



Bangladesh Association of  
Software & Information Services  
(BASIS)

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# Java Fundamentals

Training @ Basis



# Course objectives

- Introduction to Java programming language
- Object Oriented Programming in Java
- Java API – Strings, I/O, Properties
- Relational database concepts and JDBC
- Internationalization
- Introduction to web application programming using Java EE



# What is a computer?

Input



Process

Output

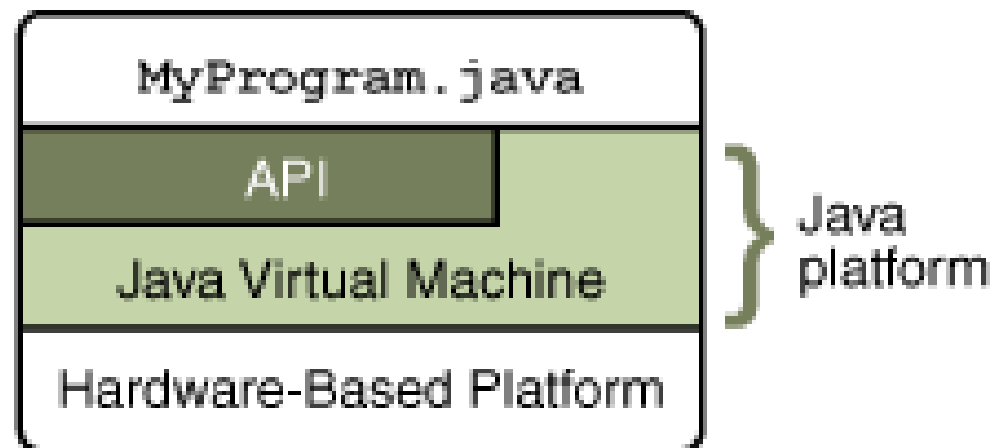
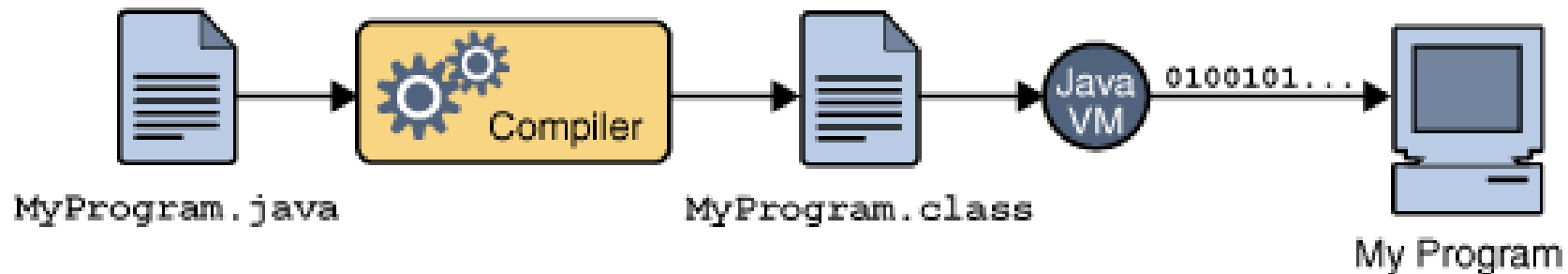




# A Java Premier

- What is Java? - A programming language & a platform
- Why Java? - Benefits to the industry, businesses and individuals and software developers.
- Installing JDK, JRE
- Environment variables: JAVA\_HOME, PATH

