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Logging in Java

- logging is an important feature that helps developers to trace out the errors
- It provides a Logging API that was introduced in Java 1.4 version
- It provides the complete tracing information of the application.
- It records the critical failure if any occur in an application.

Log4j 2

- <https://logging.apache.org/log4j/2.x/>

Log4j 2

- Download log4j 2

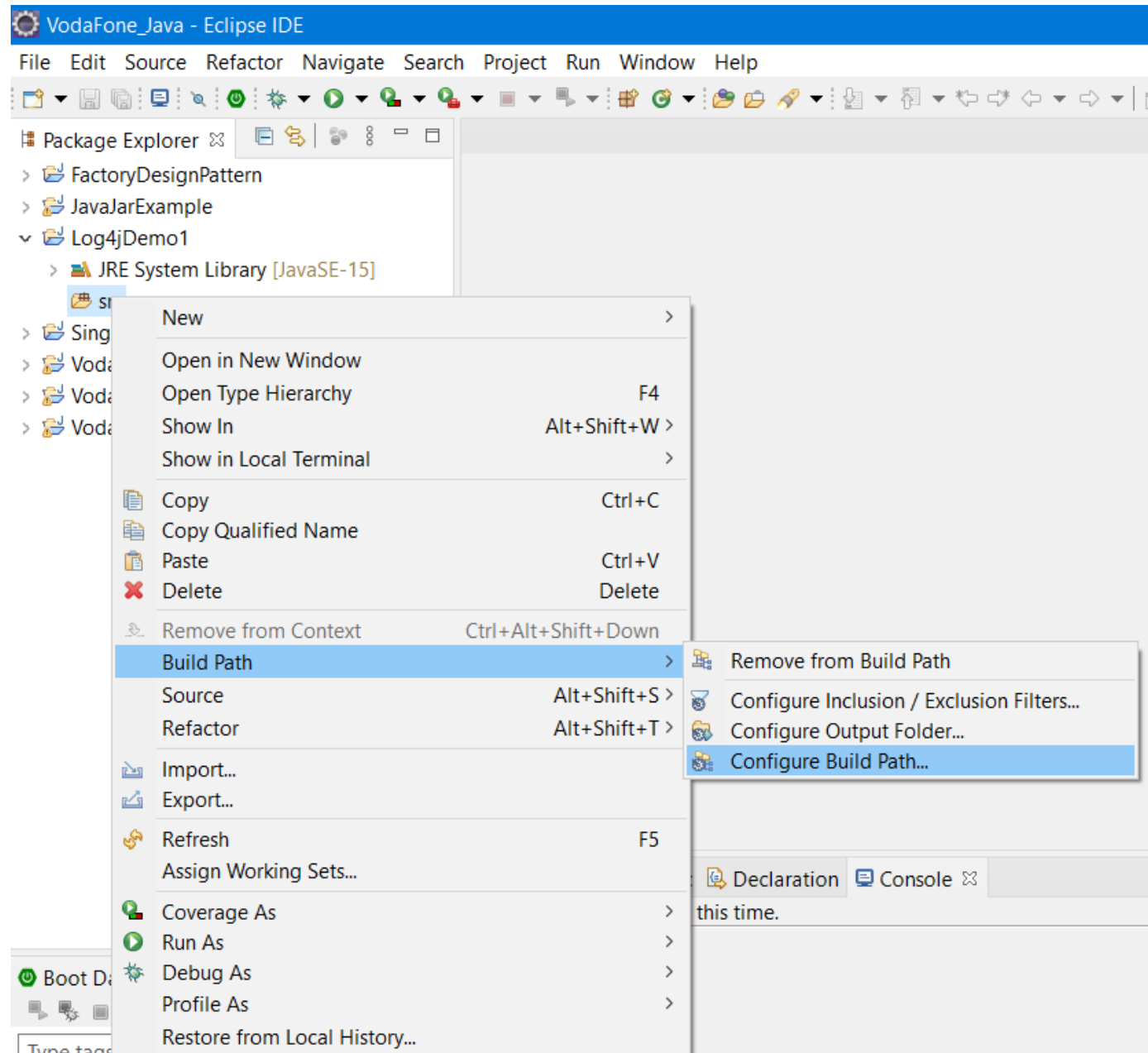
<https://logging.apache.org/log4j/2.x/download.html>

Using Log4j on your classpath

To use Log4j 2 in your application make sure that both the API and Core jars are in the application's classpath. Add the dependencies listed below to your classpath.

```
log4j-api-2.19.0.jar  
log4j-core-2.19.0.jar
```

You can do this from the command line or a manifest file.





Package Explorer

- > FactoryDesignPattern
- > JavaJarExample
- ▼ Log4jDemo1
 - > JRE System Library [JavaSE-15]
 - src
- > SingletonDesignPattern
- > VodafoneDay2
- > VodafoneJavaBasic
- > VodafoneJavaOOP

Properties for Log4jDemo1

type filter text

- > Resource
- Builders
- Coverage
- Java Build Path
- > Java Code Style
- > Java Compiler
- Javadoc Location
- > Java Editor
- Namespaces
- Project Facets
- Project Natures
- Project References
- Run/Debug Settings
- Server
- > Task Repository
- Task Tags
- > Validation
- WikiText

Java Build Path

Source Projects Libraries Order and Export Module Dependencies

JARs and class folders on the build path:

- ▼ Modulepath
 - > JRE System Library [JavaSE-15]
 - Classpath

Add JARs...

Add External JARs...

Add Variable...

Add Library...

Add Class Folder...

Add External Class Folder...

Edit...

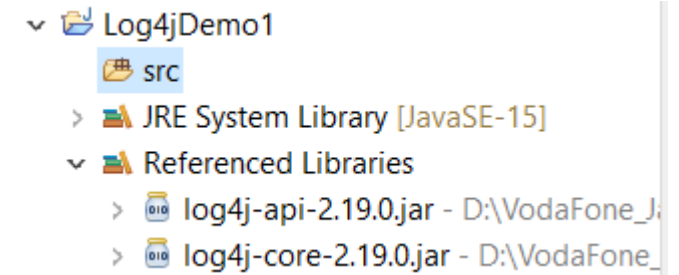
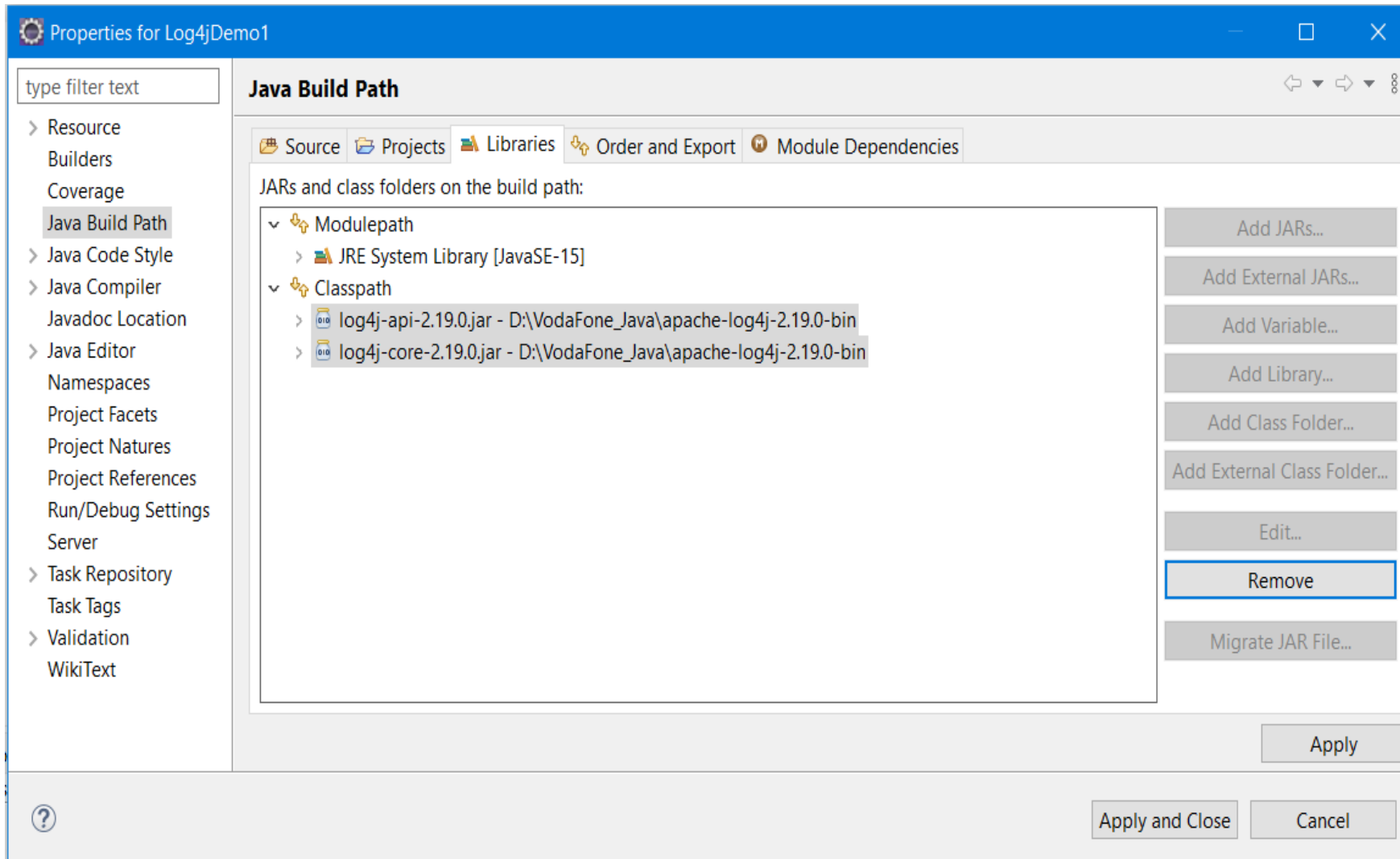
Remove

Migrate JAR File...

