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CareerDevs Classroom Presentation
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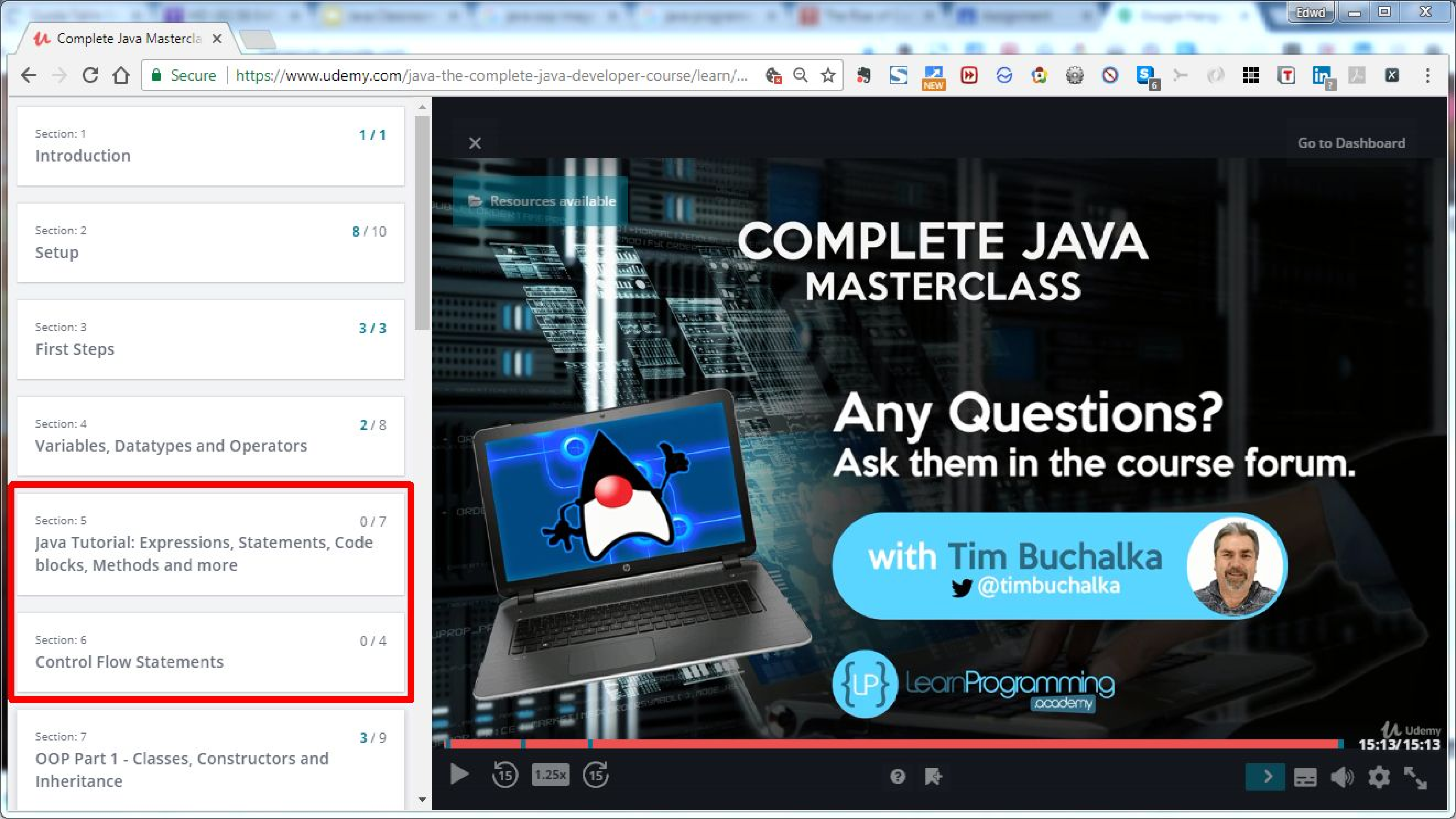
@GeekyCoderr


Complete Java Mastercla
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Java Tutorial: Expressions, Statements, Code blocks, Methods and more