# The Java programming language

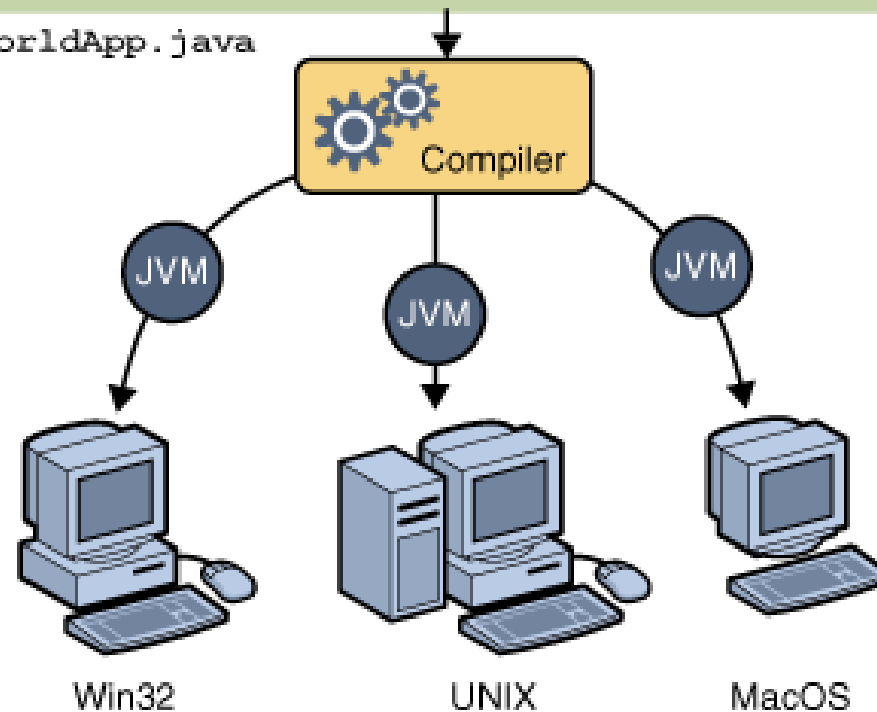


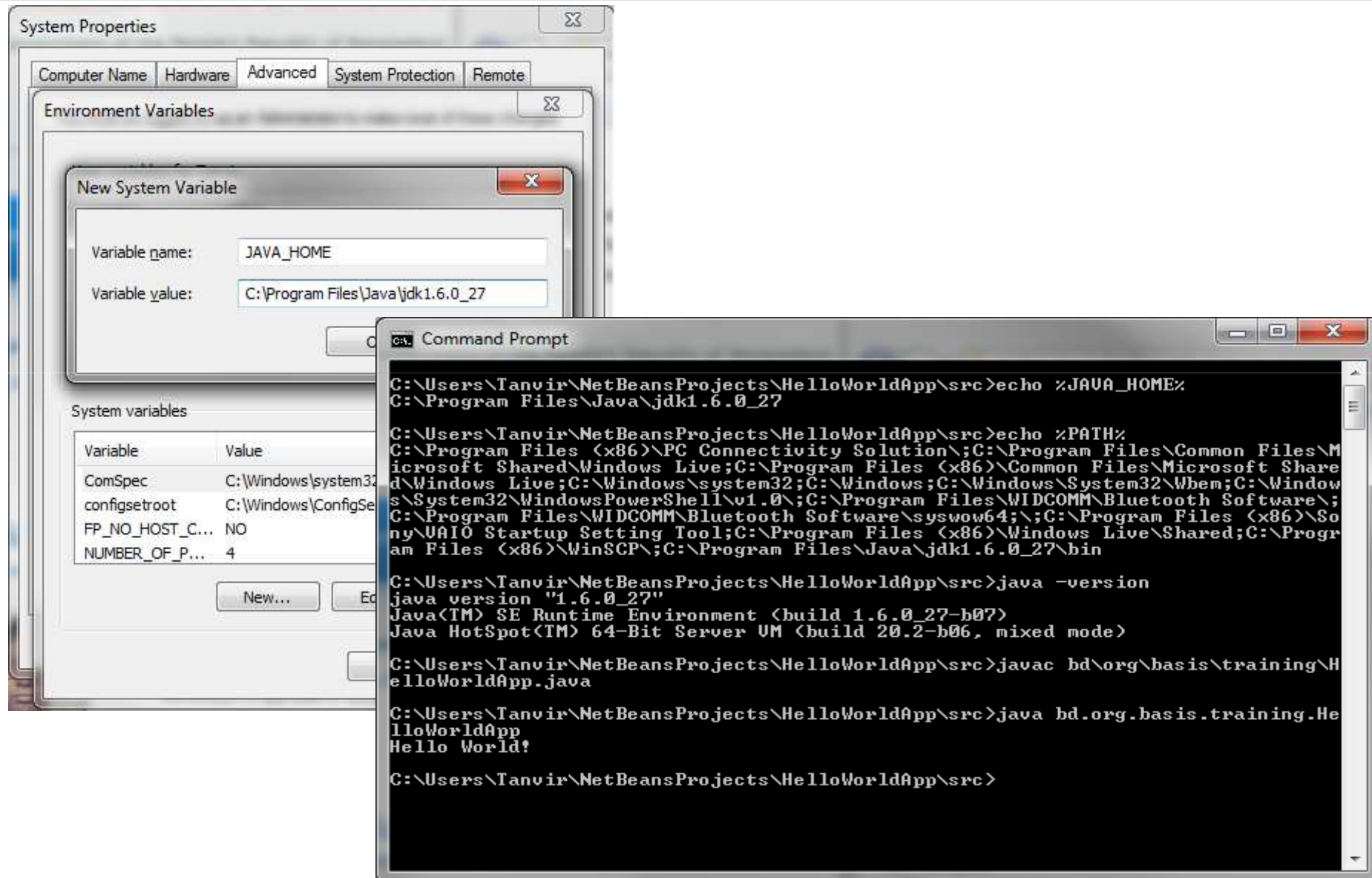
# Say “Hello World!” in Java

## Java Program

```
class HelloWorldApp {  
    public static void main(String[] args) {  
        System.out.println("Hello World!");  
    }  
}
```

