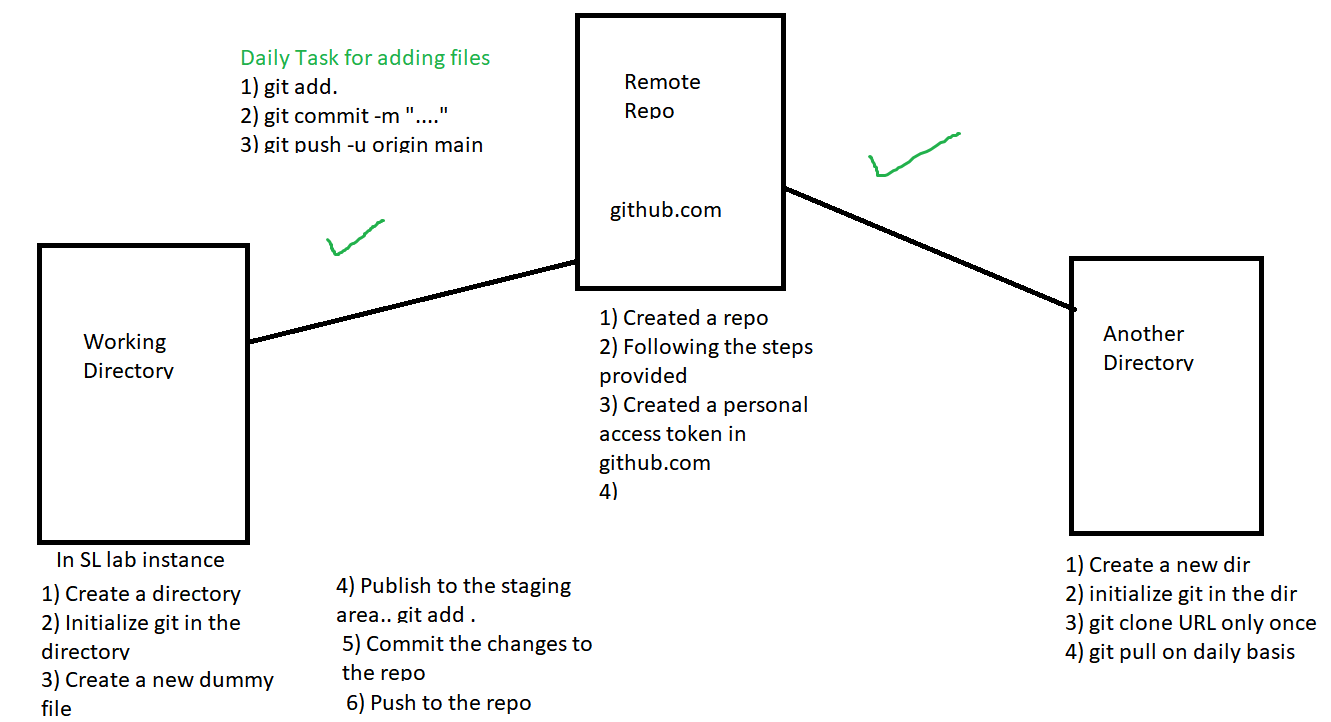
**JAVA**

**Day 1 (24 Oct 2022)**



1) Check if Java is installed (java -version)

2) If not then install using java installer

3) Set up enviromental variables for the java path

4) Write your first java program and compile and run it

/\* Welcome everyone

\* This is my first program in Java

\*/

public class HelloWorld

{

//This is the main method

public static void main(String args[])

{

//This method will print the message

System.out.println("Hello World"); System.out.println("Next line");

}

}

5) Compile it using **javac Filename.java**

6) After compilation you will get a .class file

7) You can run the file using **java Filename**

**Class Syntax**

**public (access modifer) class ClassName**

**{**

**Write methods/functions**

**Create variables**

**}**

**Comments in Java**

Lines which are not compiled or executed by the compiler

1. Single line comment //
2. Multi-line comment /\*\*/

**Variable:** Is a placeholder

**Syntax**

**Declare and initialize the variable**

int a = 10;

