

Date		
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Hello how  
are you

## MySQL

USE

SELECT (\*)  
FROM show all  
columns

WHERE

ORDER BY  
-- (comment)

DISTINCT

AS to change name  
" "

Garcise	name	unit price	new price
products			(unit price * 1.1)

- \* Java was developed by James Gosling in 1995
- \* Originally - Oak → Green → Java
- \* Java Edition      Standard Edition (SE)  
Enterprise Edition (EE)  
Micro Edition (ME)  
Java Card

Funda  
mentals → {Types  
Control  
Clean Code}

Finding & Fixing Errors  
Packaging your applications

JavaFunction

Block of code that performs a task  
 parameter of fun

Return type      Name() {.....}  
 ↓                    ↓                    ↓  
 return type of fun   name of fun   code

- \* In java we put left brace ({) in same line we define fun.
- \* In java program should have atleast 1 main() function

Class

A container for related function

class Main {}  
 name of class

Method

fun which is part of class

or determine

Access modifier   Keyword which tells that if other classes or methods in this program can access these methods or classes.

```
public class Main {
    private void main() {
    }
}
```

Naming

classes : Pascal Naming Convention  
 Methods : Camel Naming Convention

## First Java program

```
1 package com.Anuradha;
2
3 public class Main {
4
5     public static void main(String []args) {
6         System.out.println("Hello World");
7     }
8 }
```

Output: Hello World

Run

Compilation + Execution

Source Code



Java Compiler



Byte Code → JVM → Native Code

Temporarily store the data

Variables : package com. Base pac; Anuradha;

```

2
3 public class Main {
4     public static void main(String[] args) {
5         int age = 30;
6         System.out.println("Hello " + age);
7     }
8 }
```

Output: 30

Ex. (i) int age = 30, Temperature = 45 ;

(ii) int age = 30;  
int heritage = age; (Camel Case Notation)

Primitive Types → for storing simple values

Reference Types → for storing complex objects

### Primitive Types

Type	Bytes	Range
(i) byte	1	[-128, 127]
(ii) short	2	[-32K, 32K]
(iii) int	4	[-2B, 2B]
(iv) long	8	[ ]
(v) float	4	[ ]
(vi) double	8	[ ]
(vii) char	2	A, B, C, ...
(viii) boolean	1	True / False

Single letter " "  
String of letter " "

```

1 package com. codeWithAnuradha ;
2 public class Main {
3     public static void main(String[] args) {
4         byte age = 30;
5         int viewsCount = 123456789;
6         long followers = 123_456_789_01L;
7         float price = 10.99F;
8         Char letter = 'A';
9         boolean isEnglish = false;
10    }
11 }
```

Can't write in " "

### Reference Type

\* We have to allocate the memory.  
(We don't have to release these memory)  
JRE will automatically take care of that)

```

1 package com. Anuradha ;
2 public import java.util.Date ;
3 public class Main {
4     public static void main(String[] args) {
5         Date now = new Date();
6         System.out.println(now);
7     }
8 }
```

Output : Current Date  
Day Month Date Time TZ Year  
(Timezone)

## Primitive VS Reference

```

1 package com.Anuradha;
2 public class Main {
3     public static void main(String[] args) {
4         byte x = 1;
5         byte y = x;
6         x = 2;
7         System.out.println(y);
8         System.out.println(x);
9     }
10 }
```

Output : 1  
2

x	y		
x			
1			
2	1		

completely independent of each other

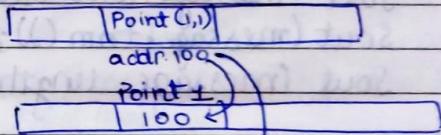
Reference : Don't store the actual value but reference of that object

```

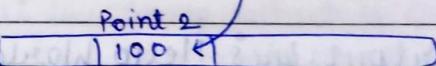
1 package com.Anuradha;
2 import java.awt.*;
3 public class Main {
4     public static void main(String[] args) {
5         Point point1 = new Point(1,1);
6         Point point2 = point1;
7         point1.x = 2;
8         System.out.println(point1);
9         System.out.println(point2);
10    }
11 }
```