HelloWorldApp.java



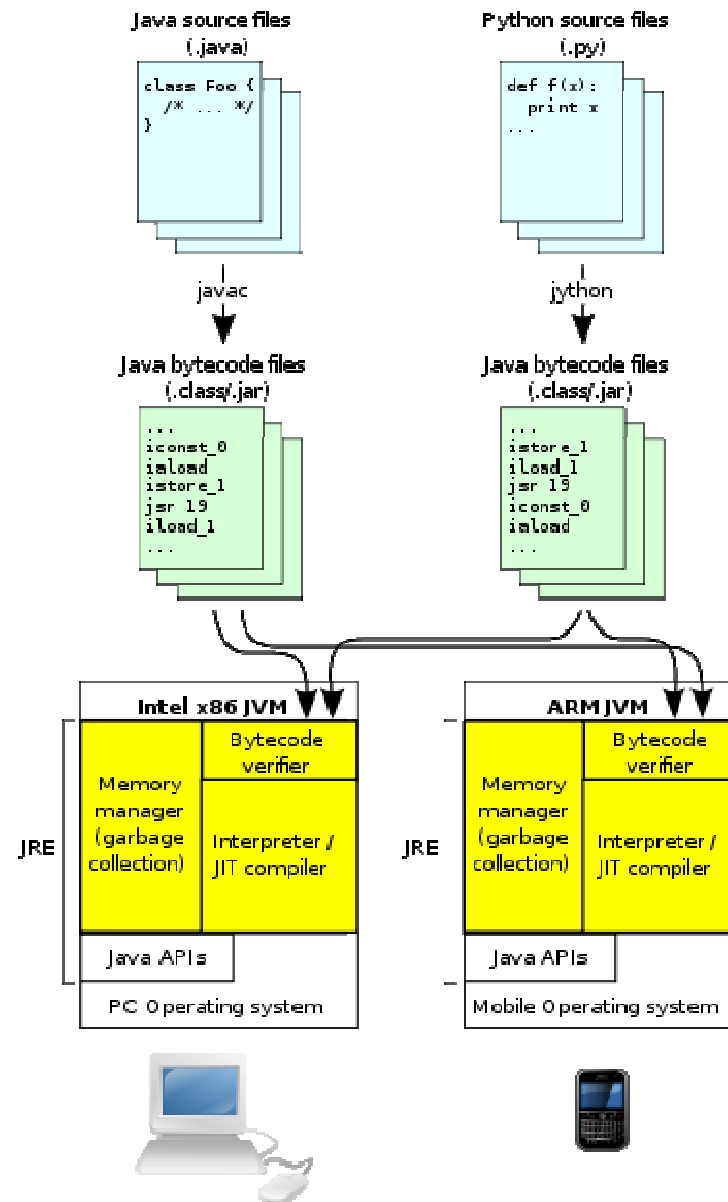




# "Java Virtual Machine" (JVM)

- An abstraction layer on top an operating system platform.
- Cross-platform/platform independence.
- Executes bytecode from .class files
- "write once, run anywhere"