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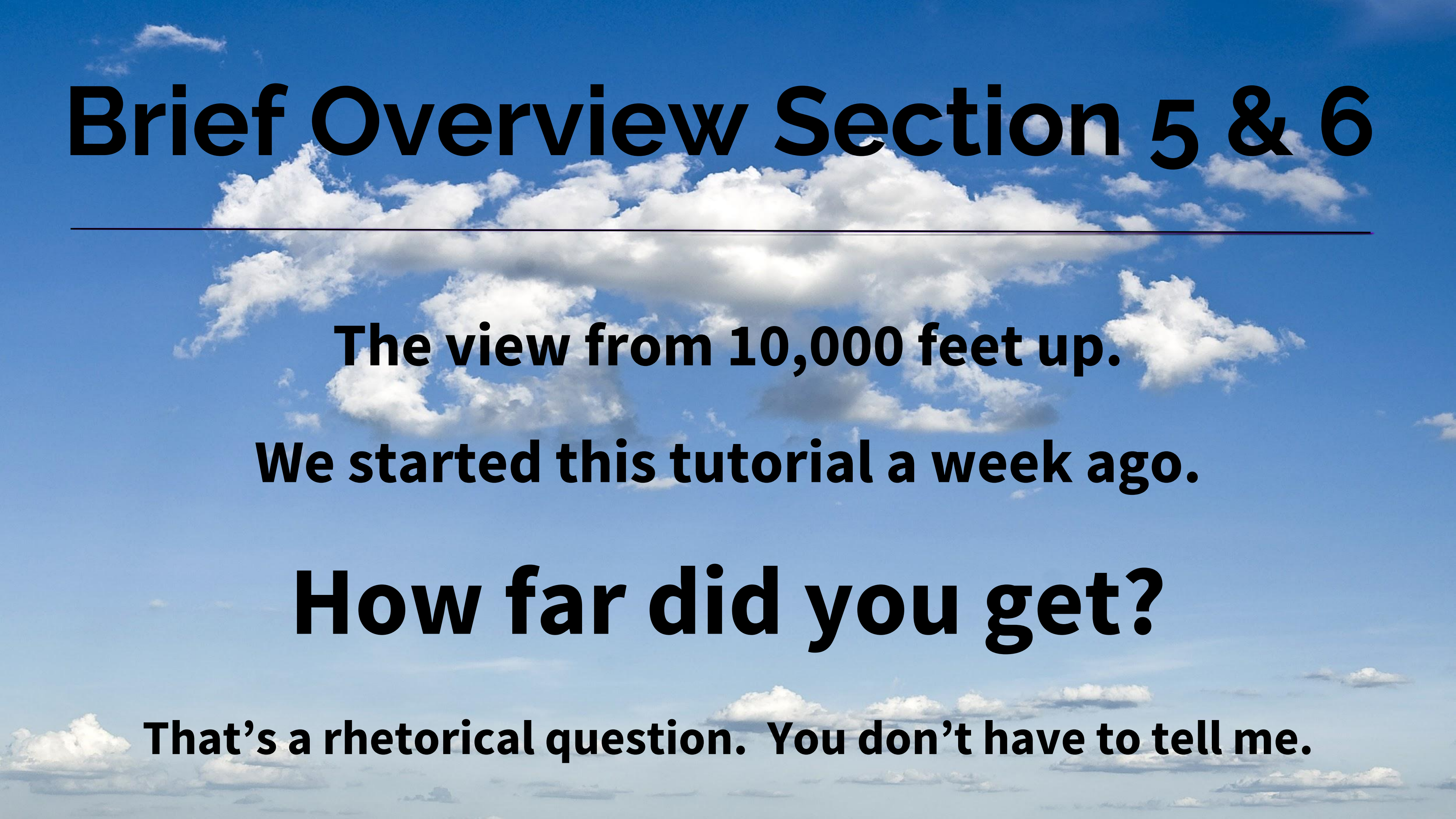
OOP Part 1 - Classes, Constructors and Inheritance



Brief Overview Section 5 & 6

The view from 10,000 feet up.

We started this tutorial a week ago.