Apply

Apply and Close

Cancel



The screenshot shows the Eclipse IDE with a Java file named `FirstLoggingDemo.java` open. The code defines a package `mypackage`, imports `org.apache.logging.log4j.*`, and creates a public class `FirstLoggingDemo`. Inside the class, a static `Logger` named `demoLogger` is initialized using `LogManager.getLogger(FirstLoggingDemo.class.getName())`. The `main` method prints a message to the console and then logs five messages: FATAL, ERROR, WARN, INFO, and DEBUG, each with a specific message text. The console output at the bottom shows the program terminated, followed by the console print statement and the first two log messages: a FATAL message and an ERROR message about a database connection failure.

```
1 package mypackage;
2 import org.apache.logging.log4j.*;
3 public class FirstLoggingDemo {
4
5     private static Logger demoLogger =
6         LogManager.getLogger(FirstLoggingDemo.class.getName());
7     public static void main(String[] args) {
8         System.out.println("THIS WILL PRINT IN CONSOLE");
9         demoLogger.fatal("This is FATAL Message");
10        demoLogger.error("This is ERROR Message - Database Connection FAIL");
11        demoLogger.warn("This is WARN Message");
12        demoLogger.info("THIS IS INFO MESSAGE - Database Connection SUCCESS");
13        demoLogger.debug("This is DEBUG Message");
14        demoLogger.trace("This is TRACE Message");
15    }
16 }
```

THIS WILL PRINT IN CONSOLE
23:18:26.792 [main] FATAL mypackage.FirstLoggingDemo - This is FATAL Message
23:18:26.799 [main] ERROR mypackage.FirstLoggingDemo - This is ERROR Message - Database Connection FAIL

10. If no configuration file could be located the `DefaultConfiguration` will be used. This will cause logging output to go to the console.

<https://logging.apache.org/log4j/2.x/manual/configuration.html>

- <https://logging.apache.org/log4j/2.x/manual/customloglevels.html>

Standard log levels built-in to Log4J

Standard Level	intLevel
OFF	0
FATAL	100
ERROR	200
WARN	300
INFO	400
DEBUG	500
TRACE	600
ALL	<code>Integer.MAX_VALUE</code>

Log4j Configuration

<https://logging.apache.org/log4j/2.x/manual/configuration.html>

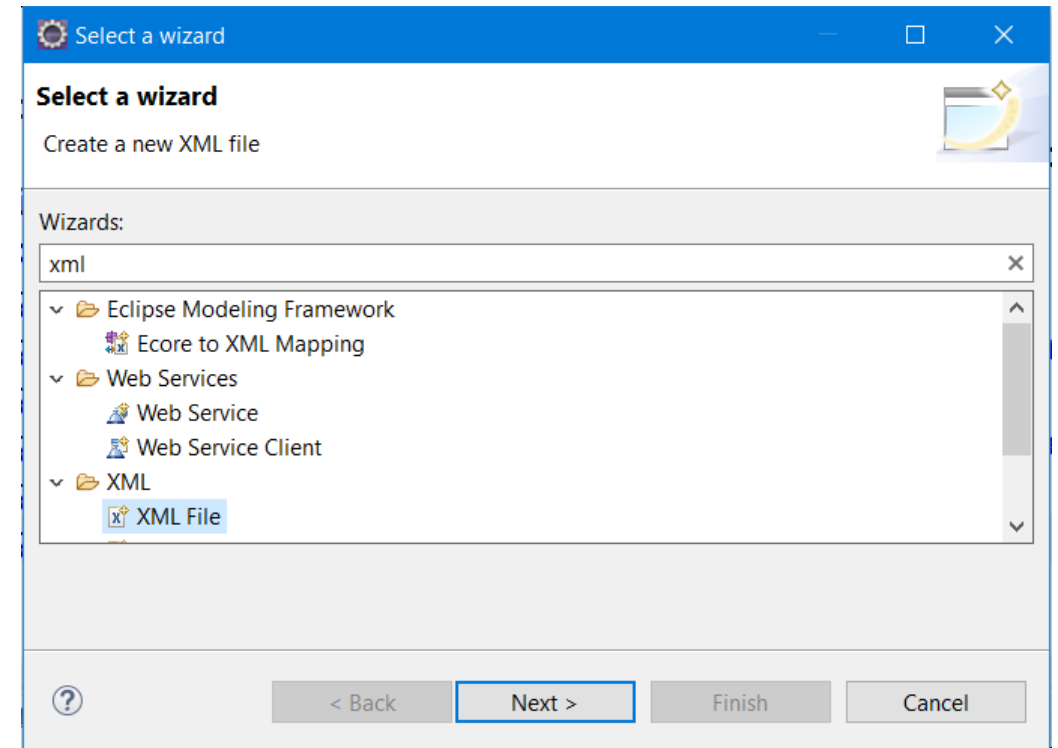
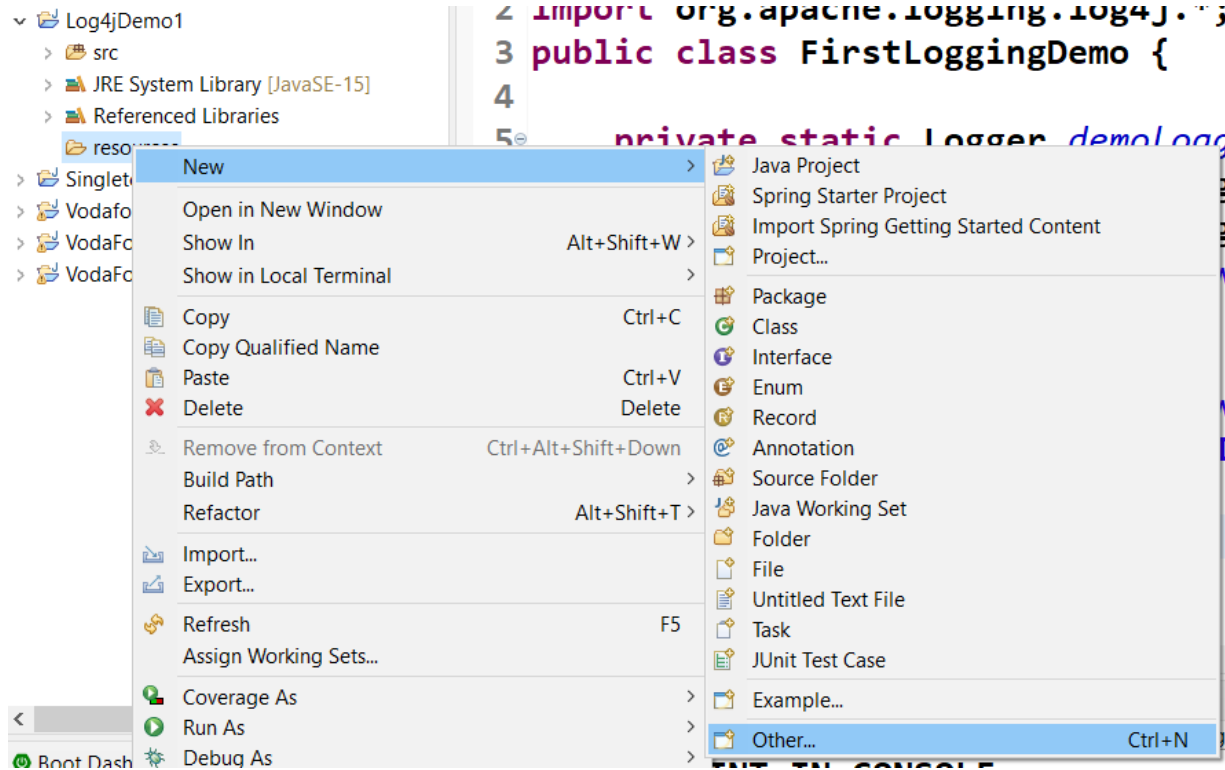
Configuration of Log4j 2 can be accomplished in 1 of 4 ways:

1. Through a configuration file written in XML, JSON, YAML, or properties format.
2. Programmatically, by creating a ConfigurationFactory and Configuration implementation.
3. Programmatically, by calling the APIs exposed in the Configuration interface to add components to the default configuration.
4. Programmatically, by calling methods on the internal Logger class.

```
1. <?xml version="1.0" encoding="UTF-8"?>
2. <Configuration status="WARN">
3.   <Appenders>
4.     <Console name="Console" target="SYSTEM_OUT">
5.       <PatternLayout pattern="%d{HH:mm:ss.SSS} [%t] %-5level %logger{36} - %msg%n"/>
6.     </Console>
7.   </Appenders>
8.   <Loggers>
9.     <Root level="error">
10.      <AppenderRef ref="Console"/>
11.    </Root>
12.  </Loggers>
13. </Configuration>
```

Log4j2 XML Configuration

- Create new folder resources outside src folder
- Create XML file



File Name Should be log4j2.xml

New XML File

XML

Create a new XML file.