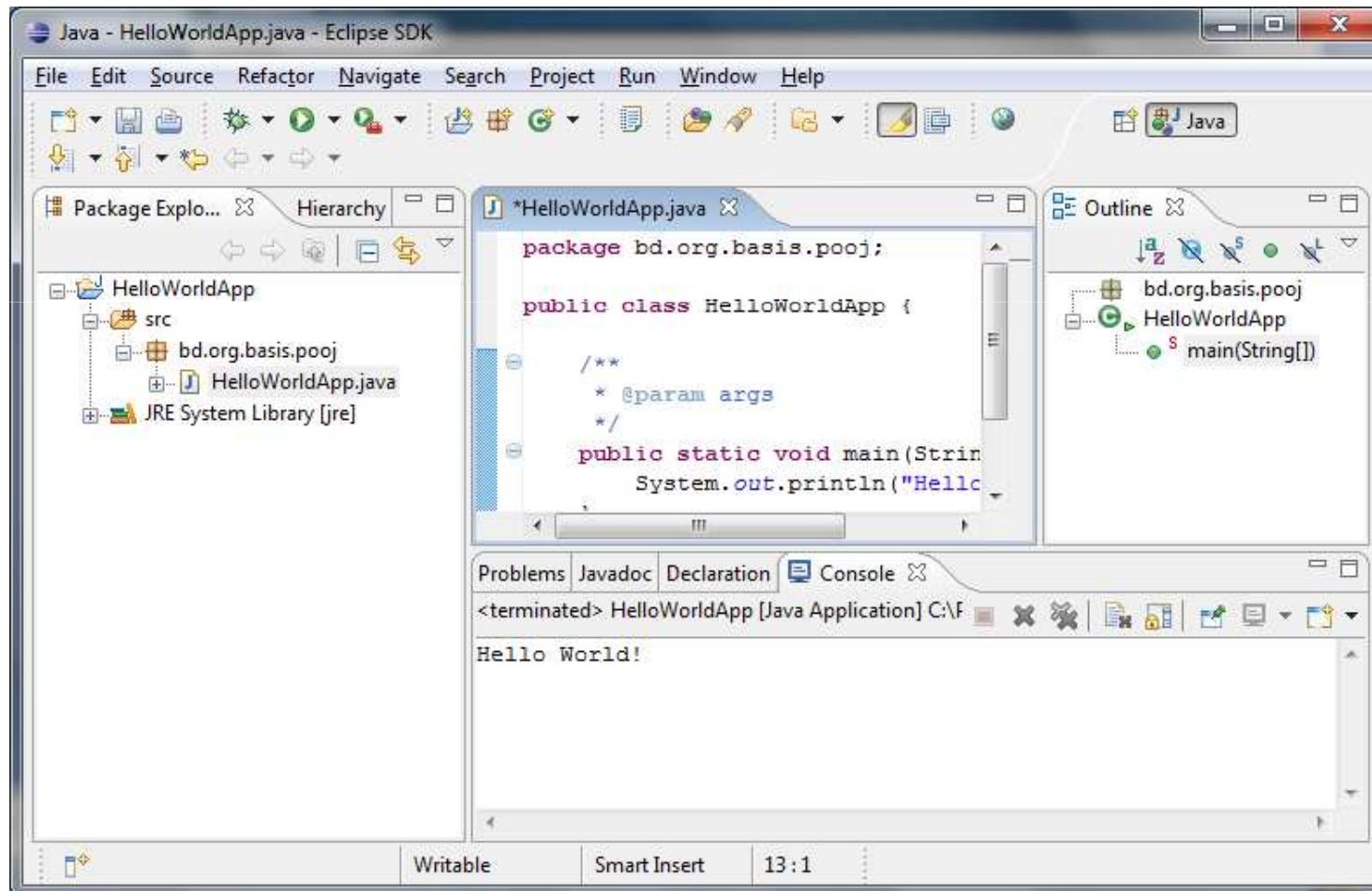


# Integrated Development Environment (IDE)

- All-in-one package to development, test, debug, profile and deploy an application
- Popular IDEs
  - NetBeans <http://netbeans.org/>
  - Eclipse <http://eclipse.org/>
  - IntelliJ IDEA <http://www.jetbrains.com/idea/>