Output : java.awt.Point [x=2,y=1]  
java.awt.Point [x=2,y=1]

Line 5



Line 6



not independent

```

String 1 package cos.Anuradha;
2 public class Main {
3     public static void main (String [] args) {
4         String message = "HelloWorld" + "!!";
5
6         // short for new String ("HelloWorld" + "!!"));
7
8         Sout (message);
9         Sout (message. endsWith ("!!"));
10        Sout (message. startsWith ("!!"));
11        Sout (message. stIndexof ("H"));
12        Sout (message. indexof ("us"));
13        Sout (message. replace ("!", "5"));
14
15        // not changes original string //
16
17        Sout (message. tolowercase ());
18        Sout (message. trim ());
19        Sout (message. length ());
20    }
21 }

```

Output: line 8. Hello World

line 9. True

line 10. False

line 11. 0

line 12 -1 (for those not <sup>which</sup> exist)

line 13. HelloWorld55

line 17. hello world!!

line 18. HelloWorld!!

line 19. 13

Escape sequence      escape string message = "Hello \Anu";  
Sout (message);

Output      Hello Anu

string message = "c:\window\...";  
Sout (message);

Output      c:\window\...

### Arrays

Store list of no., items, people etc.  
import java.util.Arrays;  
int [] numbers = new int [5];  
numbers [0] = 1;  
numbers [1] = 2;  
numbers [2] = 3;      // Array. sort (numbers)  
numbers [3] = 4;  
numbers [4] = 5;  
Sout (numbers);  
Sout (Arrays. toString (numbers));  
to print array

Output lines string which is calculated  
base on the address of this  
object in memory

line 16: [1, 2, 3, 4, 5]

9 int [] num = {1, 2, 8, 3, 4};  
10 Sout (Arrays. toString (num));  
11 Sout (num. length);  
Output: 10. [1, 2, 8, 3, 4]  
11. [5, 8]

## Multidimensional Arrays

9. int [][] numbers = new int [2] [3];  
 10. numbers [0] [0] = 1;  
 11. numbers [1] [2] = 6;  
 12. sout (Arrays.deepToString(numbers));

Output [[1, 0, 0], [0, 0, 6]]

9. int [][] numbers = {{1, 2, 3}, {4, 5, 6}};  
 10. sout (Arrays.deepToString(numbers));

Output [[1, 2, 3], [4, 5, 6]]

9. int [[[ ] ] ] numbers = new int [3] [2] [2];  
 10. numbers [0] [0] [0] = 1;  
 11. numbers [0] [0] [1] = 2;  
 12. numbers [0] [1] [0] = 3;  
 13. numbers [2] [1] [1] = 12;  
 14. sout (Arrays.deepToString(numbers));

Output [[[1, 0], [3, 0]],  
 [[0, 0], [0, 0]],  
 [[0, 0], [0, 12]]]

9. int [[[ ] ] ] numbers = {{1, 2}, {3, 4}, {5, 6}, {7, 8}};  
 {9, 10}, {11, 12}}};

sout (Arrays.deepToString(numbers));

Output [[[1, 2], [3, 4]], [[5, 6], [7, 8]]],  
 [[9, 10], [11, 12]]]

Constants 6. final float pi = 3.14F

7. pi = 1;

then java will show error

## Arithmatic Expressions

6. int result = 10 + 48;  
 7. sout (result);  
 Output: 58

6. int result = 10 / 3;  
 7. sout (result); // division of 2 whole no. is //  
 Output: 3 // whole no. //

6. double result = (double) 10 / (double) 3;  
 7. sout (result);  
 Output 3.3333333333333335

order of operation ()

\* /

+ -

Casting ① Implicit casting no data loss

② byte > short > int > long > float > double

8. double x = 11;

int y = (int) x + 2;

sout (y);

Output: 3

→ Explicit casting  
Data loss

ceiling: smallest integer which is equal or greater  
floor: largest integer which is equal ~~or smaller~~

