Java Introduction

What is Java?

Java is a popular programming language, created in 1995.

It is owned by Oracle(Initially, Sun Micro System), and more than 3 billion devices run Java.

It is used for:

- Mobile applications (specially Android apps)

- Desktop applications

- Web applications

- Web servers and application servers

- Games

- Database connection

- And much, much more!

Why Use Java?

**-** Java works on different platforms (Windows, Mac, Linux, Raspberry Pi, etc.)

- It is one of the most popular programming language in the world

-It is easy to learn and simple to use

- It is open-source and free

- It is secure, fast and powerful

- It has a huge community support (tens of millions of developers)

- Java is an object oriented language which gives a clear structure to programs and allows code to be reused, lowering development costs

- As Java is close to C++ and C#, it makes it easy for programmers to switch to Java or vice versa

What is a Class ?

- A Java class can be defined as a template or blueprint which describes state/behavior of it’s object.

- In Other Word a class is used to create Objects.

So in Java, every Project begins with a class name, and that class must match the filename.

Let's create our first Java file, called MyClass.java, which can be done in any text editor

The file should contain a "Hello World" message, which is written with the following code:

**File Name MyClass.java**

Program:

public class MyClass {

public static void main(String[] args) {

System.out.println("Hello World");

}

}

**Explanation:**

Every line of code that runs in Java must be inside a class. In our example, we named the class MyClass. A class should always start with an uppercase first letter.

Note: Java is case-sensitive: "MyClass" and "myclass" has different meaning.

The name of the java file must match the class name. When saving the file, save it using the class name and add ".java" to the end of the filename. To run the example above on your computer, make sure that Java is properly installed: Go to the Get Started Chapter for how to install Java. The output should be:

## The main Method

## The main() method is required and you will see it in every Java program:

## public static void main(String[] args)

## Any code inside the main() method will be executed. You don't have to understand the keywords before and after main. You will get to know them bit by bit while reading this tutorial.

## For now, just remember that every Java program has a class name which must match the filename, and that every program must contain the main() method.

## System.out.println()

## Inside the main() method, we can use the println() method to print a line of text to the screen:

## public static void main(String[] args) {

## System.out.println("Hello World");

## }

What are Objects ?

## Objects are nothing but the instance of the class.

## - A single class can create any number of unique objects.

Creating objects

- In java an object is created when someone says “new”.

- At each “new” , a new object of a class is created. E.g. new MyClass

- Objects lives in Java heap.

What is java heap?

Java heap is nothing but the memory space taken by JVM from the OS.

All objects are created in this heap(space). Whenever JVM encounters “new” keyword, it creates an object in heap.

• When there is no space in heap to create objects, then JVM throws “Out of Memory” error.

Creating First Object

• public class Student

{

public static void main(String[] args)

{

new Student();

}

}

Garbage Collection

Garbage Collection is the mechanism provided by JVM, to clean out the Heap, so that new

objects can be created.

• It destroys the objects which are “not in use” or eligible for “garbage collection”.

• Any object is said to be eligible for garbage collection (GC) if there is no “Reference

Variable” attached to it.

• So what is a “Reference Variable”??????

Java Variables and its type

• Variables are named space of memory which stores the data.

• There are two types of variables :

* + Primitive variables
  + Reference variables

• Reference variables are those variables which stores only address of an “object.

Assigning Objects to Reference Variable

• Before creating a reference variable we have to specify “object of which class” it is going to refer.

• In other word we need to specify the “class type” of the reference variable. E.g.

public class Test

{

public static void main(String[] args)

{

Test t = new Test();

//where t is the reference variable which stores the

Address of Test object in heap

}

}

Primitive and Non primitive data types

|  |  |
| --- | --- |
| **Primitive Data type** | **Non-Primitive Data type** |
| Primitive data types are defined by the programming language. | Non-Primitive (or Reference) data type are defined by programmer. |
| These are - Integer type  - Floating type  - Character   - Boolean | In this the data type of the variable is the Class whose object it is going to refer. Test t = new Test(); //where Test is the data type of |

Declaration and initialization of primitive variables

**Integer**

-int i = 234242425;

- long l = 284798247287427427428947l; // //suffix ‘l’ is must otherwise compiler will treat it as integer.

**Float**

**-** float = 2342.34f; //suffix ‘f’ is must otherwise compiler will treat it as a double

**double** = 298472847242478927.2942949274;

**Character**

Char c = ‘j’; // only single character is allowed;

**Boolean**

Boolean b = true // only true or false is allowed

Java String and String Concatenation

- In java “String” is a class and not a data type and it can be instantiated like other classes

String s = new String();

- String Concatenation is basically a way to combine two or more strings into a single string. This is done by using ‘+’ operator.

String s = “We” + “are” + “learning” + “java” + “.”