Enter or select the parent folder:

Log4jDemo1/resources

- Log4jDemo1
 - .settings
 - bin
 - resources
 - src
- SingletonDesignPattern
- VodafoneDay2
- VodaFoneJavaBasic
- VodaFoneJavaOOP

File name: log4j2.xml

Advanced >>

< Back Next > Finish Cancel

New XML File

Create XML File From

Select how you would like to create your XML file.

☐ Create file using a DTD or XML Schema file

☒ Create file from a template

Configure 'New XML' templates [here](#)

< Back Next > Finish Cancel

New XML File

Select XML Template

Select a template as initial content in the XML page.

☐ Use XML Template

Templates:

Name	Description
xml declaration	xml declaration

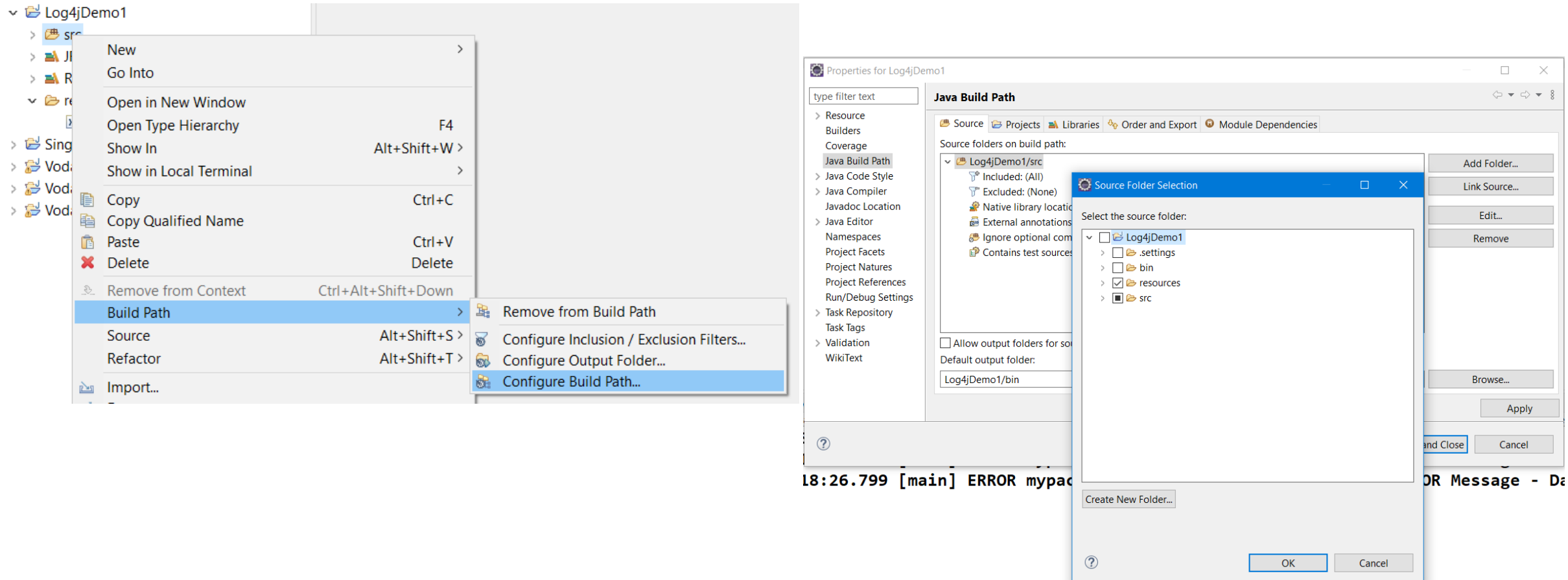
Preview:

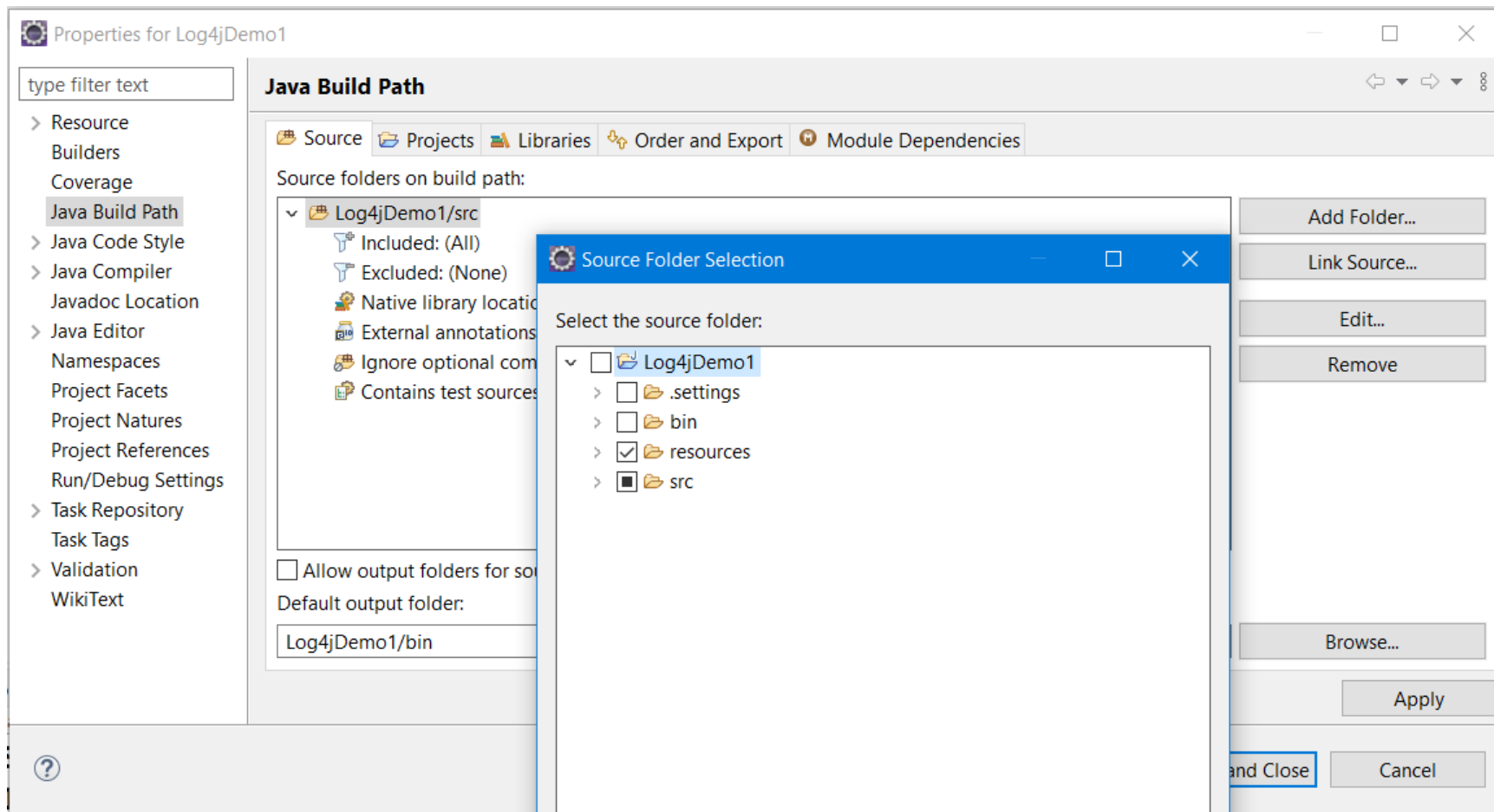
Configure 'New XML' templates [here](#)

Change ROOT LEVEL TO TRACE So It will display all other below it level

```
FirstLoggingDemo.java  log4j2.xml  ⌵
1 <?xml version="1.0" encoding="UTF-8"?>
2 <Configuration status="WARN">
3   <Appenders>
4     <Console name="Console" target="SYSTEM_OUT">
5       <PatternLayout pattern="%d{HH:mm:ss.SSS} [%t] %-5level %logger{36} - %msg%n"/>
6     </Console>
7   </Appenders>
8   <Loggers>
9     <Root level="trace">
10       <AppenderRef ref="Console"/>
11     </Root>
12   </Loggers>
13 </Configuration>
```

Add log4j2.XML FILE In build Path





18:26.799 [main] ERROR mypac

OR Message - Da

```

1 package mypackage;
2 import org.apache.logging.log4j.*;
3 public class FirstLoggingDemo {
4
5     private static Logger demologger =
6         LogManager.getLogger(FirstLoggingDemo.class.getName());
7     public static void main(String[] args) {
8         System.out.println("THIS WILL PRINT IN CONSOLE");
9         demologger.fatal("This is FATAL Message");
10        demologger.error("This is ERROR Message - Database Connection FAIL");
11        demologger.warn("This is WARN Message");
12        demologger.info("THIS IS INFO MESSAGE - Database Connection SUCCESS");
13        demologger.debug("This is DEBUG Message");
14        demologger.trace("This is TRACE Message");
15    }