DataType VariableName = Value

**Declare a variable**

int a;

**Data Types**

Indicates what kind of data you can store in the variable

2 kind of data types

1. ***Primitive data type***

Store only value

1. Byte 1 byte
2. Short 2 byte
3. Int 4 byte
4. Long 8 byte
5. Float 4 byte
6. Double 8 byte
7. Char 2 byte
8. Boolean 1 byte
9. ***Non-primitive***

Store the value and reference of another data type also

Arrays, Class, Interfaces

**Conditional Statements: used to check conditions**

1. If
2. If else
3. If else if
4. Switch statement (multiple cases - suitable for creating a menu in application)

int a = 10;

If (a==10)

System.out.println(“a is 10”);

Else

System.out.println(“a is not equal to 10)

Switch(variable){

Case a: S.o.p (“You’re in 1st option);

}

**Loop**

To execute some line of code in iteration/multiple times.

3 parts of loop

1. Initialize the looping variable
2. Put condition for the looping variable
3. Increment or decrement looping variable
4. **For loop**

Syntax:

for(int a=0; a<10; a++) //a++ means a = a + 1 //increment

//if decrement I will write a--

for(int a=10; a>=0; a--)

{

S.o.p(“Value of a is”+a);

}

1. **While Loop**

Initialize the value

While (condition)

{

Increment/decrement

}

1. **Do while loop**

do{

Increment/decrement

} while(condition)

**Day 2 (26 oct 2022)**

1. **Methods**

**Method with no return type**

Void is used to return nothing

AccessModifier ReturnType MethodName()

{

//Method body

}

public void MyMessage(){

}

**Method with 1 parameter and call by value**

package com;

public class CallbyValueDemo {

int data = 10; //Instance Variable

//Parameterized Method - it accepts one int value as a parameter

void changevalue(int data)

{

data = data + 10; //Local variable

System.out.println("Value of local data" + data);

}

public static void main(String[] args) {

CallbyValueDemo demo = new CallbyValueDemo(); //Creating object

System.out.println("Before changing" + demo.data); //10

demo.changevalue(50); //Call by value

System.out.println("After changing" + demo.data); //10

}

}

**Method Overloading**

package com;

public class MethodOverloading {

//Method with same name and return type

void add(int a, int b)

{

int sum = a +b;

System.out.println("The value of sum is" + sum);

}

//Method with same name and return type

void add(int a, int b, int c)

{

int sum = a +b+c;

System.out.println("The value of sum is" + sum);

}

public static void main(String[] args) {

MethodOverloading obj1 = new MethodOverloading();

obj1.add(5, 5);

obj1.add(2,6,2);

}

}

**Classes and Objects**

Objects: any real world entity which has some properties and behaviour

Classes: Blue print or template of object

Example ( car class and 2 objects of class)

Car (Properties and methods/behaviors)

( color, company, engine no, wheels….)

(start() stop(), gear()…..)

Car2 Toyota

Company = Toyota

Color= Blue

Start()

Stop()

Car1 BMW

Company = BMW

Color= Blue

Start()

Stop()

package com;

public class CarApp {

//Properties of car - Instance variable

int carId;

String color;

int wheels;

static String CR = "12738791283";

//Methods of car

void start()

{

System.out.println("Car Starting");

}

void stop()

{

System.out.println("Car Stopping");

}

void display()

{

String company ="ABC Carshowroom"; //local Variable

System.out.println("Car Id is " + carId);

System.out.println("Color of the car is" + color);

System.out.println("Number of wheels" + wheels);

System.out.println("Cars owned by " + company);

}

public static void main(String[] args) {

//Creating 1st object

CarApp car1 = new CarApp();

car1.carId = 001;

car1.color ="Red";

car1.wheels = 4;

System.out.println("Car 1 object is created");

car1.display();

car1.start();

car1.stop();

}

}

**Types of variables**

1. Local Variable: defined inside the method body
2. Instance Variable: declared inside the class but outside the methods
3. Static variable: To set a value throughout the program static is used