Shift + F6 = Refactor

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## 6. If Explicit Casting

```
7. String x = "1.1";  
8. float y = Float.parseFloat(x) + 2;  
9. Sout(y);  
Output: 3.1
```

## The Math Class

```
6. int x = Math.round(1.1F);  
7. Sout(x);  
8. int result = (int) Math.ceil(1.1F);  
9. Sout(result);  
10. int y = (int) Math.floor(1.1F);  
11. Sout(y);  
Output line 7. 1
```

9 2

11. 1

Math.round(); Math.min/max();  
Math.random()

Note: Abstract class can't be instantiated

↑ why new is not used

## Formatting Numbers

```
6. import java.text.NumberFormat;  
7. NumberFormat currency = NumberFormat.  
     getCurrencyInstance();  
8. String result = currency.format(123456.89);  
9. Sout(result);  
Output: $ 123,456.89
```

8. NumberFormat percent = NumberFormat.

```
getPercentInstance();  
9. String result = percent.format(0.10);  
10. Sout(result);  
Output: 10%
```

Or

```
8. String result = NumberFormat.getPercentInstance().  
format(0.10);  
Sout(result);  
Output: 10%.
```

## Read Input

```
3. import java.util.Scanner;  
4. Public class void {  
    public static void main (String[] args) {  
        Scanner scanner = new Scanner(System.in);  
        byte age = scanner.nextByte();  
        sout ("you are " + age);
```

## Comparison Operators

```
1. package com.Anuradha;  
2. public class Main {  
3.     public static void main (String [] args) {  
4.         int x = 1;  
5.         int y = 2;  
6.         Sout(x == y);  
7.     }  
8. }
```

Result / Output: true

==      !=      >=      <=  
>      <

### Logical Operators

4. int temperature = 22;
5. boolean isWarm = temperature > 20  $\&\&$  temperature < 30;
6. cout (isWarm);  
Output: true

E+E+      ||      !

### If statements

```

1 package com.Anuradha
2 public class Main {
3     public static void main(String[] args) {
4         int temp = 32;
5         if (temp > 30) {
6             cout ("Its a hot day");
7             cout ("Drink Water");
8         } else if (temp > 20  $\&\&$  temp <= 30)
9             cout ("Beautiful day");
10    } else
11        cout ("Cold day");
12    }
13 }
```

Output    Its a hot day  
              Drink Water

```

1 package com.Anuradha;
2 public class Main {
3     public static void main(String[] args) {
4         int income = 120_000;
5         boolean hasHighIncome;
6         if (income > 100_000)
7             hasHighIncome = true;
8         else
9             hasHighIncome = false;
10    }
11 }
12 }
```

↓(Same as above code)

```

4 int income = 120_000;
5 boolean hasHighIncome = (income > 100_000);
6 }
7 }
```

### Ternary Operators

Expression ? If true, print : If false, print;

```

4 int income = 120_000;
5 String className = income > 1000 ? "Fir" : "Sec";
6 }
7 }
```

## Switch Statement

```

1. package com. Anuradha
2. public class Main {
3.     public static void main(String []args) {
4.         String role = "admin";
5.         if (role == "admin") {
6.             sout ("you are admin");
7.         } else if (role == "moderator") {
8.             sout ("you are moderator");
9.         } else {
10.             sout ("you are guest");
11.         }
12.     }
}

```

```

5. switch(role) {
6.     case "admin":
7.         sout ("you are admin");
8.         break;
9.     case "moderator":
10.         sout ("you are moderator");
11.         break;
12.     default:
13.         sout ("you are guest");
14. }

```

## for loop    for ( initialization; condition; updation)

```

5. for(int i=0; i<5; i++)
6.     sout ("Hello World");

```

## while loop    while (condition) {

```

// body
updation ;
}
```

```

5. int i = 0;
6. while(i < 5) {
7.     sout ("Hello World");
8.     i++;
9. }

```

## Example: To take input until user type quit

```

1. package com. Anuradha;
2. import java.util.Scanner;
3. public class Main {
4.
5.     public static void main(String []args) {
6.         Scanner scanner = new Scanner(System.in);
7.         String input = " ";
8.
9.         while (!input.equals("quit")) {
10.             sout ("Input: ");
11.             input = scanner.nextLine().toLowerCase();
12.             sout (input);
13.         }
14.     }
}

