**JAVA NOTES**

* Object Oriented Programming language
* Platform Independent

*OOPS Concept*

* Abstraction: Only essential details to the user
* Encapsulation: the wrapping up of data under a single unit.
* Inheritance: which one class is allow to inherit the features of another class.

Subclass, Superclass, Reusability

* Polymorphism: Behave differently in different situations.
* Class: Group of similar entities.

Access Modifiers:

1. Public
2. Private
3. Protected
4. Default

* Object: Instance of Class.

*Constructors*

* Constructor name must be the same as its class name
* A Constructor must have no explicit return type
* A Java constructor cannot be abstract, static, final, and synchronized

*Variables*

* Local:  cannot be defined with "static" keyword.
* Instance: declared inside the class but outside the body of the method
* Static: variable that is declared as static

*Data Types*

* Primitive

Boolean, char, byte, short, int, long, float and double

* Non Primitive

Classes, Interfaces, Arrays

*If-Else Statement*

* if statement
* if-else statement
* if-else-if ladder
* nested if statement

*Switch*

Executes one statement from multiple conditions.

*For Loop*

Used to iterate a part of the program several times

*While Loop*

If the number of iteration is not fixed, it is recommended to use the while loop

*Do While*

 If the number of iteration is not fixed and you must have to execute the loop at least once, it is recommended to use a do-while loop.

*This*

**Reference variable** that refers to the current object.

* To refer current class instance variable.
* To invoke current class method
* To invoke current class constructor

*Super*

Reference variable which is used to refer immediate parent class object