

Starting at 7:05 am

Enjoy the song o

Today 's Content:

- 1. Revise Initial Rules
- 2. Evaluating Expression
- 3. Auizzes
- 4. Data Types

Quick Recap:

Rule1: Statements should end with a semi-colon;

L. Syxtem. out. print (150);

Ruled: JAVA is care-sensitive

→ System and system are different

Rule 3: To print text -> use double quoter ""

Lystem.out.print ("Priyanthi");

Rule 4: {3, (), " " → they come in pairs

Rule 5: Comments → Statements that compiler will ignore

Single Line → //

Multi Line → /* ----- */

Rule 6: point - type the output and press Enter

pointly - type the output and press Enter

cursor goes to

next line

Expression Evaluation ->

System. out. point (6*7/6);

/first $\rightarrow 6 \times 1$ \times first $\rightarrow 42/6$ \times second $\rightarrow 6$ /scond $\rightarrow 7$

Bared on the order of operators, we get different answer.

Priority <u>in operators</u> →

Rank 1: ()

Rank 2: × ,/ → same priority

Rank 3: +, - - same priority

With same priority operators, which ever comes first from left to right will be evaluated first.

→ 7

Quiz. System.out. print (4+3 * 6-7/2);

$$4 + 3 * 6 - 7/2$$

$$4 + 18 - 7/2$$

$$4 + 18 - 3$$

$$22 - 3$$

$$19$$

Rule. With + operator, if one of operand is text then

we concatenate both operands

attach them

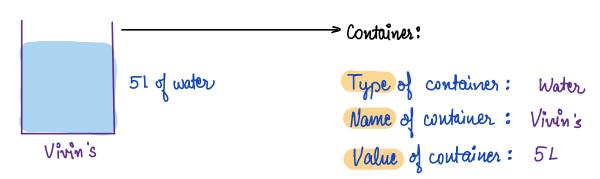
Intro to Data Types

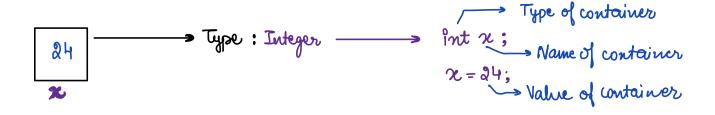
Numbers -

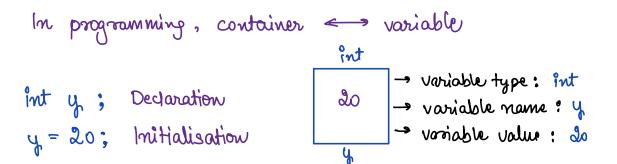
1. Decimal

2. Non-decimels/Integers









Way 1:

int a;

$$\alpha = 40;$$

Rules Recap ->

- → In TAVA when we divide integers (/) we only get quotient.
- \rightarrow Division by 0 is not possible with integers \rightarrow we get error
- → Priority of operators →

1. ()

2· *,/

3. +, -

when two operators of different priority are there, we evaluate one with highest priority.

when two operators of same priosity are there, we evaluate first from left to right.

- With + operator, if one of the operand is "text" we concatenate both operands.
- -> With text operands, we can only use + operator
- Type name = value;
- > Way 1: int x = 20; Way 2: int x; x = 20;

When we we variable name, we we its value