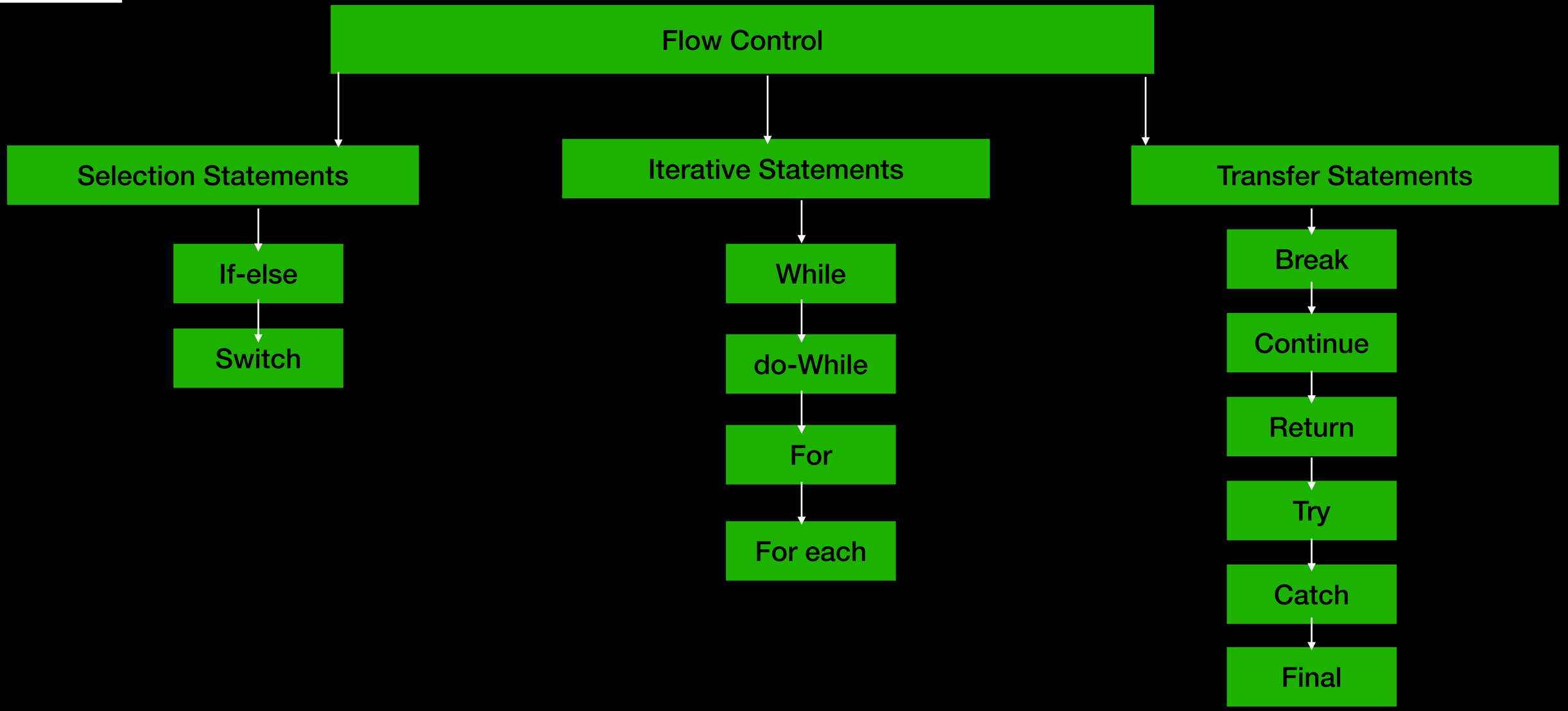
Day-4

Agenda

Flow Control
Class
Package
Constructor

Flow Control



Flow Control

If-else

The argument to the if statement should be boolean type , if we are providing any other we will get compilation error

Syntax

```
if(b){
     //Action if b is true
}else{
    // Action if b is false
}
```

Flow Control

Switch Statement

If several option are possible then it is never recommended to use if-else , we should go for switch

Syntax

```
Switch(x){
  Case 1 :
            //Action ;
  Case 2 :
            //Action ;
  Case 3 :
            //Action ;
     .............
     .............
   Default :
            Default Action ;
}
```

Before JAVA : 5

- byte
- short
- int
- char

In JAVA : 7

- String

After JAVA : 5

- Byte
- Short
- Int
- Char
- enum

Flow Control

while

If we do not know the no of statement in advance then the best suitable loop is while loop