```

### Do While

```

1 package com.Anuradha;
2 import java.util.Scanner;
3 public class Main {
4     public static void main(String[] args) {
5         Scanner scanner = new Scanner(System.in);
6         String input = " ";
7
8         do {
9             System.out.print("Input: ");
10            input = scanner.nextLine().toLowerCase();
11            System.out.println(input);
12        }
13        while (!input.equals("quit"));
14    }
15}

```

```

do {
    // body
} update;
while (condition);

```

continue Send back to the starting of the loop  
`continue;`

break Send out of the loop  
`break;`

### for each loop

```

5. for String[] fruits = {"Apple", "Mango", "Orange"};
6.
7. for (int i=0; i<fruits.length; i++)
8.     System.out.println(fruits[i]);
9.
10. String[] fruits = {"Apple", "Mango", "Orange"};
11.
12. for (String fruit : fruits)
13.     System.out.println(fruit);
14.
15. * can't access index
16. * can't access back to front

```

### Project 1: Mortgage calculator

```

1. package com.Anuradha;
2. public class Main {
3.     public static void main(String[] args) {

```

## Project 2

### Mortgage Calculator

```

1 package com.Anuradha;
2 import java.text.NumberFormat;
3 import java.util.Scanner;
4 public class Main{
5     public static void main(String[] args) {
6         final byte MONTHS_IN_YEAR = 12;
7         final byte PERCENT = 100;
8
9         Scanner scanner = new Scanner(System.in);
10
11        Sout("Principle : ");
12        int principle = scanner.nextInt();
13
14        Sout("Annual Interest Rate");
15        float annualInterest = scanner.nextFloat();
16        float monthlyInterest = annualInterest
17                      / Percent
18                      / MONTHS_IN_YEAR;
19
20        Sout("Period (years):");
21        byte years = scanner.nextByte();
22        int nofPayments = years *
23                      MONTHS_IN_YEAR;
24        double mortgage = principle
25                      * (monthlyInterest * Math.Pow(1 + monthlyInterest, nofPayments))
26                      / (Math.Pow(1 + monthlyInterest, nofPayments) - 1);
27
28        String mortgageFormatted = NumberFormat.getCurrencyInstance().format(mortgage)
29        Sout("Mortgage : " + mortgageFormatted);
30    }
}

```

## Project 2

### Mortgage Calculator with Range

```

1 package com.Anuradha;
2 import java.text.NumberFormat;
3 import java.util.Scanner;
4 public class Main {
5     public static void main(String[] args) {
6         final byte MONTHS_IN_YEAR = 12;
7         final byte PERCENT; 100;
8         int principle = 1000;
9         float monthlyInterest = 0F;
10        int numberOfPayment = 0;
11
12        Scanner scanner = new Scanner(System.in);
13
14        while (true) {
15            System.out.println("Principle : ");
16            principle = scanner.nextInt();
17            if (principle >= 1000 && principle <= 1000000)
18                break;
19            else
20                System.out.println("Enter a no. b/w 1,000 & 1,000,000");
21        }
22
23        while (true) {
24            System.out.println("Annual Interest Rate");
25            float annualInterestRate = scanner.nextFloat();
26            if (annualInterestRate >= 1 && annualInterestRate <= 30) {
27                monthlyInterest = annualInterestRate / PERCENT / MONTHS_IN_YEAR;
28                break;
29            }
}

```

```

30. 8 } Sout ("Enter value between 1 to 30");
31.
32.
33. while (true) {
34.     Sout ("Period (years) : ");
35.     byte years = scanner.nextByte();
36.     if (years > 1 && years <= 30) {
37.         numberOfPayment = years * MONTHS_IN_YEARS;
38.         break;
39.     }
40. } Sout ("Enter years between 1 to 30");
41.
42.
43. double mortgage = principle
44.     * (monthlyInterest * Math.pow(1 + monthlyInterest, numberOfPayment));
45.     / (Math.pow(1 + monthlyInterest, numberOfPayment) - 1);
46.
47. String mortgageFormatted = NumberFormat.getCurrencyInstance().format(mortgage);
48. Sout ("Mortgage :" + mortgageFormatted);
49.
50. }

```

"Any fool can write code that computer can understand.  
Good Programmer write code that humans can understand."

