



AGENDA

- How to communicate with Computers?
- Printing
- Quizzes
- Taking Integer Inputs
- Bonus Content



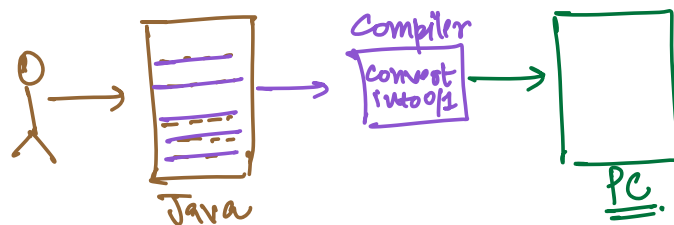
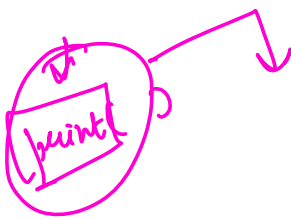
- Go to Kitchen
- Fetch a glass
- Go to source of drinking water
- Fill the glass
- Deliver the glass

One

* What is a Programming Language?

→ Computers only understand Binary

↳ 0...01110...



* I is teach from my students. → Grammar is Wrong.

* Compiler checks the Grammar of our code.

↓

Syntax

→ Every programming language has its own syntax.

→ Wrote some line in Java → compiler checks for correct syntax → Compile Time Error ✓

* I am teaching Biology → Syntax ✓

↓

Semantical errors

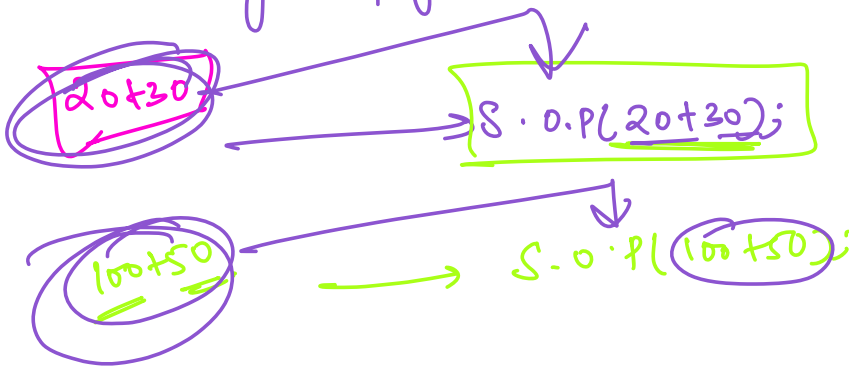
If the grammar/syntax is correct, then the code gets compiled → the code is sent to the computer.

Input | Output

→ System.out.println(114);

S.O.P(114+6)
↑ ↑

→ Writing a program to make a calculator.



We take inputs from the user
and use those values
so that we can reuse
them as well.

10 integers

→ Take input
from the user
→ Store these
values.

$I_1 + I_2 + I_3 + I_4 + \dots + I_{10}$



2 y

→ We store values in variables.

↳ i, j, n, sum, count.

Reserved keywords

★ Java is a strictly typed language.

↓
every variable you declare/use has to have a type associated with it.

Examples:-

int

char

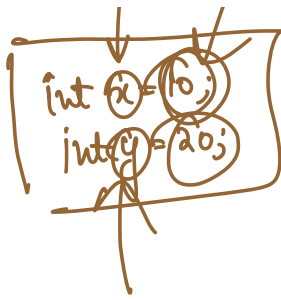
Boolean → true/false

String

Integer

How to declare a variable.

datatype variable names
↓
int x;



```
int x; 10
int y; 20
```

System.out.print(x + y);

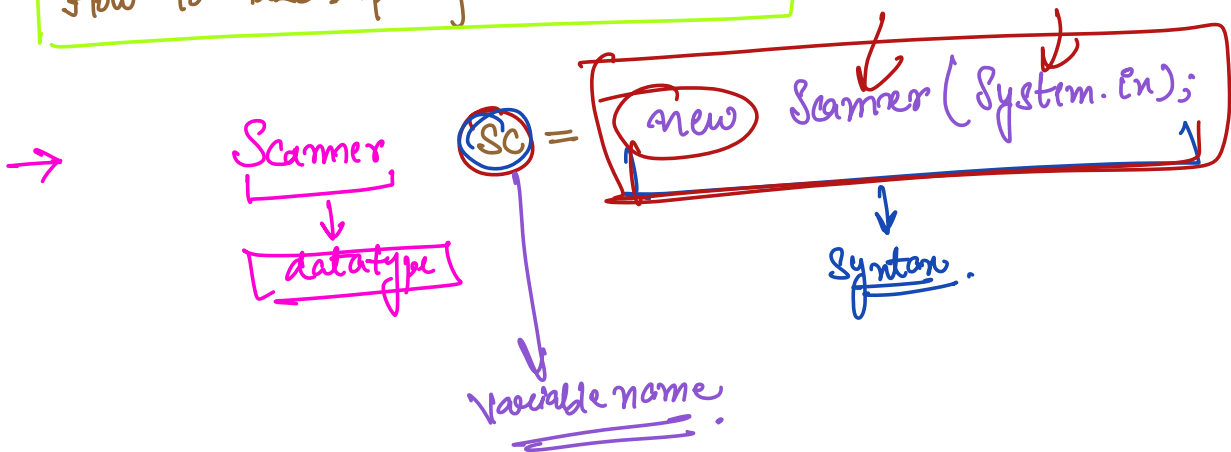
$\frac{10}{\uparrow} + \frac{20}{\uparrow} = \underline{30}$

- 1020
- Error
- 30

System.out.print(x * y);

$10 * (30) \rightarrow \underline{300}$

How to Take Input from the User.



```
int x = sc.nextInt();
int y = sc.nextInt();
```