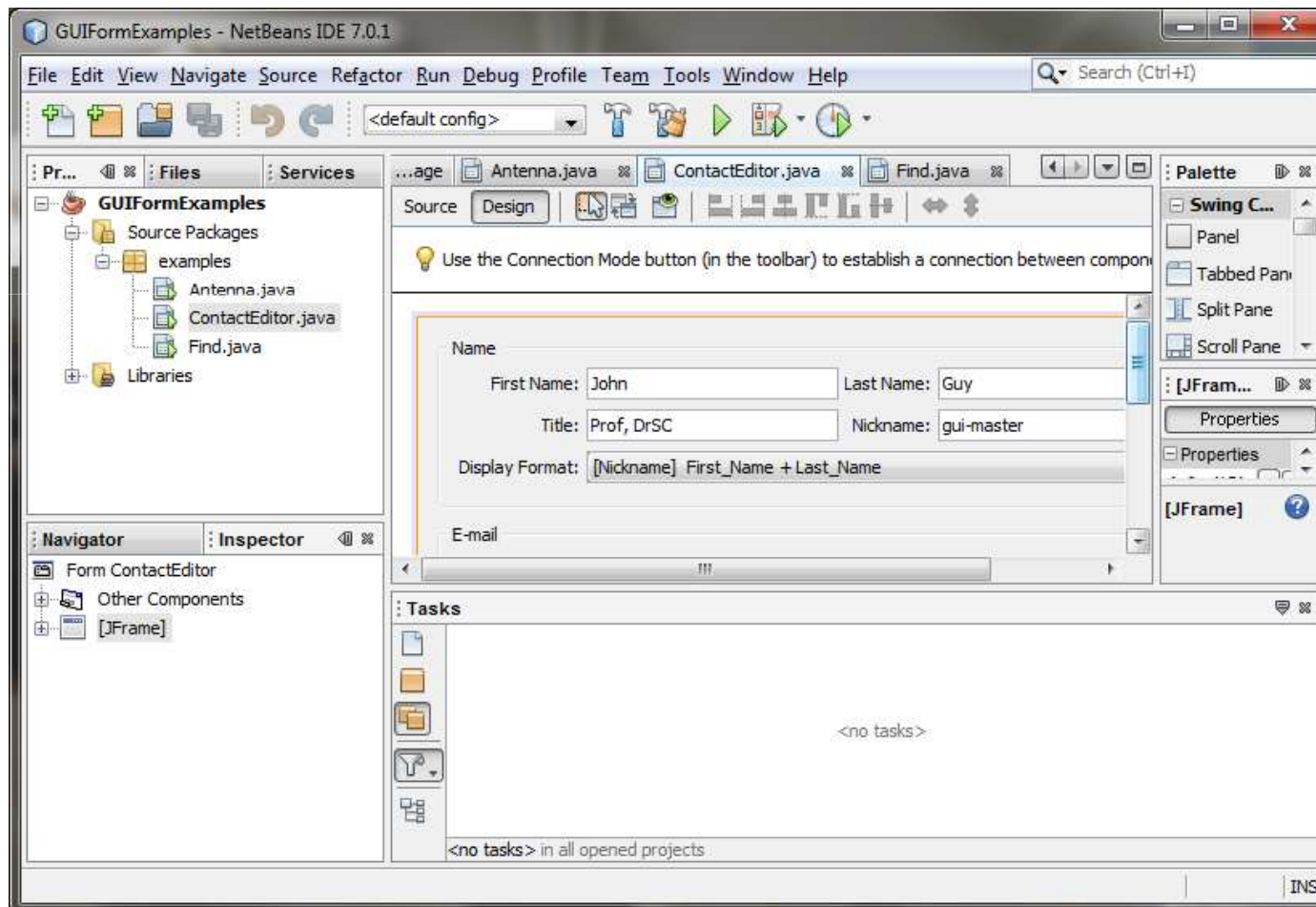


# Eclipse





# NetBeans





# Standards

- Code Conventions for the Java Programming Language
  - <http://www.oracle.com/technetwork/java/codeconv-138413.html>
  - <http://www.oracle.com/technetwork/java/codeconventions-137946.html#182>
- Java Community Process (JCP)
  - <http://jcp.org>



# The Java Language

- Packages
- Classes
- Variables
- Operators
- Methods
- Static
- Final
- Expression
- Statements
- Blocks
- Control statements
- Interfaces
- Exceptions
- Comments



# Data types

- int
- byte
- short
- long
- float
- double
- boolean
- char

Keyword	Description	Size/Format
byte	Byte-length integer	8-bit two's complement
short	Short integer	16-bit two's complement
int	Integer	32-bit two's complement
long	Long integer	64-bit two's complement
float	Single-precision floating point	32-bit IEEE
double	Double-precision floating point	64-bit IEEE
char	A single character	16-bit Unicode character
boolean	A boolean value (true or false)	true or false



# Literals

Type	Sample values
Integer Literals	10, 659L, 0x4a, 057L
Character Literals	'a', '#', '3', '\\', '\\n', 'u0041'
Boolean Literals	true, false
Floating-point literals	4.13179, -0.000001, 7D, 0.01f
String Literals	"How are you?" "" // the empty string "\"" // a string containing "
Null Literals	null





# Operators

Category	Operators
<b>Simple Assignment Operator</b>	=
<b>Arithmetic Operators</b>	+ Additive operator (also used for String concatenation) - Subtraction operator * Multiplication operator / Division operator % Remainder operator
<b>Conditional Operators</b>	&& Conditional-AND    Conditional-OR ?: Ternary (shorthand for if-then-else statement)
<b>Type Comparison Operator</b>	instanceof Compares an object to a specified type



# Operators (cont...)

Category	Operators
<b>Unary Operators</b>	<ul style="list-style-type: none"><li>+ Unary plus; indicates positive value (default)</li><li>- Unary minus; negates an expression</li><li>++ Increment; increments a value by 1</li><li>-- Decrement; decrements a value by 1</li><li>! Logical compliment; inverts the value of a boolean</li></ul>
<b>Equality and Relational Operators</b>	<ul style="list-style-type: none"><li>== Equal to</li><li>!= Not equal to</li><li>&gt; Greater than</li><li>&gt;= Greater than or equal to</li><li>&lt; Less than</li><li>&lt;= Less than or equal to</li></ul>



# Operators (cont...)

Category	Operators
<b>Bitwise and Bit Shift Operators</b>	<ul style="list-style-type: none"><li>~ Unary bitwise complement</li><li>&lt;&lt; Signed left shift</li><li>&gt;&gt; Signed right shift</li><li>&gt;&gt;&gt; Unsigned right shift</li><li>&amp; Bitwise AND</li><li>^ Bitwise exclusive OR</li><li>  Bitwise inclusive OR</li></ul>



# Operators Precedence

Order	Operators	Precedence
1	postfix	expr++, expr--
2	unary	++expr, --expr, +expr, -expr ~ !
3	multiplicative	* / %
4	additive	+ -
5	shift	<< >> >>>
6	relational	< > , <= , >= instanceof
7	equality	== , !=
8	bitwise AND	&

Order	Operators	Precedence
9	bitwise exclusive OR	^
10	bitwise inclusive OR	
11	logical AND	&&
12	logical OR	
13	ternary	? :
14	assignment	= , +=, -= , *=, /=, % =, &=, ^=,  =, <<=, >>=, >>, >=

# Arrays

- Store the values of the same type in contiguous memory allocations.
- Always a fixed length abstracted data structure which can not be altered when required.