- Martin Fowler

Creating Method

```

1 package com.Anuradha;
2 public class Main {
3     public static void main(String[] args) {
4         greetUser("Mosh");
5         greetUser("John");
6     }
7     public static void greetUser(String name) {
8         System.out.println("Hello " + name);
9     }
10}

```

Output : Hello Mosh  
Hello John

Refactoring Changing the structure of code without changing its behavior

```

1 package com.Anuradha;
2 public class Main {
3     import java.util.Scanner;
4     import java.text.NumberFormat;
5     public class Main {
6         public static void main(String[] args) {
7             int principle = 0;
8             float annualInterest = 0;
9             byte years = 0;
10
11             principle = (int) readNumber("Principle", 1000, 10000);
12             annualInterest = (float) readNumber("Annual Interest", 1, 30);
13             years = (byte) readNumber("years", 1, 30);

```

Calling of read Number

read Number class

Calculate Mortgage class

```

14 double mortgage = calculateMortgage(principle, annualInterest,
15                                     years);
16 String mortgageFormatted = NumberFormat.getCurrencyInstance().format(mortgage);
17 System.out.println("Mortgage : " + mortgageFormatted);
18
19 public static void double readNumber(String prompt,
20                                     double min, double max) {
21     Scanner scanner = new Scanner(System.in);
22     double value;
23     while (true) {
24         System.out.print(prompt + ": ");
25         value = scanner.nextFloat();
26         if (value >= min && value <= max)
27             break;
28         System.out.println("Enter value b/w " + min + " and " + max);
29     }
30     return value;
31 }
32 public static double calculateMortgage(int principle,
33                                         float annualInterest, byte years) {
34     final byte MONTHS_IN_YEARS = 12;
35     final byte PERCENT = 100;
36     float monthlyInterest = annualInterest / PERCENT /
37     MONTHS_IN_YEARS;
38     short numberOfPayment = (short) (years * MONTHS_IN_YEARS);
39     double mortgage = principle *
40             (monthlyInterest * Math.pow(1 + monthlyInterest, numberOfPayment)) /
41             (Math.pow(1 + monthlyInterest, numberOfPayment) - 1);
42     return mortgage;
43 }

```

## Mortgage Calculator ] Payment Schedule ↪

Project 3

```

1 package com.Anuradha;
2
3 import java.util.Scanner;
4 import java.text.NumberFormat;
5
6 public class Main {
7     final static byte MONTHS_IN_YEAR = 12;
8     public static void PERCENT = 100;
9
10    public static void main(String[] args) {
11        int principle = 0;
12        float annualInterest = 0;
13        byte years = 0;
14
15        principle = (int)readNumber("Principle, 1000, 1000_000");
16        annualInterest = (float)readNumber("Annual Interest Rate", 1, 30);
17        years = (byte)readNumber("Period(years)", 1, 30);
18
19        Print Mortgage(principle, annualInterest, years);
20        print Payment Schedule(principle, annualInterest, years);
21    }
22
23    private static void print Mortgage (int principle, float annualInterest, byte years) {
24        double mortgage = calculateMortgage(principle, annualInterest, years);
25        String mortgageFormatted = NumberFormat.getCurrencyInstance().format(mortgage);
26        Sout();
27        Sout("MORTGAGE");
28        Sout("-----");
29        Sout("Monthly Payments : " + mortgageFormatted);
30    }