```

Problems @ Javadoc Declaration Console

<terminated> FirstLoggingDemo [Java Application] D:\eclipse_March21\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_15.0.2.v20210201-0955\jre\bin\javaw.exe (18-Sep-2022, 11:40:45 pm – 11:40:46 pm)

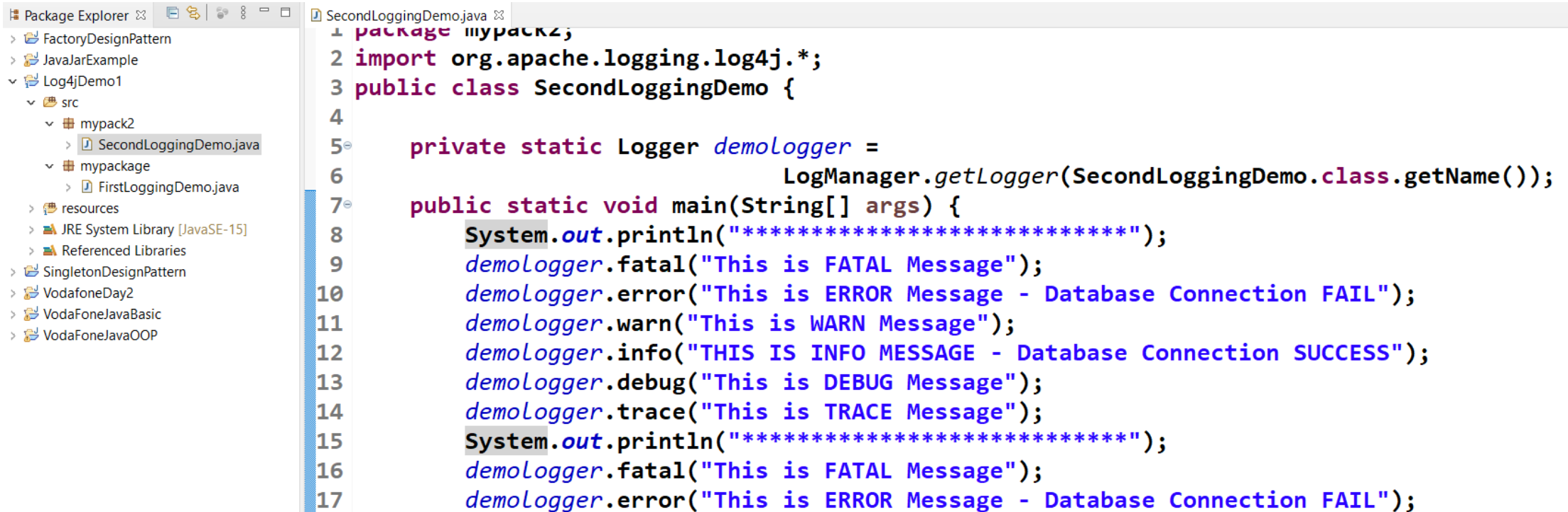
THIS WILL PRINT IN CONSOLE

```

23:40:46.104 [main] FATAL mypackage.FirstLoggingDemo - This is FATAL Message
23:40:46.106 [main] ERROR mypackage.FirstLoggingDemo - This is ERROR Message - Database Connection FAIL
23:40:46.106 [main] WARN  mypackage.FirstLoggingDemo - This is WARN Message
23:40:46.106 [main] INFO  mypackage.FirstLoggingDemo - THIS IS INFO MESSAGE - Database Connection SUCCESS
23:40:46.106 [main] DEBUG mypackage.FirstLoggingDemo - This is DEBUG Message
23:40:46.106 [main] TRACE mypackage.FirstLoggingDemo - This is TRACE Message

```

Change Log Level for Java Packages



The screenshot shows an IDE with a Package Explorer on the left and a code editor on the right. The Package Explorer displays a project structure with a 'Log4jDemo1' package containing a 'src' folder, which in turn contains 'mypack2' and 'mypackage' sub-packages. 'mypack2' contains 'SecondLoggingDemo.java', which is the file currently open in the editor. The code in the editor is a Java class that demonstrates logging with Log4j. It includes package declarations, imports, and a main method that uses a static logger to output various log levels: FATAL, ERROR, WARN, INFO, and DEBUG. The log messages are color-coded in the original image to match the Log4j output format.

```
1 package mypack2;
2 import org.apache.logging.log4j.*;
3 public class SecondLoggingDemo {
4
5     private static Logger demologger =
6         LogManager.getLogger(SecondLoggingDemo.class.getName());
7
8     public static void main(String[] args) {
9         System.out.println("*****");
10        demologger.fatal("This is FATAL Message");
11        demologger.error("This is ERROR Message - Database Connection FAIL");
12        demologger.warn("This is WARN Message");
13        demologger.info("THIS IS INFO MESSAGE - Database Connection SUCCESS");
14        demologger.debug("This is DEBUG Message");
15        demologger.trace("This is TRACE Message");
16        System.out.println("*****");
17        demologger.fatal("This is FATAL Message");
18        demologger.error("This is ERROR Message - Database Connection FAIL");
19    }
20 }
```


Change Log Level for Java Packages

- <https://logging.apache.org/log4j/2.x/manual/configuration.html>

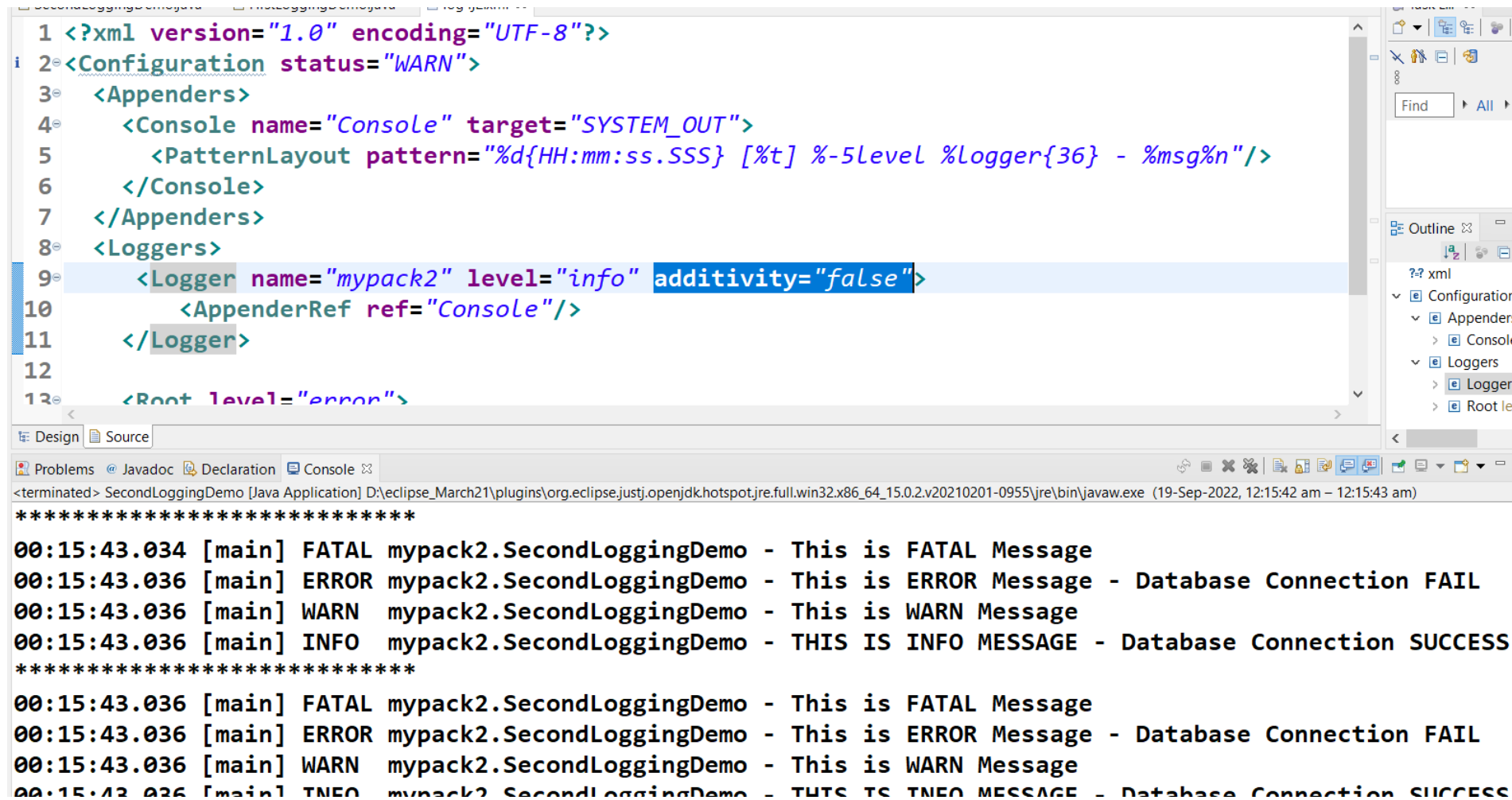
```
<?xml version="1.0" encoding="UTF-8"?>
<Configuration status="WARN">
  <Appenders>
    <Console name="Console" target="SYSTEM_OUT">
      <PatternLayout pattern="%d{HH:mm:ss.SSS} [%t] %-5level %logger{36} - %msg%n"/>
    </Console>
  </Appenders>
  <Loggers>
    <Logger name="com.foo.Bar" level="trace" additivity="false">
      <AppenderRef ref="Console"/>
    </Logger>
    <Root level="error">
      <AppenderRef ref="Console"/>
    </Root>
  </Loggers>
</Configuration>
```