- String values can be concatenate with any other datatype. boolean b = true;String s = “this is” + “ “ + b

|  |  |
| --- | --- |
| **Arithmetic operators** | **Unary operators** |
| • ‘+’ additive operators/string concatenate • ‘-’ subtraction operator • ‘\*’ multiplication operator • ‘/’ division operator • ‘%’ remainder operator | • ‘++’ increment operator • ‘--‘ decrement operator • ‘!’ logical compliment operator |

**Java Operator Continues**

|  |  |
| --- | --- |
| **Equality and Relational** | **Conditional Operators** |
| • ‘==‘ Equal to • ‘!=‘ Not equal to • ‘>’ Greater than • ‘<‘ Less than • ‘>=‘ Greater than or equal to • ‘<=‘ Lesser than or equal to | • ‘&&’ Conditional – And • ‘||’ Conditional – Or |

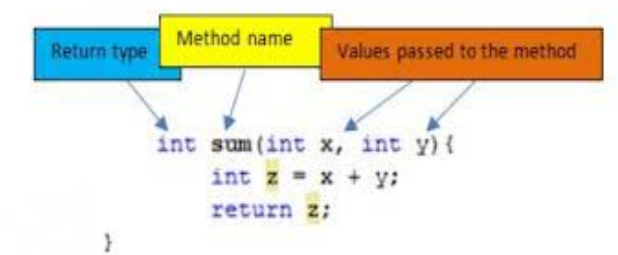
**Day 2**

**Git**

**What are Methods ?**

- Methods are block of statements which are used to do a specific task.

- Methods are generally used to divide a large code into manageable chunks of codes.



public int sum (int x, int y){

int z = x+y;

return z;

}

1. Access/NonAccess Modifier

2. returnType

3. MethodName ( Parameter List)

4. {

5. //method body or statement block

6. }

**Method Return Type**

• It May be possible that a method returns a value or doesn’t returns any value.

Return type of a method is nothing but the data type of the value returned by the method.

e.g.

- If method returns an integer value then it’s return type will be ‘int’, for float ‘float’, for character ‘char’, for boolean ‘boolean’ and so on.

- If a method doesn’t returns any value then it’s return type will be “void”.

• If a method returns a value then the last statement should be a “return statement”

• Any code after return statement is not reachable

**Parameter List**

• Method Parameters are the variables which are declared in the declaration of method.

e.g

**public int go(int x) {}**

• The method parameters can be nothing, one or more than one. For multiple parameters they are separated by comma.

e.g.

Public int go (int x, float y, String s, char c){ }

**Method Body**

• Body of a method starts from opening curly braces ‘{‘ and ends at closing curly braces ‘}’.

• All statements of methods goes within the pair of curlybraces.

• Execution of method stops on either ‘return’ statement or closing curly braces ‘}’.

e.g.

public int go(int x, int y)

{

Int sum = x + y;

Return sum;

}

But how to call a method???????

We see a example in the program.

**Instance variable Vs Local variable**

|  |  |
| --- | --- |
| **Instance Variables** | **Local Variable** |
| 1. Instance variables are those variables which are declared within a class. | 1. Local variable are those variables which are declared within a method. |
| 2. These are known as ‘instance variables’ because each instance of the class (object) have it’s own copy of instance variable. | 2. These are known as ‘Local variable’ because they formed within method and dies at the end of the method |

**Accessing Object’s methods and instance variables**

- The methods and instance variables of any object can be accessed by the help of dot operator (.) on reference variable

- referenceVariable.instanceVariable/method

e.g.

For class Animal having eat() method :

Animal a = new Animal();

a.eat();

**Method Arguments and method calling**

• Arguments are the values which are passed during calling of a method. These arguments are stored in the parameters of the method.

• Number of arguments must be equal to the number of parameters

• Calling a void method: a.eat();

• Calling a single argument method: a.eat(45);

• Calling a multiple argument method: a.eat(343, 43, ‘c’, “wsfsf”)

**Predefined Methods**

Predefined methods are those methods which are already defined in java and ready to use.

• We can call these methods and can use in our code directly. e.g. Math.random();

• Math.random() is a method defined in Math class which is used to generate a random number between o.oto .9 in double type

• Calling Math.random() : Int x = (int) (Math.random() \* 4);

//It will generate the number from 0 to 3

**Method Calling Methods**

- The method can call other methods in chain-like pattern.

e.g. Public **class** Test

{

**public** **void** firstMethod()

{

Test2 t = **new** Test2();

t.secondMethod(); // calling other method

}//end of method

}//end of class

**IF, IF-Else, IF-Else-IF statements**

IF statement:

This is a decision making statement, which will execute it’s codes **if** and only **if** the condition is **true**.

If(condition)

statement; // codes

• If-**else** statement:

In **this** the ‘**else**’ codes will be execute **if** and only **if** the condition is **false**. If(condition)

statement;//codes

**else**

statement; // codes

• If-**else**-**if** :

This is combination of **if**-**else** statements.

If(condition)

Statements;

Else **if** (condition)

Statements

Else **if** (condition)

Statements;

Else Statements;

**import** java.util.\*;

**public** **class** MyFirstClass2 {

**public** **static** **void** main(String[] args)

{

MyFirstClass2 t = **new** MyFirstClass2();

Scanner scan = **new** Scanner(System.***in***); //ignore

System.***out***.println("enter a value");

**int** input = scan.nextInt(); //ignore

scan.close(); //ignore

**int** randomNum = (**int**)(Math.*random*()\* 10);

**if**(input == randomNum)

System.***out***.println("well done smarty");

**else**

t.number();

}

**public** **void** number()

{

**int** Num = (**int**)(Math.*random*()\*7);

**if** (Num == 0)

System.***out***.println("Zero");

**else** **if** (looserNum == 1)

System.***out***.println("One");

**else** **if** (looserNum == 2)

System.***out***.println("Two");

**else** **if** (looserNum == 3)

System.***out***.println("Three");

**else** **if** (looserNum == 4)

System.***out***.println("Four");

**else**

System.***out***.println("Above 4");

}

}