## One Dimensional array

Initialization `int a[] = new int [12];`

Value	1	2	3	4	5	6	7	8	9	10	11	12
Index	a[0]	a[1]	a[2]	a[3]	a[4]	a[5]	a[6]	a[7]	a[8]	a[9]	a[10]	a[11]

`System.out.print(a[5]);`

Output: 6



# Using arrays

```
...ava HelloWorldApp.java ArraySum.java PrintMonths.java
package bd.org.basis.training;

/**
 *
 * @author Tanvir
 */
public class ArraySum {

    public static void main(String[] args) {
        int[] x = new int[101];
        for (int i = 0; i < x.length; i++) {
            x[i] = i;
        }
        int sum = 0;
        for (int i = 0; i < x.length; i++) {
            sum += x[i];
        }
        System.out.println(sum);
    }
}
```

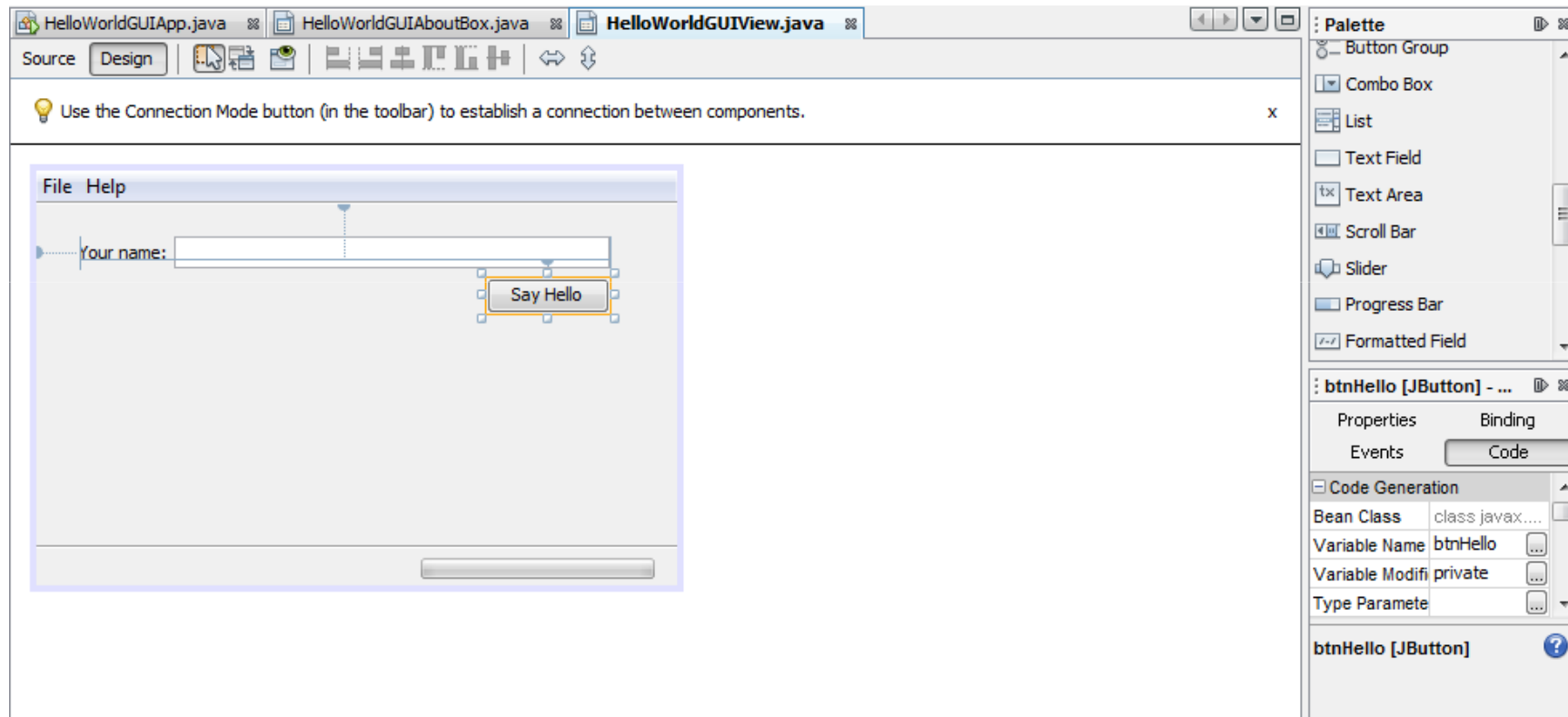
```
...ava HelloWorldApp.java ArraySum.java PrintMonths.java
package bd.org.basis.training;

/**
 *
 * @author Tanvir
 */
public class PrintMonths {

    public static void main(String[] args) {
        String months[] = {"Jan", "Feb", "Mar", "Apr", "May", "Jun",
            "July", "Aug", "Sep", "Oct", "Nov", "Dec"};
        //use the length attribute to get the number
        //of elements in an array
        for (int i = 0; i < months.length; i++) {
            System.out.println("month: " + months[i]);
        }
    }
}
```