Change Log Level for Java Packages

additivity="false" otherwise message will repeat twice

```
SecondLoggingDemo.java  FirstLoggingDemo.java  log4j2.xml
1 <?xml version="1.0" encoding="UTF-8"?>
2 <Configuration status="WARN">
3   <Appenders>
4     <Console name="Console" target="SYSTEM_OUT">
5       <PatternLayout pattern="%d{HH:mm:ss.SSS} [%t] %-5level %logger{36} - %msg%n"/>
6     </Console>
7   </Appenders>
8   <Loggers>
9     <Logger name="mypack2" level="info" additivity="false">
10      <AppenderRef ref="Console"/>
11    </Logger>
12
13    <Root level="error">
14      <AppenderRef ref="Console"/>
15    </Root>
16  </Loggers>
17 </Configuration>
```

Change Log Level for Java Packages



The screenshot shows the Eclipse IDE with a log4j2.xml configuration file open in the editor. The configuration is as follows:

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <Configuration status="WARN">
3   <Appenders>
4     <Console name="Console" target="SYSTEM_OUT">
5       <PatternLayout pattern="%d{HH:mm:ss.SSS} [%t] %-5level %logger{36} - %msg%n"/>
6     </Console>
7   </Appenders>
8   <Loggers>
9     <Logger name="mypack2" level="info" additivity="false">
10       <AppenderRef ref="Console"/>
11     </Logger>
12
13   <Root level="error">
```

The right sidebar shows the Outline view with the following structure:

- Configuration
 - Appender:
 - Console
 - Loggers
 - Logger
 - Root

The bottom console shows the output of the application, which is terminated. The output is as follows:

```
<terminated> SecondLoggingDemo [Java Application] D:\eclipse_March21\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_15.0.2.v20210201-0955\jre\bin\javaw.exe (19-Sep-2022, 12:15:42 am – 12:15:43 am)
*****
00:15:43.034 [main] FATAL mypack2.SecondLoggingDemo - This is FATAL Message
00:15:43.036 [main] ERROR mypack2.SecondLoggingDemo - This is ERROR Message - Database Connection FAIL
00:15:43.036 [main] WARN mypack2.SecondLoggingDemo - This is WARN Message
00:15:43.036 [main] INFO mypack2.SecondLoggingDemo - THIS IS INFO MESSAGE - Database Connection SUCCESS
*****
00:15:43.036 [main] FATAL mypack2.SecondLoggingDemo - This is FATAL Message
00:15:43.036 [main] ERROR mypack2.SecondLoggingDemo - This is ERROR Message - Database Connection FAIL
00:15:43.036 [main] WARN mypack2.SecondLoggingDemo - This is WARN Message
00:15:43.036 [main] INFO mypack2.SecondLoggingDemo - THIS IS INFO MESSAGE - Database Connection SUCCESS
```

Create Log File

- <https://logging.apache.org/log4j/2.x/manual/configuration.html>

```
<?xml version="1.0" encoding="UTF-8"?>
<Configuration status="debug" name="RoutingTest" packages="org.apache.logging.log4j.test">
  <Properties>
    <Property name="filename">target/rolling1/rollingtest-$$${sd:type}.log</Property>
  </Properties>
  <ThresholdFilter level="debug"/>

  <Appenders>
    <Console name="STDOUT">
      <PatternLayout pattern="%m%n"/>
      <ThresholdFilter level="debug"/>
    </Console>
    <Routing name="Routing">
      <Routes pattern="$$${sd:type}">
        <Route>
          <RollingFile name="Rolling-$$${sd:type}" fileName="$$${filename}"
            filePattern="target/rolling1/test1-$$${sd:type}.%i.log.gz">
            <PatternLayout>
              <pattern>%d %p %c{1.} [%t] %m%n</pattern>
            </PatternLayout>
            <SizeBasedTriggeringPolicy size="500" />
          </RollingFile>
        </Route>
        <Route ref="STDOUT" key="Audit"/>
      </Routes>
    </Routing>
  </Appenders>
```

- PROGRAM

Best Practices in Java Coding





Use Proper Naming Conventions

- Self-explanatory
- Meaningful distinctions
- Pronounceable

✓ Class and interface names should be nouns, starting with an uppercase letter.

For example: `Student`, `Car`, `Rectangle`, `Painter`, **etc.**

✓ Variable names should be nouns, starting with a lowercase letter.

For example: `number`, `counter`, `birthday`, `gender`, **etc.**

✓ Method names should be verbs, starting with a lowercase letter.

For example: `run`, `start`, `stop`, `execute`, **etc.**

✓ Constant names should have all UPPERCASE letters and words are separated by underscores.

For example: `MAX_SIZE`, `MIN_WIDTH`, `MIN_HEIGHT`, **etc.**

✓ Using `camelCase` notation for names.

For example: `StudentManager`, `CarController`, `numberOfStudents` **etc.**



Class Members must be accessed privately

```
public class Teacher {  
    private String name;  
    private String subject;  
  
    public void setName(String name) {  
        this.name = name;  
    }  
    public void setSubject(String subject)  
        this.subject = subject;  
    }  
}
```




Ordering Class Members by Scopes

```
public class StudentManager {  
    protected List<Student> listStudents;  
    public int numberOfStudents;  
    private String errorMessage;  
    float rowHeight;  
    float columnWidth;  
    protected String[] columnNames;  
    private int numberOfRows;  
    private int numberOfColumns;  
    public String title;  
  
}
```

```
public class StudentManager {  
    private String errorMessage;  
    private int numberOfColumns;  
    private int numberOfRows;  
  
    float columnWidth;  
    float rowHeight;  
  
    protected String[] columnNames;  
    protected List<Student> listStudents;  
  
    public int numberOfStudents;  
    public String title;  
  
}
```



Use Underscores in lengthy Numeric Literals

```
int maxSize = 20971520;  
long accountBalance = 1000000000000L;  
float pi = 3.141592653589F;
```

```
int maxSize = 20_971_520;  
long accountBalance = 1_000_000_000_000L;  
float pi = 3.141_592_653_589F;
```

Using Enums or Constant Class instead of

```
public enum Color {  
    BLACK, WHITE, RED  
}
```

```
public class AppConstants {  
    public static final String TITLE = "Application Name";  
  
    public static final int VERSION_MAJOR = 2;  
    public static final int VERSION_MINOR = 4;  
  
    public static final int THREAD_POOL_SIZE = 10;  
  
    public static final int MAX_DB_CONNECTIONS = 50;  
  
    public static final String ERROR_DIALOG_TITLE = "Error";  
    public static final String WARNING_DIALOG_TITLE = "Warning";  
    public static final String INFO_DIALOG_TITLE = "Information";  
}
```



- **Use StringBuilder or StringBuffer for String Concatenation**

```
String sql = "Insert Into Users (name, email, pass, address)";  
sql += " values ('" + user.getName();  
sql += "', '" + user.getEmail();  
sql += "', '" + user.getPass();  
sql += "', '" + user.getAddress();  
sql += "')";
```

```
StringBuilder sbSql  
    = new StringBuilder("Insert Into Users (name, email, pass, address)");  
  
sbSql.append(" values ('").append(user.getName());  
sbSql.append("'", "").append(user.getEmail());  
sbSql.append("'", "").append(user.getPass());  
sbSql.append("'", "").append(user.getAddress());  
sbSql.append("')");  
  
String sql = sbSql.toString();
```

- **Proper handling of Null Pointer Exceptions**



Using enhanced for loops instead of for loops with counter

```
String[] names = {"Sam", "Mike", "John"};
for (int i = 0; i < names.length; i++) {
    method1(names[i]);
}
```

```
For (String Name1 : names) {
    Method1(Name1);
}
```



- **Return Empty Collections instead of returning Null elements**
- **Proper Commenting**
- **Use of single quotes and double quotes**

```
public class classA {  
    public static void main(String args[]) {  
        System.out.print("A" + "B");  
        System.out.print('C' + 'D');  
    }  
}
```

AB135



- Using Interface References to Collections