Class A{

int a = 10; //Instance Variable

**static** String name = ”Java” //Static Variable

void method()

{

int b =5; //Local Variable

System.out.println(“Value of b is” + b);

}

int b = 10; //Instance Variable

**Constructor**

1. A special method used to initialized the object
2. Invoked at the time of object creation
3. Name of the constructor must be the same as of class name
4. It provides data for the object that’s why its know as constructor
5. It must have no explicit return type

**Syntax**

<class\_name>(){}

**Types of constructor**

1. Default or no-arg
2. Parameterized

package com;

public class CarApp {

//Properties of car - Instance variable

int carId;

String color;

int wheels;

static String CR = "12738791283";

//No-arg Constructor

CarApp(){

System.out.println("Object Created");

}

//Parameterized Constructor using this keyword

CarApp(int carId, String color,int wheels)

{

//calling the default constructor using this keyword

this();

this.carId= carId;

this.color = color;

this.wheels = wheels;

}

CarApp(int car, String col)

{

carId = car;

color = col;

}

//Methods of car

void start()

{

System.out.println("Car Starting");

}

void stop()

{

System.out.println("Car Stopping");

}

void display()

{

String company ="ABC Carshowroom"; //local Variable

System.out.println("Car Id is " + carId);

System.out.println("Color of the car is" + color);

System.out.println("Number of wheels" + wheels);

System.out.println("Cars owned by " + company);

}

public static void main(String[] args) {

//Creating 1st object

//new keyword allocates memory to the object

//Calling default constructor

CarApp car1 = new CarApp();

car1.carId = 1;

car1.color ="Red";

car1.wheels = 4;

System.out.println("Car 1 object is created");

car1.display();

car1.start();

car1.stop();

//Calling 3 parameter constructor

CarApp car2 = new CarApp(2,"Blue",4);

car2.display();

}

}

**This keyword**

*If instance variable and local variable have same name then local variable hide the visibility of instance variable. To refer to instance variable we have to use this keyword. This keyword is use to refer the current object.*

*this.instancevariableName*

**Day 3 (27 oct 2022)**

**Pillars of OOP/Java**

**4 Pillars**

**P**olymorphism

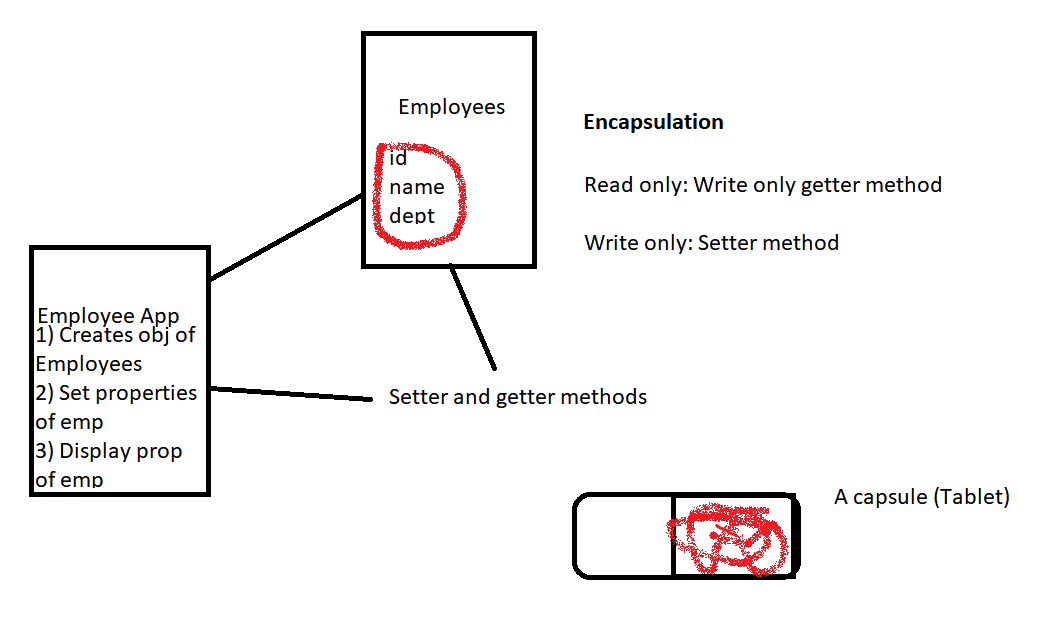
**A**bstraction

**I**nheritance

**E**ncapsulation

1. **Encapsulation**

Binding or wraping data(properties) and methods in a single unit



package com;