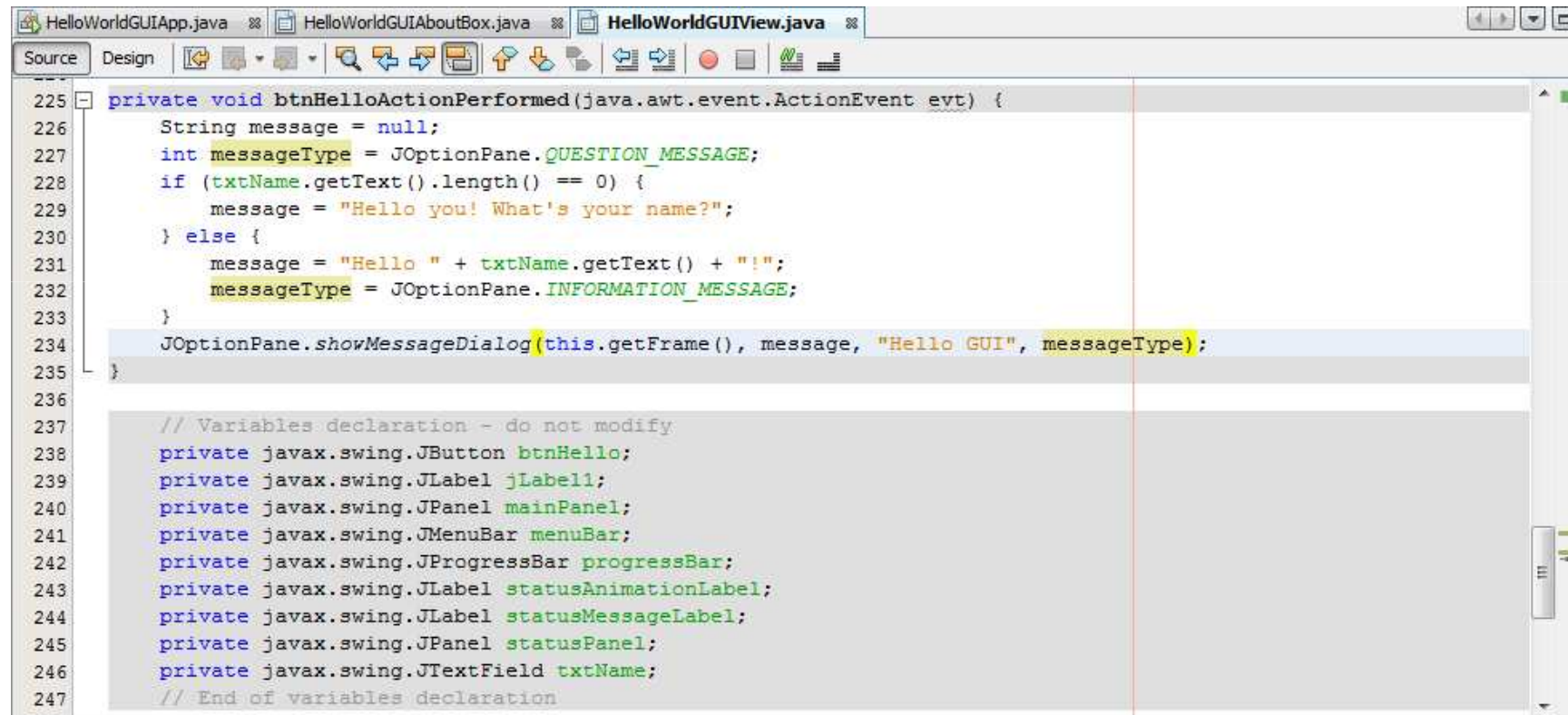


# Hello World in Windows





# Hello World in Windows



```
225 private void btnHelloActionPerformed(java.awt.event.ActionEvent evt) {  
226     String message = null;  
227     int messageType = JOptionPane.QUESTION_MESSAGE;  
228     if (txtName.getText().length() == 0) {  
229         message = "Hello you! What's your name?";  
230     } else {  
231         message = "Hello " + txtName.getText() + "!";  
232         messageType = JOptionPane.INFORMATION_MESSAGE;  
233     }  
234     JOptionPane.showMessageDialog(this.getFrame(), message, "Hello GUI", messageType);  
235 }  
  
236  
237 // Variables declaration - do not modify  
238 private javax.swing.JButton btnHello;  
239 private javax.swing.JLabel jLabel1;  
240 private javax.swing.JPanel mainPanel;  