```
ArrayList<Integer> alist = new ArrayList<Integer>();
```

```
List<Integer> alist = new ArrayList<Integer>();
```

- Avoid Redundant Initializations

it is not encouraged to initialize member variables with the values: like 0, false and null. These values are already the default initialization values of member variables in Java

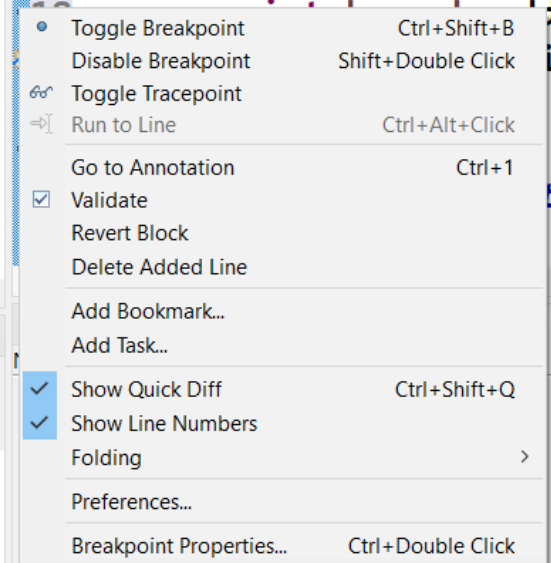
```
public class Person {  
    private String name;  
    private int age;  
    private boolean;  
  
    public Person() {  
        String name = null;  
        int age = 0;  
        boolean isGenius = false;  
    }  
}
```

Redundant Initializations

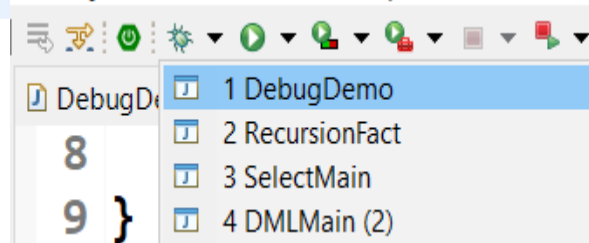
Debugging

• CREATE DEBUG POINT

```
10
11 public class DebugDemo {
12
13     public static void main(String[] args) {
14         int a = 25;
15         int b = 35;
16
17         Add ob = new Add();
18         ob.add(a, b);
19         ob.println(k);
20
21         ob.println("HI");
22     }
23 }
```

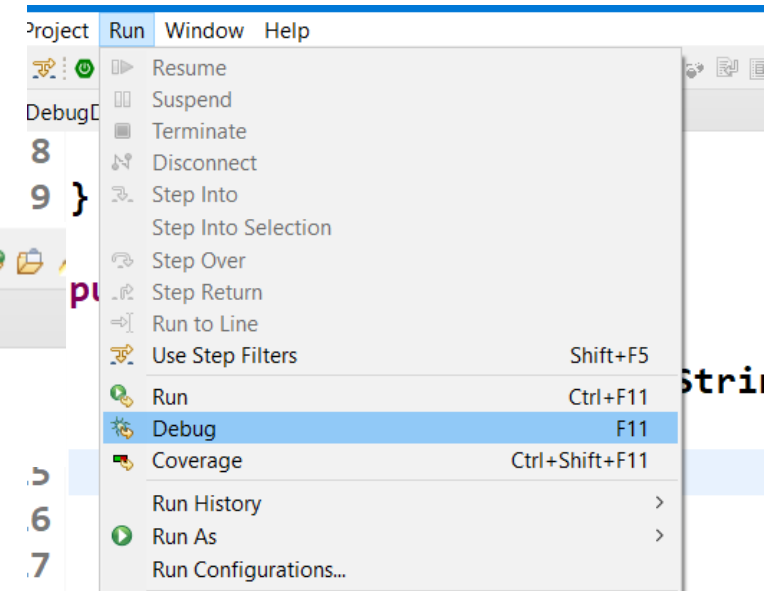


- Toggle Breakpoint (Ctrl+Shift+B)
- Disable Breakpoint (Shift+Double Click)
- Toggle Tracepoint
- Run to Line (Ctrl+Alt+Click)
- Go to Annotation (Ctrl+1)
- Validate
- Revert Block
- Delete Added Line
- Add Bookmark...
- Add Task...
- Show Quick Diff (Ctrl+Shift+Q)
- Show Line Numbers
- Folding
- Preferences...
- Breakpoint Properties... (Ctrl+Double Click)



Debug

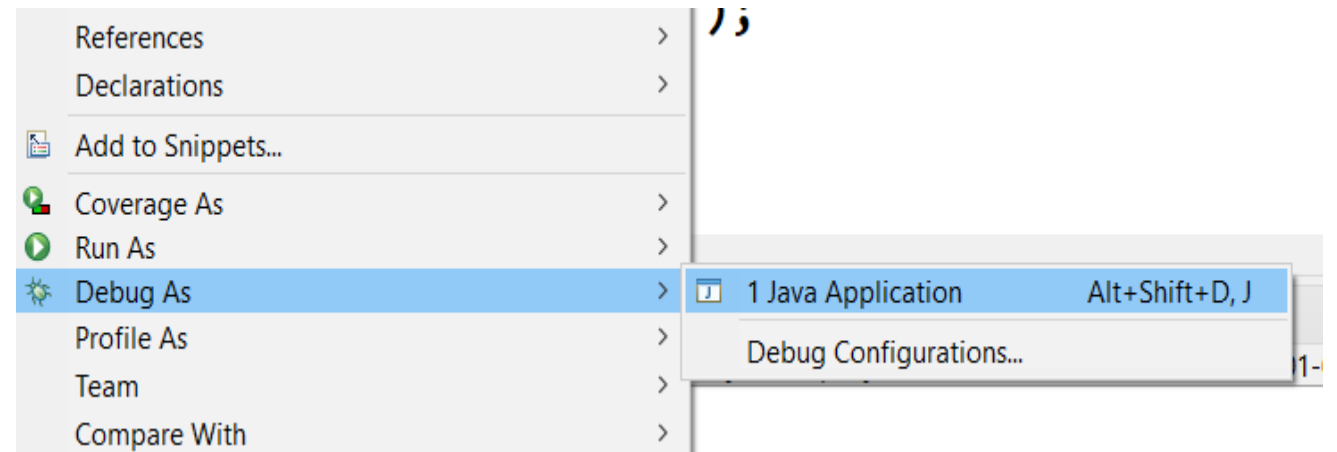
- 1 DebugDemo
- 2 RecursionFact
- 3 SelectMain
- 4 DMLMain (2)



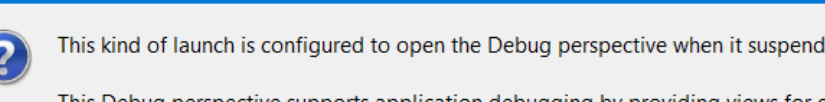
Project Run Window Help

- Resume
- Suspend
- Terminate
- Disconnect
- Step Into
- Step Into Selection
- Step Over
- Step Return
- Run to Line
- Use Step Filters (Shift+F5)
- Run (Ctrl+F11)
- Debug (F11)
- Coverage (Ctrl+Shift+F11)
- Run History
- Run As
- Run Configurations...

RIGHT CLICK AND SELECT DEBUG



- References
- Declarations
- Add to Snippets...
- Coverage As
- Run As
- Debug As
 - 1 Java Application (Alt+Shift+D, J)
 - Debug Configurations...
- Profile As
- Team
- Compare With



Confirm Perspective Switch

?

This kind of launch is configured to open the Debug perspective when it suspends.

This Debug perspective supports application debugging by providing views for displaying the debug stack, variables and breakpoints.

Switch to this perspective?

☐ Remember my decision

Switch No

The screenshot shows the 'Expressions' window in Visual Studio. The window has a title bar with tabs for '(x)= Variables', 'Breakpoints', and 'Expressions'. The 'Expressions' tab is active. Below the title bar, there are icons for adding, removing, and refreshing expressions, along with a search icon. The main area of the window contains a list of four expressions, each with a checkbox and a blue bug icon. The expressions are: 'Add [line: 6] - add(int, int)', 'DebugDemo [line: 15] - main(String[])', 'DebugDemo [line: 18] - main(String[])', and 'DebugDemo [line: 21] - main(String[])'. All checkboxes are checked.

The screenshot shows the Eclipse IDE with the following components:

- Project Explorer:** Shows the project structure with 'DebugDemo' [Java Application] and its main class 'p1.DebugDemo' at 'localhost:52246'. A thread '[main]' is suspended at 'DebugDemo.main(String[]) line: 15'.
- Editor:** Displays the source code of 'DebugDemo.java'. The code is as follows:


```

5 public int add(int x,int y){
6     int z = x + y;
7     return z;
8 }
9
10
11 public class DebugDemo {
12
13     public static void main(String[] args) {
14         int a = 25;
15         int b = 35;
16
17         Add ob = new Add();
18         int k = ob.add(a, b);
19         System.out.println(k);
      