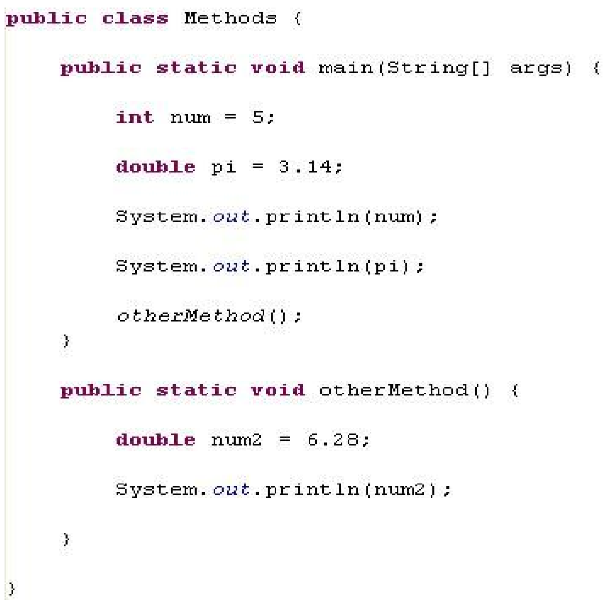
How far did you get?

That’s a rhetorical question. You don’t have to tell me.

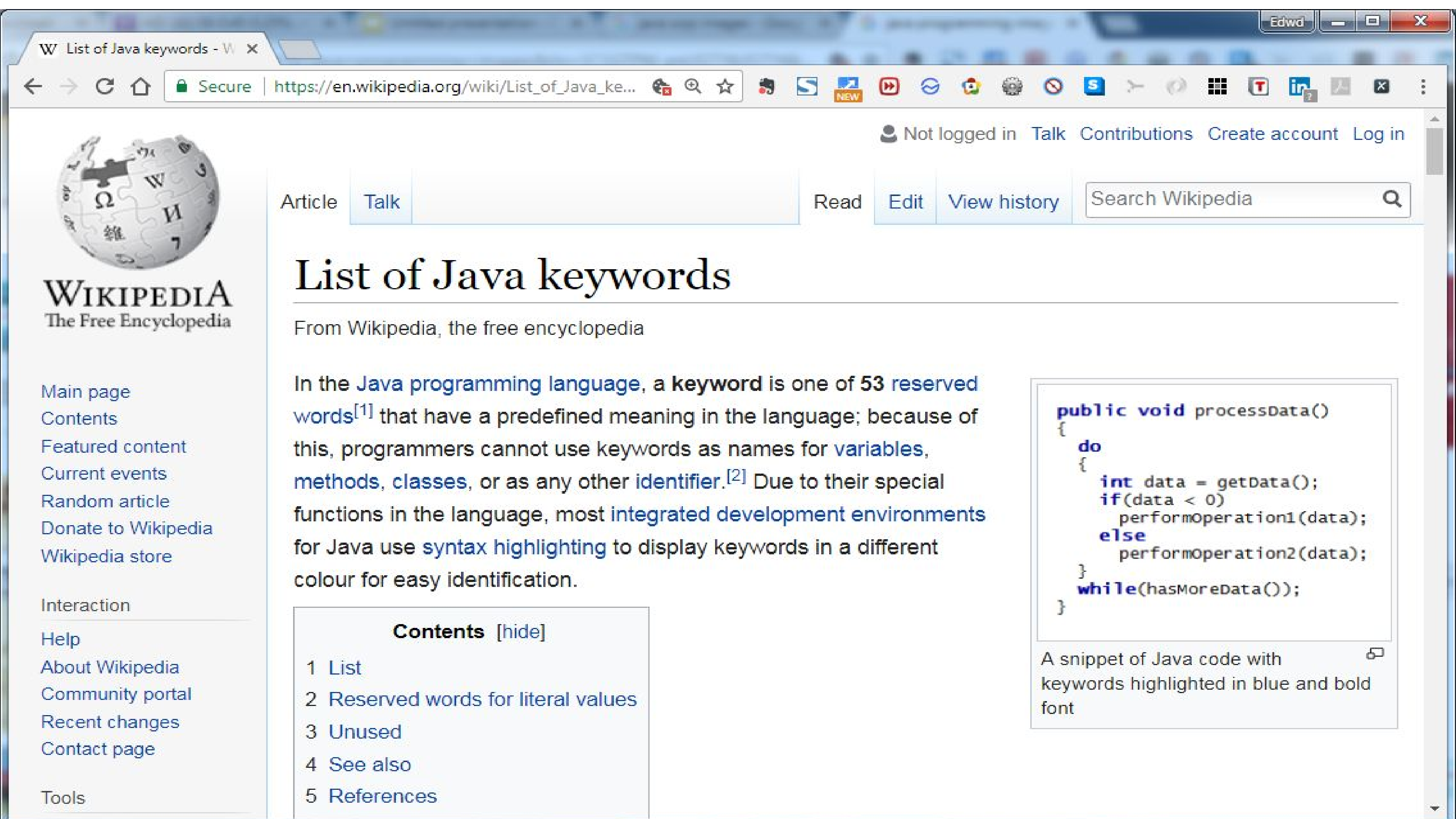
Before you can get to the fun stuff like OOP...