```

Print mortgage class

Print Payment Schedule class

```

20
31. private static void printPaymentSchedule()
32. {
33.     sout();
34.     sout("PAYMENT SCHEDULE");
35.     sout("-----");
36.     for (short month = 1; month <= Years;
37.          double balance = calculateBalance();
38.          String balanceFormatted =
39.             sout(balanceFormatted);
40.     }
41.
42. public static void readNumber()
43. {
44.     Scanner scanner = new Scanner(System.in);
45.     double value;
46.     while(true) {
47.         sout(prompt + ":");
48.         value = scanner.nextFloat();
49.         if (value >= min && value
50.             break;
51.         sout("Enter value b/w " + min
52.             + " and " + max);
53.     }
54.     return value;
55. }
56. 
```

read value class

read value class

calculateBalance class

```

57.     float monthlyInterest = annualInterest / PERCENT / MONTHS_IN_YEARS;
58.     float short numberOfPayment = (short) (years * MONTHS_IN_YEAR);
59.     double balance = principle;
60.     * @Math.pow(1 + monthlyInterest, numberOfPayment) - Math.pow(1 + monthlyInterest, numberOfPayment - 1);
61.     / (Math.pow(1 + monthlyInterest, numberOfPayment) - 1);
62.     return balance;
63. }
```

(int principle, float annualInterest, byte years) {

\* MONTHS\_IN\_YEAR ; month++) {  
 ( Principle, annualInterest, years, month);  
 NumberFormat. getInstaCurrencyInstance().format(balance)

String prompt, double min, double max) {

<= max )

+ " and " + max );

( int principle, float annualInterest, byte years,  
 short numberOfPaymentMade ) {

float monthlyInterest = annualInterest / PERCENT / MONTHS\_IN\_YEARS;

float short numberOfPayment = (short) (years \* MONTHS\_IN\_YEAR);

double balance = principle;

\* @Math.pow(1 + monthlyInterest, numberOfPayment) - Math.pow(1 + monthlyInterest, numberOfPayment - 1);  
 / (Math.pow(1 + monthlyInterest, numberOfPayment) - 1);

return balance;

stack overflow  
for Run time error

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return mortgage class

```
60. public static double calculateMortgage/  
61. float monthlyInterest = annualInterest /  
62. short numberofPayment = (short) (/  
63. double mortgage = principle  
64. * (monthlyInterest  
65. / (Math.pow(1 + monthly  
66. Interest, numberofPayment) - 1);  
67. return mortgage;  
68. }  
69. }
```

- Error
- (i) Compile-time error  $\Rightarrow$  easy to caught
  - (ii) Syntax error  $\rightarrow$  happens when we don't follow syntax
  - (iii) Run-time error  $\rightarrow$  Debugger

Tool required

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```
int principle, float annualInterest, byte years) {  
    PERCENT / MONTHS-IN-YEAR;  
    * MONTHS-IN-YEAR);  
  
    Math.pow(1 + monthlyInterest, numberofPayment))  
    monthlyInterest, numberofPayment) - 1);
```

throws new IllegalArgumentException ("can't take this value")

## Programming paradigms

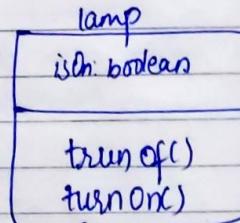
- way of writing
- language
- programming
- functional
- procedural
- event - drive
- object - oriented
- Aspect - oriented
- Logic

## Object-oriented



- Benefits : Reduced complexity
- Easier maintenance
- Code reuse
- Faster Development

## Classes and Object



Encapsulation Bundle the data and methods that operate on the data in a single unit

```

3. public class Main {
4.   public static void main(Strings[] args) {
5.     var employee = new Employee();
6.     employee.baseSalary = 50.000;
7.     employee.hourlyRate = 20;
8.     int wage = employee.calculateWage(10);
9.     sout(wage);
10.   }
  
```

```

3. public class Employee {
4.   public int baseSalary;
5.   public int hourlyRate;
6.
7.   public int calculateWage(int extraHours) {
8.     return baseSalary + (hourlyRate * extraHours);
9.   }
10. }
  
```

## getters & Setters

```

3. public class Employee {
4.   public void setBaseSalary (int baseSalary) {
5.     this.baseSalary = baseSalary;
6.   }
7.
8.   public int getBaseSalary () {
9.     return baseSalary;
10.   }
11.
12.
13.
14.
15.
16.
  
```

Classes: A blueprint for creating objects

Object: An instance of a class

UML : Unified modeling language

Creating new class