```

 A breakpoint is set at line 15, and the line is highlighted in green.
- Variables View:** Shows the current state of the program. It has two tabs: 'Variables' and 'Expressions'. The 'Variables' tab is active, showing a table with the following data:

Name	Value
no method return value	
args	String[0] (id=20)
a	25

Key	Description
F5	Executes the currently selected line and goes to the next line in your program. If the selected line is a method call the debugger steps into the associated code.
F6	F6 steps over the call, i.e. it executes a method without stepping into it in the debugger.
F7	F7 steps out to the caller of the currently executed method. This finishes the execution of the current method and returns to the caller of this method.
F8	F8 tells the Eclipse debugger to resume the execution of the program code until it reaches the next breakpoint or watchpoint.

The following picture displays the buttons and their related keyboard shortcuts.



Design Pattern

- Design Patterns are already defined and provides industry standard approach to solve a recurring problem, so it saves time if we sensibly use the design pattern. There are many java design patterns that we can use in our java based projects.
- Using design patterns promotes reusability that leads to more robust and highly maintainable code. It helps in reducing total cost of ownership (TCO) of the software product.
- Since design patterns are already defined, it makes our code easy to understand and debug. It leads to faster development and new members of team understand it easily.

Design Patterns In JAVA

23 GoF(Gang Of Four) Design Patterns

Creational

1. Singleton
2. Factory
3. Abstract Factory
4. Builder
5. Prototype

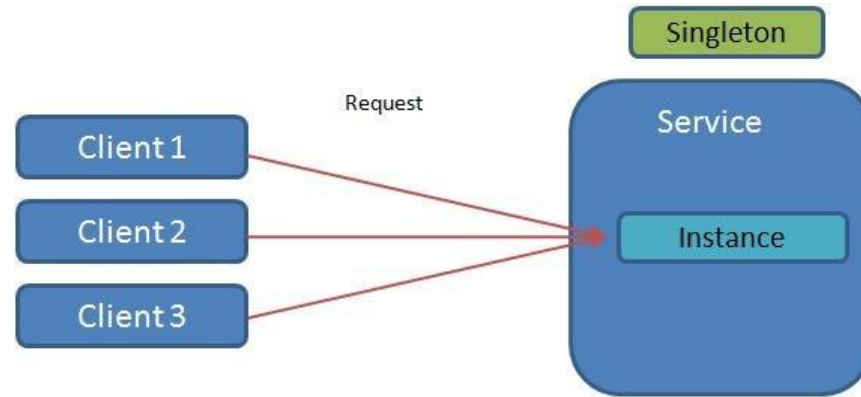
Structural

6. Adapter
7. Composite
8. Proxy
9. Flyweight
10. Facade
11. Bridge
12. Decorator

Behavioral

13. Template Method
14. Mediator
15. Observer
16. Strategy
17. Command
18. State
19. Visitor
20. Iterator
21. Interpreter
22. Memento