Just like a pastry chef has to learn how to measure and calculate before they make great yummy cakes…

We have to learn the boring stuff like Keywords, Expressions, Statements, Code blocks, Methods and more...



```java
public class Methods {

    public static void main(String[] args) {

        int num = 5;

        double pi = 3.14;

        System.out.println(num);

        System.out.println(pi);

        otherMethod();
    }

    public static void otherMethod() {

        double num2 = 6.28;

        System.out.println(num2);

    }

}
```



List of Java keywords

From Wikipedia, the free encyclopedia

In the Java programming language, a **keyword** is one of **53** reserved words[1] that have a predefined meaning in the language; because of this, programmers cannot use keywords as names for variables, methods, classes, or as any other identifier.[2] Due to their special functions in the language, most integrated development environments for Java use syntax highlighting to display keywords in a different colour for easy identification.

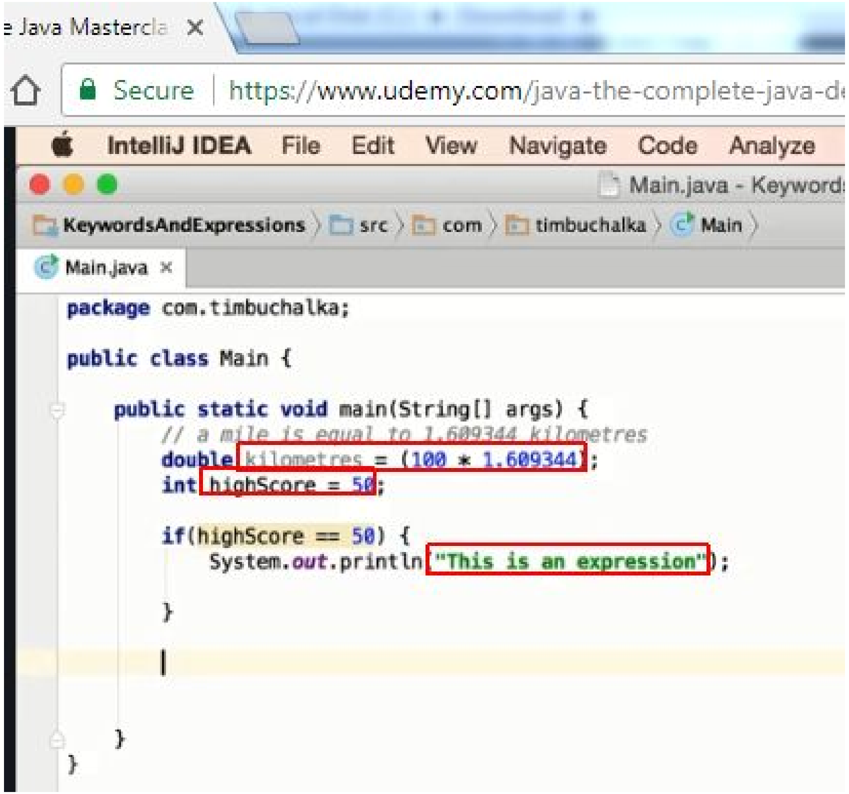
```
public void processData()
{
  do
  {
    int data = getData();
    if(data < 0)
      performOperation1(data);
    else
      performOperation2(data);
  }
  while(hasMoreData());
}
```

A snippet of Java code with keywords highlighted in blue and bold font

Contents [hide]