```

1. package com.codewithmosh;
2.
3. public class TextBox {
4.     public String text; // Field
5.
6.     public void setText(String text) {
7.         this.text = text;
8.     }
9.
10.    public void clear() {
11.        text = " ";
12.    }
13. }
```

```

1. package com.codewithmosh;
2. public class Main {
3.     public static void main(String[] args) {
4.         var textBox1 = new TextBox();
5.         textBox1.setText("Box 1");
6.         System.out.println(textBox1.text);
7.     }
8. }
```

memory allocation

```

"1. var textBox1 = new TextBox();
2. var textBox2 = textBox1;
3. textBox2.setText("Box 1");
4. System.out.println(textBox1.text);
5. }
```

Output : Box 1

Getters & Setters

```

1. package com.codewithmosh;
2.
3. public class Main {
4.     private int baseSalary;
5.     private int hourlyRate;
6.
7.     public int calculateWage(int extraHours) {
8.         return baseSalary + hourlyRate * extraHours;
9.     }
10.
11.     public void setBaseSalary(int baseSalary) {
12.         if (baseSalary <= 0)
13.             throw new IllegalArgumentException(
14.                 "Salary can't be 0 or less");
15.         this.baseSalary = baseSalary;
16.
17.     public int getBaseSalary() {
18.         return baseSalary;
19.
20.     public void setHourlyRate(...);
21.     public int getHourlyRate(...);
22.
23. }
```

Abstraction Reduce complexity by hiding unnecessary details.  
(implementation details)

Coupling The level of dependency b/w classes

Constructor

```
1 package com.codewithmosh;
2
3 public class Employee {
4     private
5     private
6
7     public Employee (int base-salary, int hourly-rate)
8         set Base-salary (base-salary);
9         set Hourly-rate (hourly-rate);
10    }
11
12    private void set Base-salary()
13    private int get Base-salary()
14    private void set Hourly-rate()
15    private int getHourly-rate()
```

If we don't <sup>create</sup> constructor then  
java itself create a constructor with  
default value for each field

default value ↗

boolean = false

int = 0

Method overloading If a class have multiple methods having same name but different in parameter.

constructor Overloading having more than 1 constructor with different parameter lists in a class

Static members:

## Mortgage Calculator:

Main Class  $\Rightarrow$

```

1. package com. codewithmoshi;
2. public class Main {
3.     public static void main (String [] args) {
4.         int principle = 0;
5.         float annualInterestRate = 0;
6.         byte years = 0;
7.
8.         principle = (int) System.out.readNumber ("principle");
9.         annualInterestRate = (float) ("Annual Interest");
10.        years = (byte) ("years", 1, 30);
11.
12.        var calculator = new MortgageCalculator (principle, annualInterestRate, years);
13.
14.        var report = new MortgageReport (calculator);
15.        report.printMortgage ();
16.        report.printPaymentSchedule ();
    
```

Console Class  $\Rightarrow$

```

1.
2. import java.util.Scanner;
3. public class Console {
4.     private static Scanner scanner = new Scanner (System.in);
5.
6.     public static double readNumber (String prompt) {
7.         return scanner.nextDouble ();
8.     }
9.
    
```

```

10.    public static double readNumber (String prompt,
11.                                     double min,
12.                                     double max) {
13.     double value;
14.     while (true) {
15.         System.out.print (prompt + ": ");
16.         value = scanner.nextDouble ();
17.         if (value >= min && value <= max)
18.             break;
19.     }
20.     System.out.println ("Enter value b/w " + min + " & " + max);
21.     return value;
22. }
    
```

MortgageCalculator Class  $\Rightarrow$

```

2. public class MortgageCalculator {
3.     private final static byte MONTHS_IN_YEAR = 12;
4.     private final static double PERCENT = 100;
5.
6.     private int principle;
7.     private float annualInterestRate;
8.     private byte years;
9.
10.    public MortgageCalculator (int principle,
11.                               float annualInterestRate,
12.                               byte years) {
13.        this.principle = principle;
14.        this.annualInterestRate = annualInterestRate;
15.        this.years = years;
    
