Web Full Stack

Softwares required

1. Java 8 - JDK & JRE
2. Eclipse IDE for Enterprise Developer - (2020-06) 0R (2020-09)

Once you install java software you need to set the environment variable in your personal machine. So that javac will be recognized.

Java

Java is a platform independent and Object oriented programming language.

Platform Independence: It can run on any platforms without altering.

Object Oriented: An application will have realworld entities which are called as object, which will be created to make application work, one object calls another object behaviour to complete their task.

ex: Customer object can have deposit(), that can call Account object credit() functionality.

Two main building blocks of Java

1. Classes - Blue print of an object (template for an object)
2. Objects - Instances of a class

A class can be created inside a Java source file with an extension .java, a class can have variables, methods & constructors, all these should follow some standard naming conventions.

Filenames, classnames & constructors: Should begin with Capital letters & Follow camel case

variable names & method names: Should begin with Small letters & Follow camel case.

Commands we use to compile & run java program

1. javac: to compile
   1. ex: javac Filename.java
2. java: to run
   1. ex: java ClassnameHavingMainMethods

Note: In java main method signature is ‘public static void main(String[] args)’

public, static & void are keywords the java can recognize

main is a method name

String is predefined class

HelloWorld.java



Output:



Using Eclipse IDE

Eclipse is a tool to develop applications quickly, it gives lot of suggestions to the programmers so that they can quickly write programs.

Eclipse will have all the projects in the workspace, you have different perspectives like

* Java (Java applications)
* JavaEE - Default (servlets & JSP)

Packages: They are used to categorize your classes, they are like folders

Their names would be like a domain name ex: com.hsbc, com.google, com.oracle

HelloWorld.java



Java Fundamentals

1. Operators
2. Keywords
3. Datatypes
4. Variables
5. Conditional Statements
6. Loops
7. Arrays
8. Methods
9. Classes & Objects

Operators:

+, -, \*, /, =, ==, <=, >=, !=, &&, ||, ++, --, +=, -=, /=, \*=

Keywords: These are reserved words in java

public, package, static, void, int, long, float, double, char, byte, short, if, for, while, do, switch, case, default, break, return, continue, final, interface, class, enum, try, catch, finally, extends, implements, super, this, throw, throws, synchronized, abstract, volatile, native,

Datatypes

1. Primitive types: keywords in java and fixed in size
   1. byte, short, int, long - Integer types: whole numbers
   2. float & double - Floating types: real numbers
   3. char - Character types: single char
   4. boolean - Boolean true or false
2. Non-Primitive types: classes, interfaces, arrays, enum - not fixed in size
   1. String, Employee, Customer, Student, StringBuilder
   2. int[], float[], double[]

Variables: These can store data of specific type

Syntax: type variable\_name = value;

ex: int employeeId = 100;

ex: double salary = 25000;

TestFundamentals1.java



Output:



Passing data to a method having parameter



Conditional Statements

1. if
2. if-else
3. if else-if else-if….
4. if else-if else-if…. else
5. switch

Taking input from keyboard



Output:



How to create objects

Customer.java



TestCustomer.java



Customer.java



TestCustomer.java



Constructors take care of initializing the objects property.

Some important points on constructor

1. Compiler creates constructor if there’s not constructor inside the class
2. If User has created the constructor then compiler retains that constructor and doesn’t create any constructor, user may create default or parameterized constructor

OOPS features

1. Encapsulation
2. Inheritance
3. Polymorphism
4. Abstraction

Encapsulation: Hiding the data by making variables private and the only way you can access them is through public methods like setters or getters

Student.java



TestStudent.java



Fundamentals of Java

* Operators
* Datatypes
* Variables
* Methods
* Classes & Object

Day 2:

Conditional Statements

Loops

Arrays

Object Arrays

Constructors

String & String methods

Inheritance

Gmail -> User(username, phone, password, gender,….)

Gmail -> username -> getUsername(), setPhone(long), getPhone(), setPassword(String), getPassword(), getGender(), setGender(String)

Employee -> id, name, age, salary, desig, setAge(int) { age >= 18}

Conditional Statements

1. if
2. if - else
3. if - else if else if….
4. if - else if else if….else
5. swtich

TestConditions



TestConditional2



switch:

switch also works like if else if .. else, but it only uses integer, string, character & enum



Loops:

1. for : when you know how many times you want to iterate
2. while: when you want to iterate until the condition is true
3. do-while: same like while but it is an exit control loop, at least once the statement inside the do-while will be executed

TestLoops.java