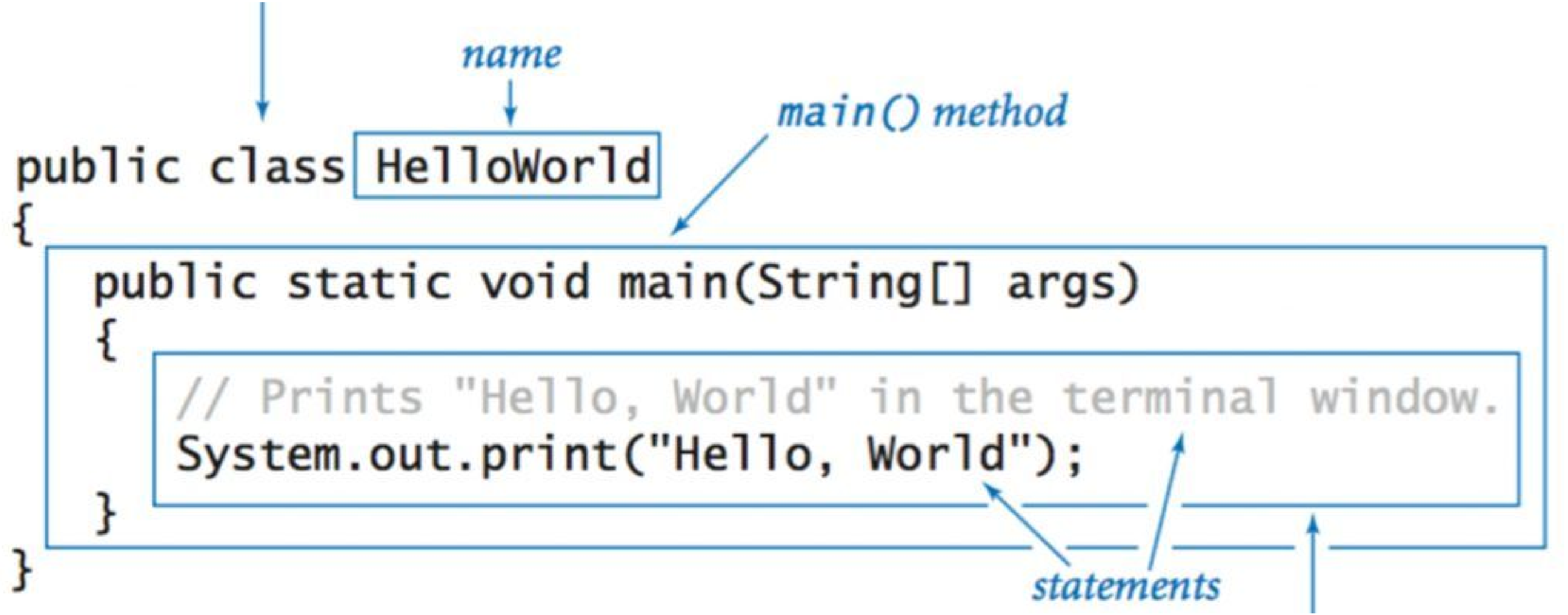
Expressions are anything between the datatype and the semi-colon

```
var now = new Date();
var hours = now.getHours();
var minutes = now.getMinutes();
var seconds = now.getSeconds();

var ampm = "am";
var colon = '<IMG SRC="images/colon.gif">';

if (hours >= 12) {
    ampm = "pm";
    hours = hours - 12;
}

if (hours == 0) hours = 12;

if (hours < 10) hours = "0" + hours;
else hours = hours + '';

if (minutes < 10) minutes = "0" + minutes;
else minutes = minutes + '';

if (seconds < 10) seconds = "0" + seconds;
else seconds = seconds + '';
```



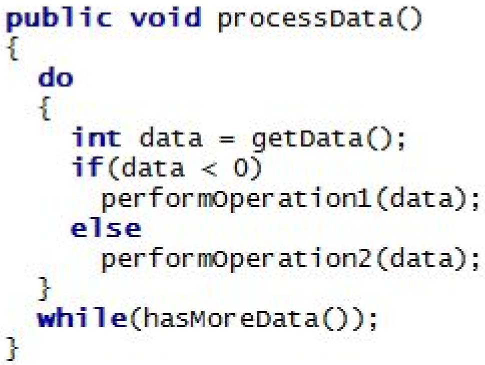
```
package com.timbuchalka;

public class Main {

    public static void main(String[] args) {
        // a mile is equal to 1.609344 kilometres
        double kilometres = (100 * 1.609344);
        int highScore = 50;

        if(highScore == 50) {
            System.out.println("This is an expression");

        }


    }
}
```

Statements, Code Blocks, Methods and more...