class Employees{

private int empId;

private String name;

private String dept;

private int Salary;

public void setEmpName(String name)

{

this.name = name;

}

//public void getEmpName()

//{

// System.out.println("Employee name is " + name);

// }

public void setSalary(int Salary)

{

if(Salary < 1000)

{

System.out.println("Sorry! the salary has been automatically set to a default value");

this.Salary = 1000;

}

else

{

this.Salary = Salary;

}

}

public void display()

{

System.out.println("Salary is:" + Salary);

System.out.println("Name of emp is " + name);

}

}

public class EmployeeApp {

public static void main(String[] args) {

// TODO Auto-generated method stub

Employees emp1 = new Employees();

//emp1.empId = 1;

//emp1.dept = "Sales";

//emp1.name = "Alice";

emp1.setEmpName("Alice");

emp1.setSalary(200);

emp1.display();

}

}

1. **Abstraction**

It is a process of hiding the implementation details and showing only the functionality to the user

**Abstract** class which can have abstract and non-abstract methods

Lets you focus on what the object does instead of how does it.

In java there are 2 ways to achieve abstraction

1. Abstract class (0 to 100%)
2. Interface (100%)

**Abstract Class Example**

package com;

abstract class Animal {

//abstract method

abstract void makeSound(); //Only method declaration

//Non-abstract method

public void run()

{

System.out.println("I can run");

}

}

class Dog extends Animal{

public void makeSound()

{

System.out.println("Bark Bark");

}

}

class Cat extends Animal{

public void makeSound()

{

System.out.println("Meow Meow");

}

}

class Animals

{

public static void main(String[] args)

{

Dog dog1 = new Dog();

dog1.makeSound();

dog1.run();

//Creating object for cat

//Using Abstract class as a reference on the left side and constructor of child class on the right side

Animal cat = new Cat();

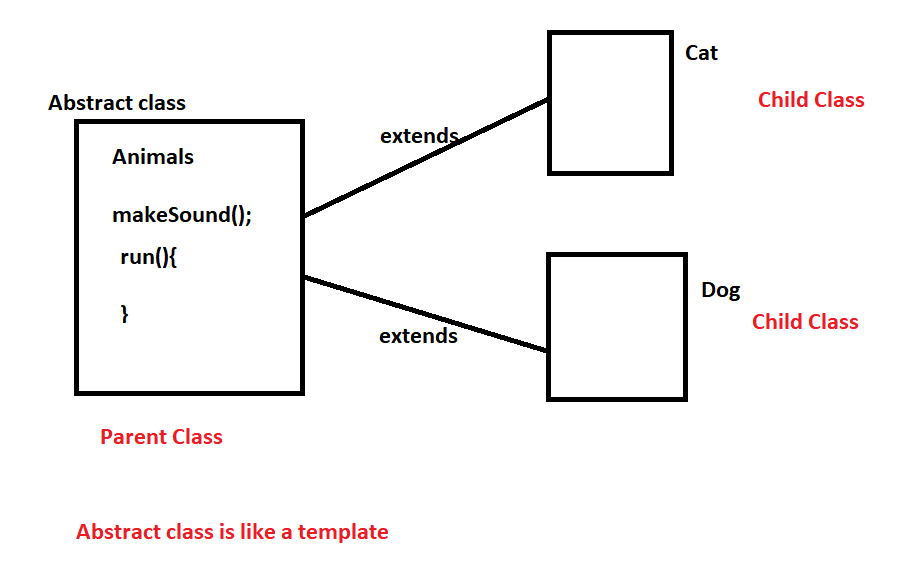
//Animal animal1 = new Animal();

cat.makeSound();

cat.run();

}

}



1. **Polymorphism**

Poly means “many” morphs means “forms”.