Syntax

```
while(rs.next()){
    //Logic
}
```

do while

If we want to execute loop body at least once then we should go for do-while

Syntax

```
do{
    //Logic
}while(b);
```

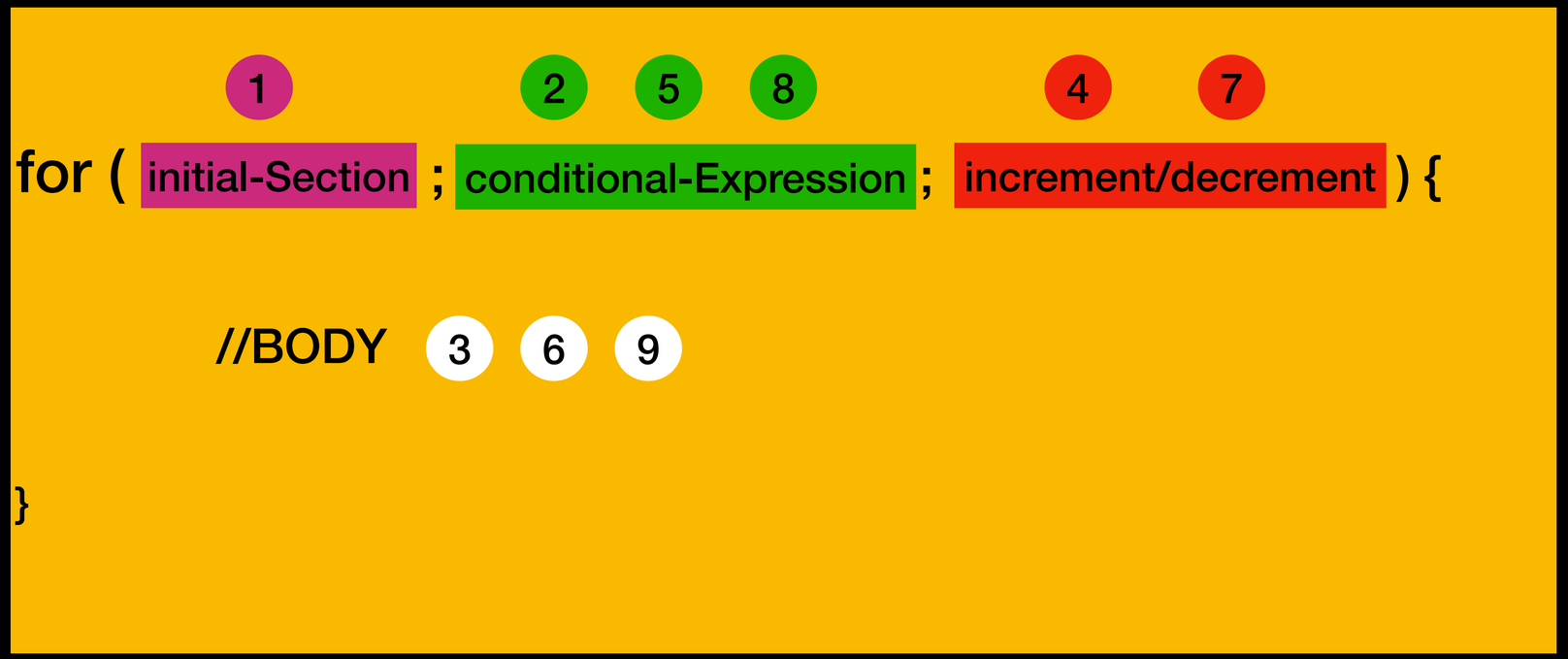
Break :
Will Back at :
10:05 PM IST

Flow Control

for loop

This is the most commonly used loop to retrieve the data from Array or Collections.

