

## Java Basics

### 1. Structure of a Java Program

A Java program consists of:

- **Package declaration** (optional)
- **Import statements** (if required)
- **Class declaration**
- **Main method** (entry point)
- **Statements inside the main method**

#### Example:

```
// Example Java Program
public class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello, World!");
    }
}
```

### 2. Syntax and Keywords

#### Java Syntax Rules:

- Java is **case-sensitive**.
- Statements end with a **semicolon (;)**.
- Code is enclosed in **curly braces { }**.
- The main method must be **public static void main(String[] args)**.
- Indentation is recommended for readability.

#### Java Keywords:

Some common **reserved keywords** in Java:

- Data types: `int`, `double`, `char`, `boolean`
- Control flow: `if`, `else`, `switch`, `while`, `for`, `do`
- Access modifiers: `public`, `private`, `protected`
- Other: `class`, `static`, `void`, `return`, `new`

### 3. Data Types, Variables, and Constants

#### Data Types:

Java has **primitive** and **non-primitive** data types:

- **Primitive:** `byte`, `short`, `int`, `long`, `float`, `double`, `char`, `boolean`
- **Non-Primitive:** `String`, `Arrays`, `Classes`

#### Variables:

A variable stores data and must have a **type and name**.

#### Example:

```
int age = 25;
String name = "John";
```

```
boolean isJavaFun = true;
```

### **Constants:**

Use `final` keyword to declare a constant.

### **Example:**

```
final double PI = 3.14159;
```

## **4. Operators**

Java provides different types of operators:

### **Arithmetic Operators**

`+`, `-`, `*`, `/`, `%`

```
int a = 10, b = 5;
```

```
System.out.println(a + b); // Output: 15
```

### **Relational Operators**

`==`, `!=`, `>`, `<`, `>=`, `<=`

```
System.out.println(a > b); // Output: true
```

### **Logical Operators**

`&&`, `||`, `!`

```
System.out.println(a > 5 && b < 10); // Output: true
```

### **Bitwise Operators**

`&`, `|`, `^`, `~`, `<<`, `>>`

```
int x = 5; // 0101 in binary
```

```
System.out.println(x << 1); // Output: 10 (Left shift)
```

## **5. Control Flow Statements**

### **if-else Statement**

Used for decision-making.

### **Example:**

```
if (age >= 18) {  
    System.out.println("Eligible to vote");  
} else {  
    System.out.println("Not eligible to vote");  
}
```

### **switch Statement**

Used when there are multiple conditions.

### **Example:**

```
int day = 3;  
switch(day) {  
    case 1: System.out.println("Monday"); break;  
    case 2: System.out.println("Tuesday"); break;
```

```
        case 3: System.out.println("Wednesday"); break;
        default: System.out.println("Invalid day");
    }
```

## **Loops in Java**

### **for Loop**

Used when the number of iterations is known.

```
for (int i = 1; i <= 5; i++) {
    System.out.println(i);
}
```

### **while Loop**

Used when the condition is checked first.

```
int i = 1;
while (i <= 5) {
    System.out.println(i);
    i++;
}
```

### **do-while Loop**

Executes at least once before checking the condition.

```
int i = 1;
do {
    System.out.println(i);
    i++;
} while (i <= 5);
```

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