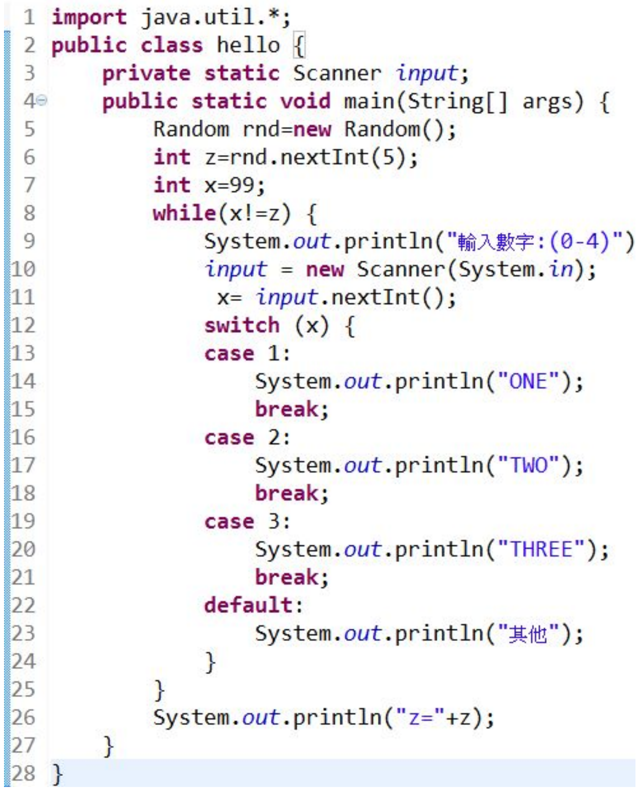


```
public class HelloWorld
{
    public static void main(String[] args)
    {
        // Prints "Hello, World" in the terminal window.
        System.out.print("Hello, World");
    }
}
```

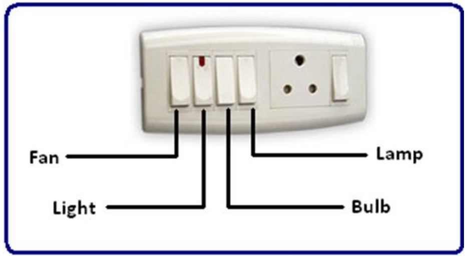
Control Flow Statements

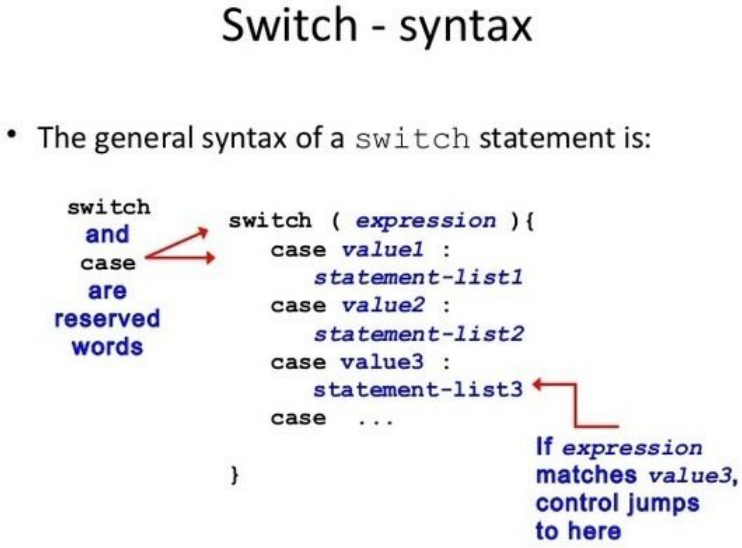


```
public void processData()
{
  do
  {
    int data = getData();
    if(data < 0)
      performOperation1(data);
    else
      performOperation2(data);
  }
  while(hasMoreData());
}
```



```
import java.util.*;
public class hello {
    private static Scanner input;
    public static void main(String[] args) {
        Random rnd=new Random();
        int z=rnd.nextInt(5);
        int x=99;
        while(x!=z) {
            System.out.println("輸入數字:(0-4)")
            input = new Scanner(System.in);
             x= input.nextInt();
            switch (x) {
            case 1:
                System.out.println("ONE");
                break;
            case 2:
                System.out.println("TWO");
                break;
            case 3:
                System.out.println("THREE");
                break;
            default:
                System.out.println("其他");
            }
        }
        System.out.println("z="+z);
    }
}
```