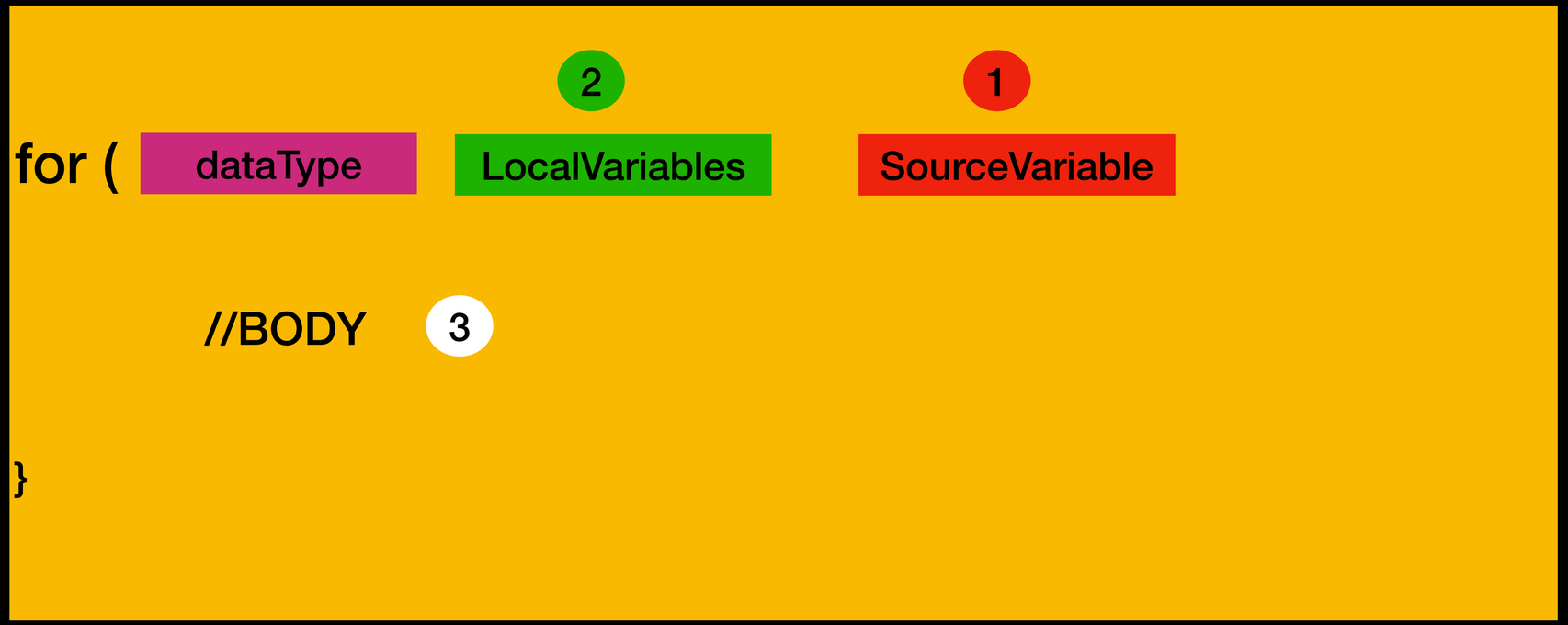
Syntax



for each loop

This loop is also called as enhanced for loop . Introduced in 1.5V. Most convent loop to retrieve the data from Array & Collections

Syntax



Flow Control

Break

We can use break statement to stop the execution .

Flow Control

Continue

We can use continue statement to skip the current execution & skip for the next execution.

Class

When ever we are writing our own java class compulsory we have to provide information about

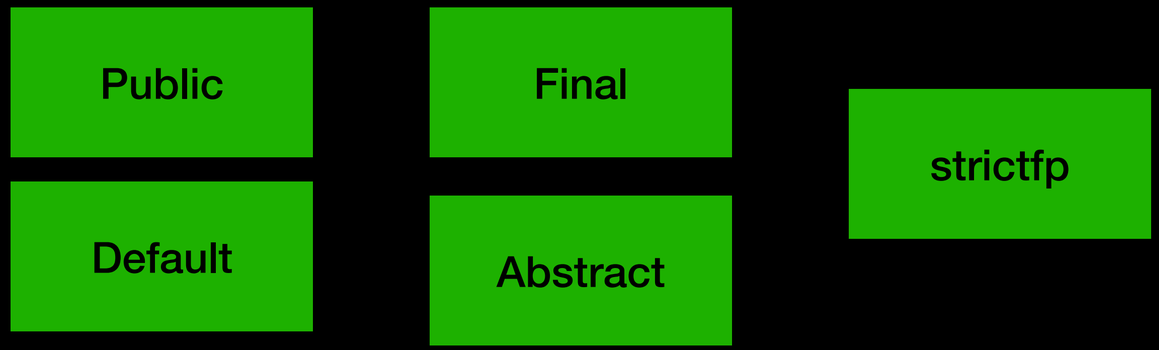
Our class to JVM

Whether our class can be accessible from anywhere or not

Whether child class creation is possible for our class or not

Whether instantiation is possible or not .

We can Specify this information by declaring with appropriate modifier . Which is ….



Package

It is Encapsulation mechanism to group related class and interface in to single module.

The main purpose of packages are ….

- To Resolve Naming conflict
- To provide Security to the class & interface . So that outside person can not access directly
- It improve the modularity of the application .
- In any JAVA program there should be only at most one package statement
- In any JAVA program the first non comment statement should be package statement .

Constructor

Object creation is not enough compulsory we should perform initialization then only that Object is in a position to provide response properly .

When ever we are creating an object some peace of the code will be executed automatically to perform initialization . This piece of code is nothing but constructor . Hence the main objective of Constructor is to perform initialization for the newly created object .

Rule to define the constructor

The name of the class and name of the constructor must be matched

Return type concept is not applicable for constructor including void also.

The only applicable modifier for constructor are : “public, private, protected, default ”

Default Constructor

If we are not writing any constructor then compiler will always generate default constructor .

If we are writing at least one constructor then compiler would not generate default constructor .

Hence a class can contain either programmer written constructor or compiler generated Constructor but not both simultaneously

Object

TODO

Method

TODO