We can perform a single action in different ways.

2 types of polymorphism

* Compile-time poly
* Run-time poly

We can perform by

* Method overloading (different parameters list, same return type, same name)
* Method overriding

package com;

class Bike{

public void speed()

{

System.out.println("Standard Speed is 60km/h");

}

}

class Honda extends Bike{

public void color()

{

System.out.println("Color is Red");

}

}

class tvs extends Bike{

public void color()

{

System.out.println("Color is Blue");

}

public void speed()

{

super.speed(); //Super keyword is used to call parent class method

System.out.println("My Speed is 20km/h");

}

}

public class RuntimPoly {

public static void main(String[] args) {

// Creating objects for child class

Honda h1 = new Honda();

h1.color();

h1.speed(); //Calling super class method

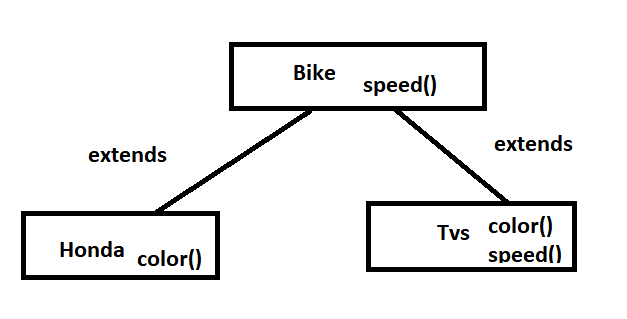
tvs tvs1 = new tvs();

tvs1.color();

tvs1.speed();