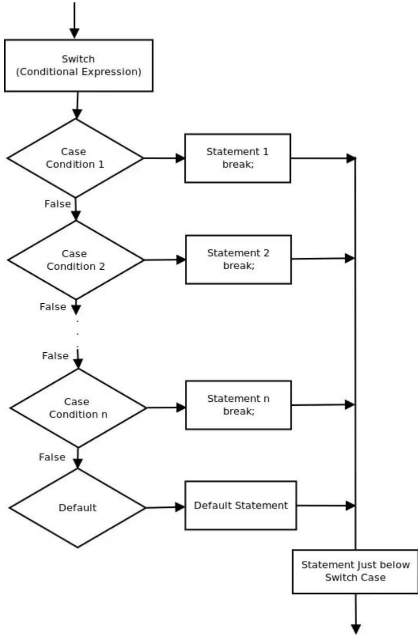
Switch - syntax

- The general syntax of a switch statement is:

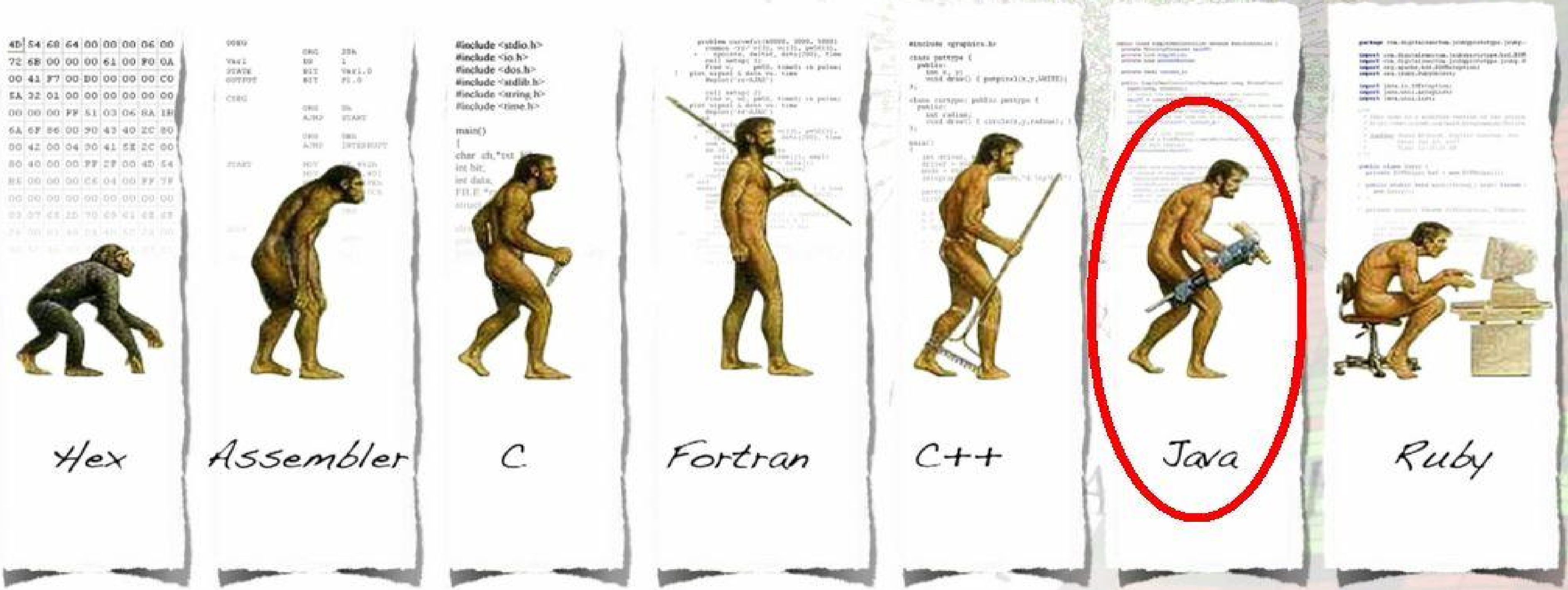
```
switch ( expression ){
   case value1 :
      statement-list1
   case value2 :
      statement-list2
   case value3 :
      statement-list3
   case   ...

}
```

switch and case are reserved words

If *expression* matches *value3*, control jumps to here



The Evolution Of Computer Programming Languages



```
#include <stdio.h>
#include <io.h>
#include <dos.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>

main()
{
```