print statement basics

-println- can print only one variable at a time unless concatenation.

int a=10; int b=20;

System.out.println(a, b) // wrong error occur

System.out.println(a+ ""+b) // concatenation happen n ret =1020

System.out.println(a+ b) // addition happen n ret =30

-to print two or more variables in one print statement

System.out.printf("%d%d", a, b) // this print both variable values. as 10 20

How return statement work

int sender()

{ int num

return num }

void receiver()

{ int a=sender() //whenever this method is called it always come with return}

How return statement work with argument

String sender(String name)

{ string firstname="ganesh"

return firstname+name }

void receiver()

{ String a=sender("shetty") //whenever this method is called it always come with return }

local variable (IMPORTANT) variable access limitations

{

int a=10

if()

{

a=20 //declaration override will work

}

for ()

{

int b=20;

}

b=10 //declaration override will NOT work //due to access limit

}

static methods

can access static variable & methods directly

to access non static instance should be created.

non-static methods

can access static/ non-static variables & methods directly

.

how to extent one method local variable connection in another method

case 1:

static method 1()

{

int a=10;

}

static method 2()

{

a=20 // in this case declaration override will NOT work

}

case 2:

static method 1()

{

int a=10;

method 2(a)

}

static method 2(int a)

{

a=20 // in this case declaration override will work

}

Constructor

what is the instance?

e.g

public class Hello

{

void method 1()

{

Hello h=new Hello();

// Hello h =Hello is the name of class

h= Hello class ref variable

new Hello();= calling the by-default constructor of class Hello

new Hello();=here instance is created of class Hello, to access non-static variables & methods

Why only non-static means bcoz non-static variables/methods are not ready for action unless default constructor is called by creating the instance.

and also non-static variables/methods will be in heap memory

default constructor-bcoz it construct the values.

}

}