print "Divisible by 5" if divisible by 5. (Both messages can appear.)
- 2 Given a character, check if it is an uppercase letter (A–Z). If yes, print "Uppercase Letter".

IF Questions

- 1 Given a number: Print "Divisible by 3" if divisible by 3. Print "Divisible by 5" if divisible by 5. (Both messages can appear.)
- 2 Given a character, check if it is an uppercase letter (A–Z). If yes, print "Uppercase Letter".
- 3 If the total purchase amount is greater than 5000, print "Discount Applicable".

IF Questions

- ➊ Given a number: Print "Divisible by 3" if divisible by 3. Print "Divisible by 5" if divisible by 5. (Both messages can appear.)
- ➋ Given a character, check if it is an uppercase letter (A–Z). If yes, print "Uppercase Letter".
- ➌ If the total purchase amount is greater than 5000, print "Discount Applicable".
- ➍ If employee experience is greater than 5 years, print "Bonus Granted".

IF Questions

- 1 Given a number:
 - If number > 0 , print "Positive"
 - If number < 0 , print "Negative"
 - If number $== 0$, print "Zero"(Use only if, no else)

IF Questions

- ① Given a number:
 - If number > 0 , print "Positive"
 - If number < 0 , print "Negative"
 - If number $== 0$, print "Zero"(Use only if, no else)
- ② Given a character: Print "Digit" if it is a digit. Print "Alphabet" if it is an alphabet.

- ① Given a number:
 - If number > 0 , print "Positive"
 - If number < 0 , print "Negative"
 - If number $== 0$, print "Zero"(Use only if, no else)
- ② Given a character: Print "Digit" if it is a digit. Print "Alphabet" if it is an alphabet.
- ③ If a number lies between 10 and 50 (inclusive), print "In Range".

- ❶ Given a number:
 - If `number > 0`, print "Positive"
 - If `number < 0`, print "Negative"
 - If `number == 0`, print "Zero"(Use only `if`, no `else`)
- ❷ Given a character: Print "Digit" if it is a digit. Print "Alphabet" if it is an alphabet.
- ❸ If a number lies between 10 and 50 (inclusive), print "In Range".
- ❹ If a year is divisible by 4, print "Leap Year Candidate".

IF Questions

- 1 Write a program using `if` such that:
 - It prints nothing for some inputs
 - Prints something for other inputs

Explain why.

IF Questions

1 Write a program using `if` such that:

- It prints nothing for some inputs
- Prints something for other inputs

Explain why.

2 Given a number: If `number > 0` If `number % 2 == 0` Print "Positive Even" (No else).

IF Questions

① Write a program using `if` such that:

- It prints nothing for some inputs
- Prints something for other inputs

Explain why.

② Given a number: If $\text{number} > 0$ If $\text{number} \% 2 == 0$ Print "Positive Even" (No else).

③ Check whether a number is greater than 10. Test with input = 10 and explain the output.

IF Questions

❶ Write a program using `if` such that:

- It prints nothing for some inputs
- Prints something for other inputs

Explain why.

❷ Given a number: If `number > 0` If `number % 2 == 0` Print "Positive Even" (No else).

❸ Check whether a number is greater than 10. Test with input = 10 and explain the output.

❹ Given:

```
boolean isLoggedIn = false;
```

Print "Welcome User" only if user is logged in.

- 1 Write a program where a condition exists but no output is printed. Explain why.

IF Questions

- 1 Write a program where a condition exists but no output is printed. Explain why.
- 2 Check whether the username length is greater than 5. If yes, print "Valid Username".

IF Questions

- 1 Write a program where a condition exists but no output is printed. Explain why.
- 2 Check whether the username length is greater than 5. If yes, print "Valid Username".
- 3 Predict the output without running:

```
int x = 5;
if (++x > 5) {
    System.out.println(x);
}
```


Thank You!

Stay Connected

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