23. Chain Of Responsibility

Singleton Pattern



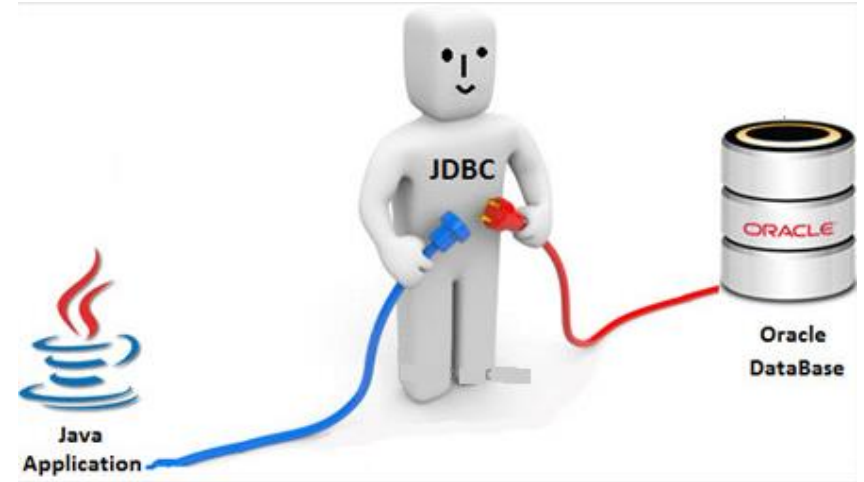
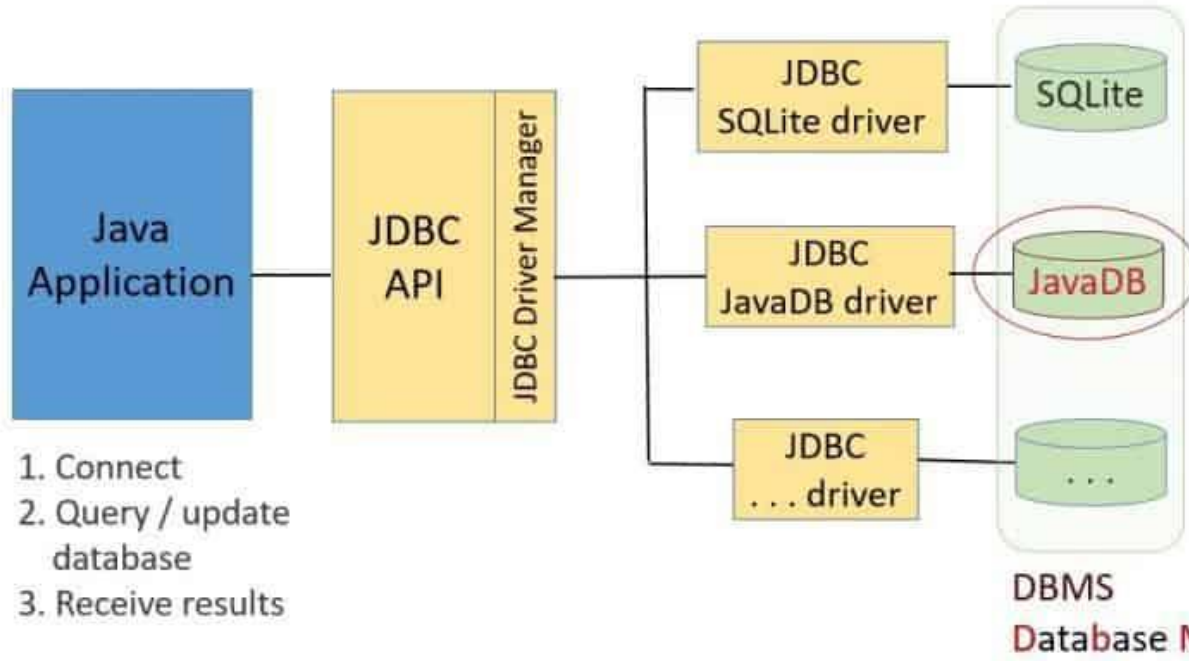
- ✓ Singleton pattern restricts the instantiation of a class and ensures that only one instance of the class exists in the java virtual machine.
- ✓ The singleton class must provide a global access point to get the instance of the class.
- ✓ Singleton pattern is used for logging, drivers objects, caching and thread pool.
- ✓ Singleton design pattern is also used in other design patterns like Abstract Factory, Builder, Prototype, Facade etc.
- ✓ Singleton design pattern is used in core java classes also, for example `java.lang.Runtime`, `java.awt.Desktop`.

Factory Design Pattern / Factory Method Design Pattern

- The factory design pattern is used when we have a superclass with multiple sub-classes and based on input, we need to return one of the sub-class.
- This pattern takes out the responsibility of the instantiation of a class from the client program to the factory class.
- Program

JDBC

JDBC - Java Database Connectivity





- Import Packages



- Load Driver



- Establish Connection



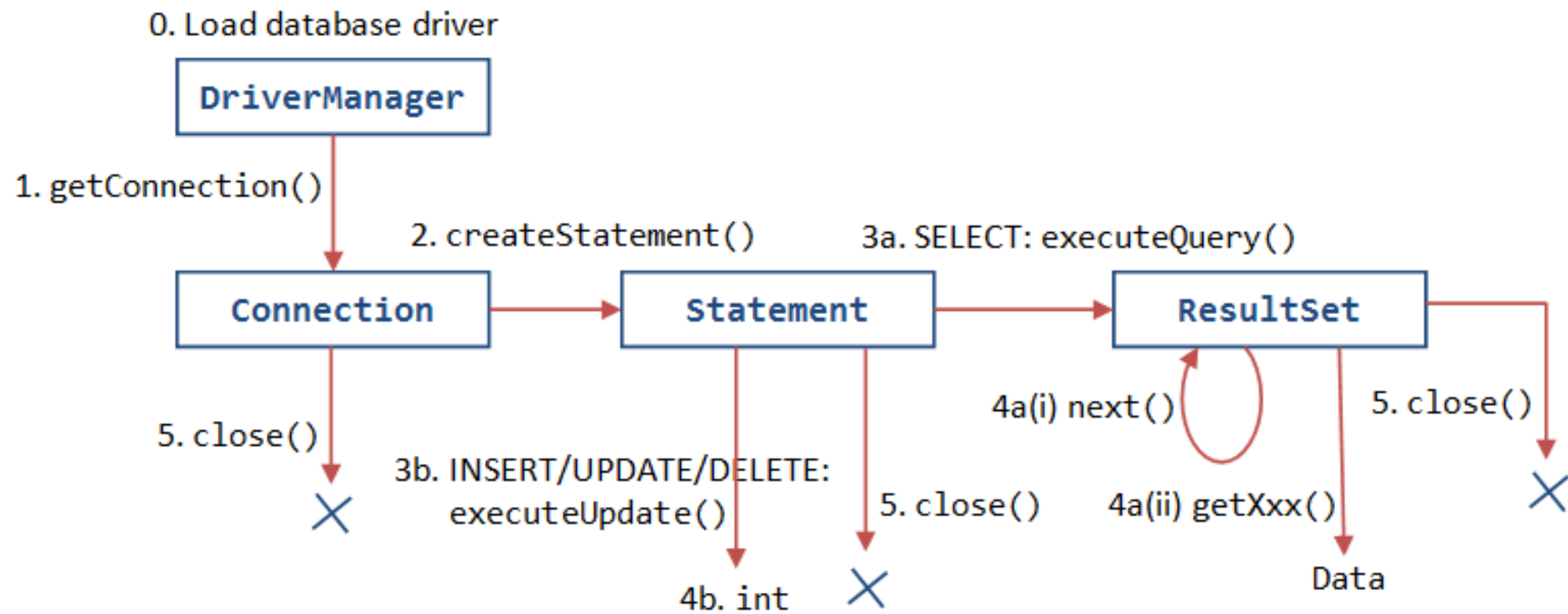
- Create and execute statement



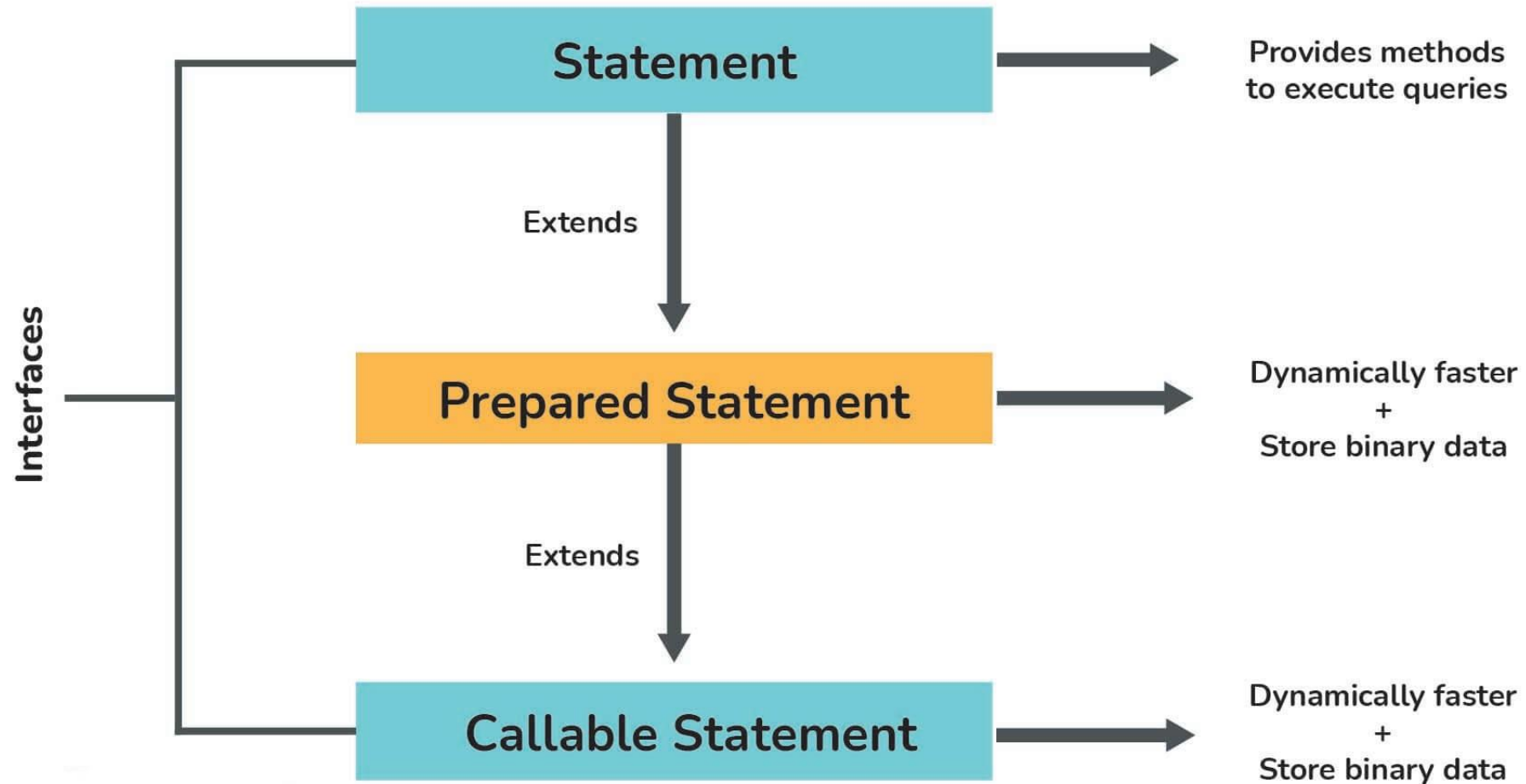
- Retrieve Results

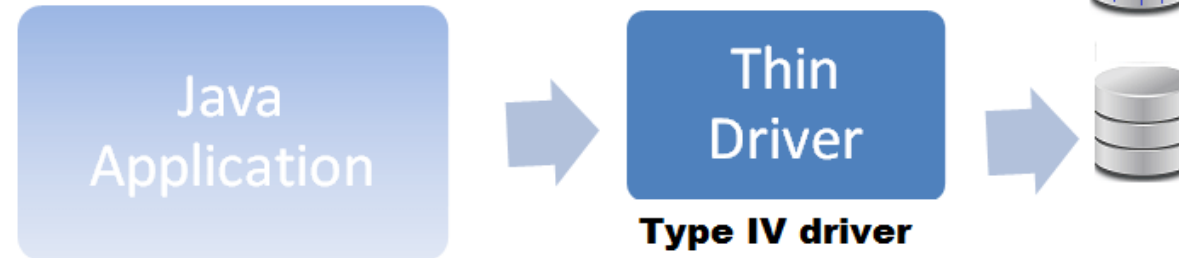
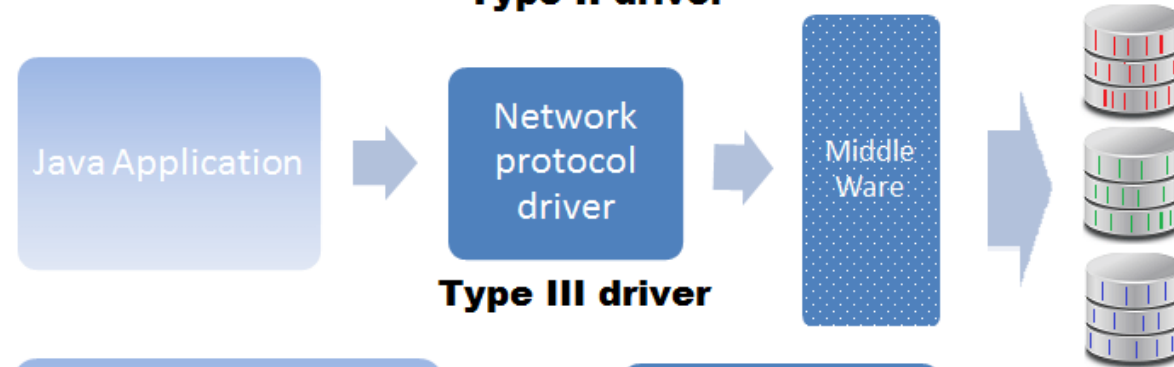
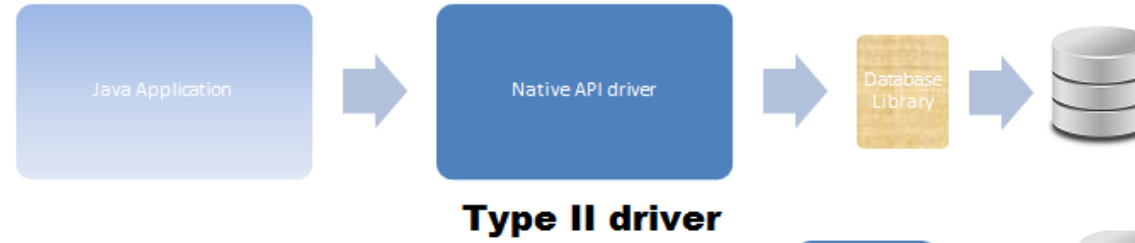
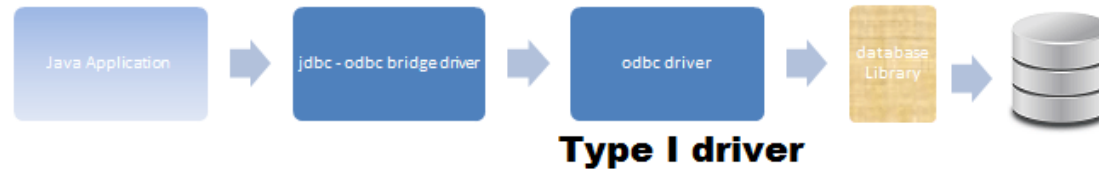


- Close connection



Types Of Statements In JDBC





Types of JDBC drivers

Property	Type-1	Type-2	Type-3	Type-4
Conversion	From JDBC calls to ODBC calls	From JDBC calls to native library calls	From JDBC calls to middle-wear specific calls	From JDBC calls to Data Base specific calls
Implemented-in	Only java	Java + Native language	Only java	Only java
Architecture	Follow 2-tier architecture	Follow 2-tier architecture	Follow 3-tier architecture	Follow 2-tier architecture
Platform-independent	NO	NO	YES	YES
Data Base independent	YES	NO	YES	NO
Thin or Thick	Thick	Thick	Thick	Thin