



# Java Foundations

**4-2**

## **The import Declaration and Packages**

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# Objectives

- This lesson covers the following objectives:
  - Access a class by using its fully qualified name
  - Describe the function of the import statement
  - Use the import statement to access a class in a package
  - Understand the purpose of an asterisk in an import statement
  - Identify packages that are automatically imported



# Why Should You Reinvent the Wheel?

- Frequently, you may rewrite the same Java code for different programs
- As an alternative to rewriting the same code, you can use the Java-provided library, which organizes frequently used code
- This library is called as Java class library
- The Java class library documentation is available here:
  - <https://docs.oracle.com/javase/8/docs/api/>

# Packages in the Java Class Library

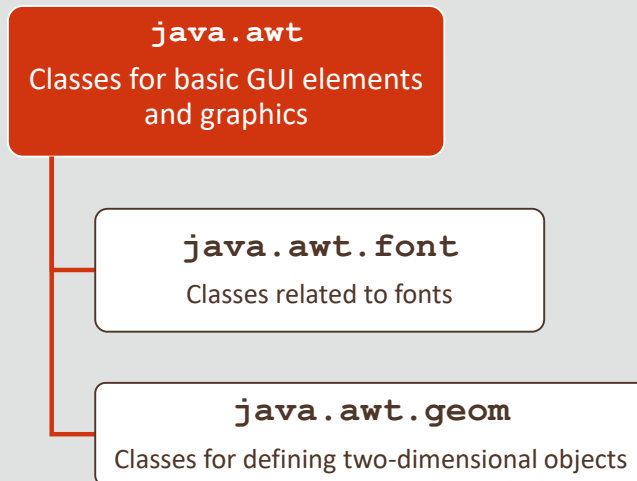
- The classes of the Java class library are organized into packages
- A package contains a group of related classes
- With a package, it becomes easier to locate the related classes

# Packages in the Java Class Library

Package	Purpose
<b>java.lang</b>	Provides classes that are fundamental to the design of the Java language
<b>javax.swing</b>	Provides classes to build GUI components
<b>java.net</b>	Provides classes for networking applications
<b>java.time</b>	Provides classes for dates, times, instants, and durations

## How Are the Packages Organized?

- The vast collection of classes are organized into a tree-like hierarchy, which allows packages to be divided into subpackages, like this:



## Using a Class from a Package

- To use a class from a package in your program, you need to specify its fully qualified name
- For example, to use the Scanner class to read a keyboard input, the fully qualified name for the Scanner class, which is defined in the java.util package, is:

`java.util.Scanner`

Package      Class Name



# Using the Fully Qualified Class Name

- As you can see, using the fully qualified name creates very long names for classes
- Long names reduce the readability of the code and also make coding difficult

```
public static void main(String[] args) { Fully Qualified Class Name
    int num;
    java.util.Scanner keyboard = new java.util.Scanner(System.in);
    System.out.print("Enter a number");
    num = keyboard.nextInt();
    System.out.print("The number you entered is" + num);
} //end method main
```

## Is There an Alternative to the Fully Qualified Name?

- Suppose that you have a friend whose name is Santi Inez Luis Vidal
  - How tedious is it to call him by his full name every time?
  - If you could simply refer to him as “Santi,” it would be so much more convenient
- Similarly, accessing Java classes by using fully qualified names is equally tedious in your programs
- Let’s see if there’s a way to specify only the name of the class instead of its fully qualified name

# Using the import Statement

- You can avoid the fully qualified class name by using the import statement
- You place the import statement above your class definition. It looks like this:

- `import package.className`

- Example:

```
import java.util.Scanner;  
  
public class AddNums {  
    //class code goes here  
} //end class AddNums
```

# How Do You Import a Single Class?

- You can import a single class or an entire package
- To import a single class into your program, you write an import statement like this:

```
import javax.swing.JOptionPane;
```