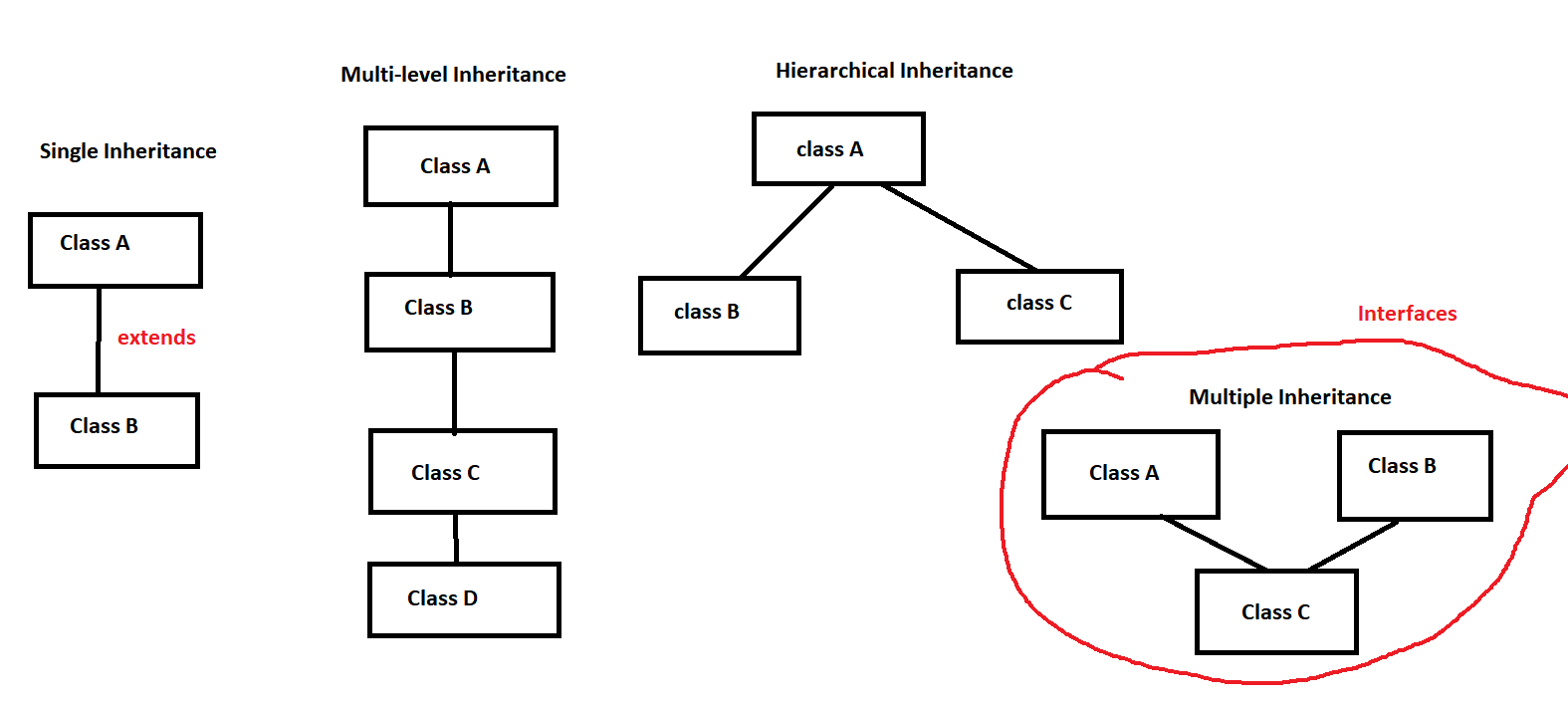
}

}



1. **Inheritance**

Types of inheritance



Class A{ }

Class B extends class A {}

Class C extends class B {}

**Association:** If we want to achieve ‘has a relationship’ we have to create the object of one class in another class

Class A{

B obj1 = new obj1();

}

**Aggregation:**

1. A child can exist independently of the parent
2. It is a ‘has-a’ relation
3. Weak association

Employee has a address

**Employee and Address**

class Employee{

Address add = new Adress();

}

class Address {

City, state, post code etc

Employee emp = new Employee(); //

}

**Composition**

1. Child can’t exist independently of the parent
2. Part-of relation
3. Strong association

StudentRecords is part of Student

Class Student{

StudentRecord sr = new StudentRecord();

}

class StudentRecord{

}

**Example**

package com;

import java.util.Scanner;

class Employee{

private int id;

private String name;

Address add = new Address();

Scanner sc = new Scanner(System.in);

public void setEmployee()

{

System.out.println("Enter the id");

id = sc.nextInt();

System.out.println("Enter the name");

name = sc.next();

}

public void getEmployee()

{

System.out.println("Id is " + id);

System.out.println("Name is " + name);

}

}

class Manager extends Employee{

int teamcount; //Instance variable

public void setMgr()

{

setEmployee();

System.out.println("Enter the count of team members you manage");

teamcount = sc.nextInt();

add.readAdd();

}

public void getMgr()

{

getEmployee();

System.out.println("The team members are "+ teamcount);

add.dispAdd();

}

}

class Address{

private String city;

private String state;

Scanner s = new Scanner(System.in);

public void readAdd()

{

System.out.println("Enter the city");

city = s.next();

System.out.println("Enter the state");

state = s.next();

}

public void dispAdd()

{

System.out.println("City is " + city);

System.out.println("State is " + state);

}

}

public class EmployeeSample {

public static void main(String[] args) {

Manager mgr = new Manager();

//To take input from the keyboard user

mgr.setMgr();

//To display manager details

mgr.getMgr();

}

}

**Interface**

* It is a reference/non-primitive data type
* Provides 100% abstraction
* It supports multiple inheritance
* All the properties are public, static and final (psf)
* All the methods are public and abstract

**Syntax**

interface interfaceName{

Properties;

Methods;

}

**Example**

package com;

public interface InterfaceSample {

public static final String name = "Java";

//value of pi, you can keep it as final variable

//only method declaration allowed

//all methods are abstract by default

public void display();

public void display2();

}