```

```

16. public double calculate_mortgage() {
17.     float monthly_interest_rate = getMonthlyInterestRate();
18.     short number_of_payments = getNumber
19.     double mortgage = principle
20.     * (monthly_interest_rate
21.     / (Math.pow(1 + monthly_
22.     interest_rate, number_of_payments)) - 1);
23.     return mortgage;
24. }
25. public double calculate_balance (short number_of_payments_made) {
26.     float monthly_interest_rate = getMonthlyInterestRate();
27.     short number_of_payments = getNumber
28.     double balance = principle
29.     * (Math.pow(1 + monthly_
30.     interest_rate, number_of_payments_made) - Math.pow(1 + monthly_
31.     interest_rate, number_of_payments) - Math.pow(1 + monthly_
32.     interest_rate, number_of_payments_made));
33.     return balance;
34. }
35. public double[] getRemainingBalances() {
36.     var balances = new double [getNumber
37.     of_payments()];
38.     for (short month = 1; month <= balances.length; month++) {
39.         balances [month - 1] = calculateBalance(month);
40.     }
41.     return balances;
42. }
43. private float getMonthlyInterestRate() {
44.     return annualInterestRate / PERCENT / MONTHS_IN_YEARS;
45. }
46. private short getNumber_of_payments() {
47.     return (short) (years * MONTHS_IN_YEARS);
48. }

```

$$\text{monthly\_interest\_rate} = \frac{\text{annual\_interest\_rate}}{\text{PERCENT}} / \text{MONTHS\_IN\_YEARS}$$

$$\text{number\_of\_payments} = \text{years} * \text{MONTHS\_IN\_YEARS}$$

$$\text{balance} = \text{principle} * (\text{Math.pow}(1 + \text{monthly\_interest\_rate}, \text{number\_of\_payments}) - \text{Math.pow}(1 + \text{monthly\_interest\_rate}, \text{number\_of\_payments} - \text{month}))$$

$$\text{balance} = \text{principle} * (\text{Math.pow}(1 + \text{monthly\_interest\_rate}, \text{number\_of\_payments}) - \text{Math.pow}(1 + \text{monthly\_interest\_rate}, \text{number\_of\_payments} - \text{month}))$$

## MortgageReport class

```

1. package com.codewithmosh;
2. import java.text.NumberFormat;
3. public class MortgageReport {
4.     private final NumberFormat currency;
5.     private MortgageCalculator calculator;
6.
7.     public MortgageReport(MortgageCalculator calculator) {
8.         this.calculator = calculator;
9.         currency = NumberFormat.getCurrencyInstance();
10.    }
11.
12.    public void printMortgage() {
13.        double mortgage = calculator.calculate();
14.        String mortgageFormatted = currency.format(mortgage);
15.        System.out.println();
16.        System.out.println("MORTGAGE");
17.        System.out.println("-----");
18.        System.out.println("Monthly Payments:" + mortgageFormatted);
19.    }
20.
21.    public void printPaymentSchedule() {
22.        System.out.println();
23.        System.out.println("Payment Schedule");
24.        System.out.println("-----");
25.        for (double balance : calculator.getRemainingBalances()) {
26.            System.out.println(currency.format(balance));
27.        }
28.    }
29. }
```

Java not support multiple inheritance

## Inheritance

Inheritance When one class acquires the properties of another class

Upcasting Casting an object to one of its supertypes

Downcasting " " " " " subtypes

HashCode It is an integer value that is associated with each object in java. It facilitate hashing in hash tables

## Method overriding

@Override must have a same signature  
method; It allow subclass to provide specific implementation of method that is already provided by parent class

## Poly-morphism

multiple forms Many form  
 It occurs when we have many classes that are related to each other by inheritance  
 Allow us to perform single action in many different ways.

## Abstract class

- Must contain one abstract method
- Can't instantiate it only extend it
- Parent class has a named method, but need its child class to fill out the tasks (To share code)

## Interfaces

To build loosely-coupled, extensible, testable application