Package Name      Class Name

import keyword followed  
by the name of the  
package dot, the name of  
the class

## javax.swing Package

- Java has an extensive library for constructing GUIs
- This library, called swing, can be imported into your program to give you access to Java's GUI functionality
- The swing library is in the javax.swing package

## Accessing a Class from the swing Package

- The swing package has a JOptionPane class
- This class creates a pop-up window that can be used to display strings of text to the user
- To use the JOptionPane class, you must first import it into your class:

```
import javax.swing.JOptionPane;
```

```
public class Welcome {  
    //class code to go here  
} //end class Welcome
```

import statement that imports a single class, JOptionPane, from the swing package

## Importing the JOptionPane Class

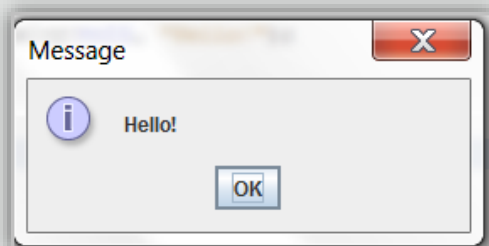
- You can then use JOptionPane to display text by calling the showMessageDialog method inside the JOptionPane class

```
import javax.swing.JOptionPane;

public class Welcome {

    public static void main(String[] args) {
        JOptionPane.showMessageDialog(null, "Hello!");
    } //end method main
} //end class Welcome
```

# Output Looks Like This!





## How Do You Import All Classes in a Package?

- You can import all classes in a particular package by using the \* wildcard character in the import statement

## How Do You Import All Classes in a Package?

- Let's say you want to extend the previous example by creating an instance of the JFrame class and add its reference to JOptionPane, like this:

```
import javax.swing.JOptionPane; }  
import javax.swing.JFrame;  
  
public class Welcome {  
  
    public static void main(String[] args) {  
        JFrame frame = new JFrame();  
        JOptionPane.showMessageDialog(frame, "Hello!");  
    } //end method main  
} //end class Welcome
```

Importing 2 classes from the swing package

## Accessing All Classes from the swing Package

- As you access more classes from the swing package in your program, the number of import statements also increases

## Accessing All Classes from the swing Package

- To avoid this, you can import all classes from the swing package by using the \* wildcard character in the import statement, like this:

```
import javax.swing.*;
```

Replace all import statements of the previous example with one import statement

```
public class Welcome {  
    public static void main(String[] args) {  
        JFrame frame = new JFrame();  
        JOptionPane.showMessageDialog(frame, "Hello!");  
    } //end method main  
} //end class Welcome
```

## Including Multiple import Statements

- You can include multiple import statements in a Java program to access classes in the same package or in different packages
- For example:

```
import java.util.Date;  
import java.util.Calendar; }  
import javax.swing.*;  
  
public class DisplayDate {  
    //class definition here  
} //end class DisplayDate
```

Importing classes from the  
same package

Importing classes from  
different packages

## Identify Packages That Are Automatically Imported

- So far, you have used `System.out.println()` to print text to the console

```
public class DisplayOutput {  
    public static void main(String[] args) {  
        System.out.println("Hello, how are you today?");  
    } //end method main  
} //end class DisplayOutput
```

- However, you didn't import a package for using this method in your program
- So how does Java know what to do when you call it?

## java.lang Package

- If you look at the Java library, you'll see that the System class is organized in the java.lang package
- By default, the java.lang package is automatically imported into all Java programs



## Exercise 1

- Import and open the `ImportEx` project
- Examine `AddImport.java`
  - Perform the following:
  - Replace the fully qualified name to access the `JLabel` component with an import statement
  - To import classes from the `util` package, replace multiple import statements with a single import statement



# Summary

- In this lesson, you should have learned how to:
  - Access a class by using its fully qualified name
  - Describe the function of the import statement
  - Use the import statement to access a class in a package
  - Understand the purpose of an asterisk in an import statement
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