241 private javax.swing.JMenuBar menuBar;  
242 private javax.swing.JProgressBar progressBar;  
243 private javax.swing.JLabel statusAnimationLabel;  
244 private javax.swing.JLabel statusMessageLabel;  
245 private javax.swing.JPanel statusPanel;  
246 private javax.swing.JTextField txtName;  
247 // End of variables declaration
```



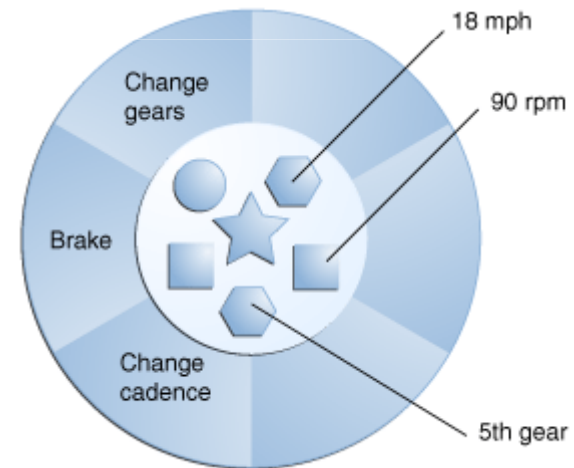


Exercise: Develop a  
standard calculator  
with graphical user  
interface and  
memory functions  
i.e. a Windows  
Calculator clone.



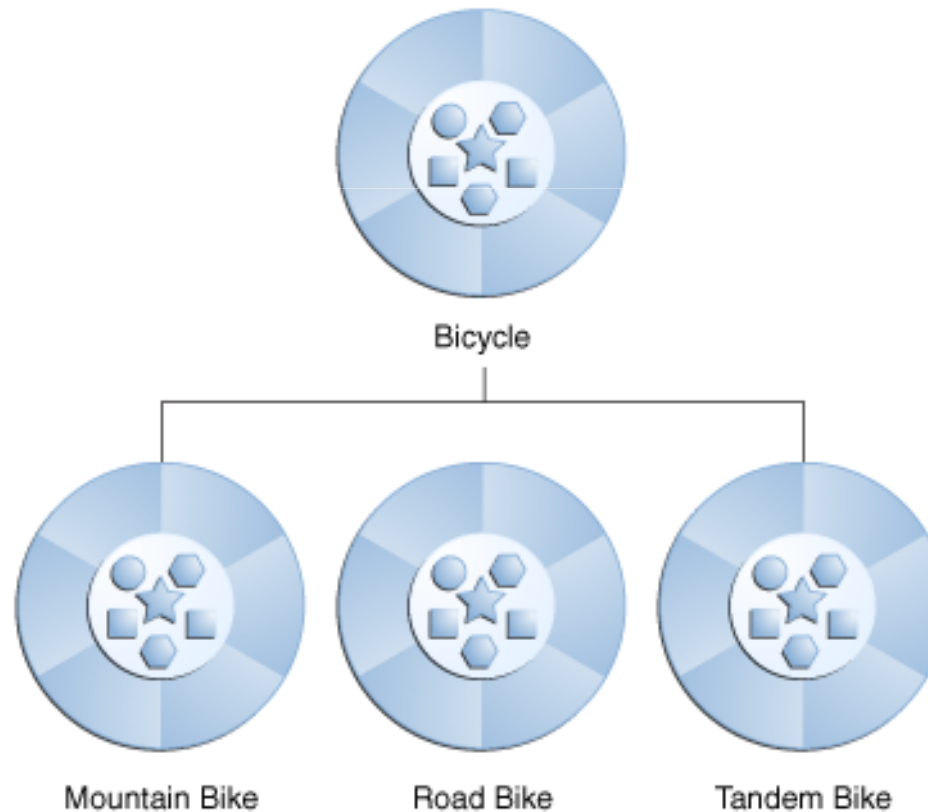
# Object Oriented Programming

- An object is a software bundle of related
  - State
  - Behaviour
- OOP
  - Data encapsulation
  - Inheritance
  - Polymorphism



# Object Oriented Programming ...

- Class
- Inheritance
- Interface
- Package





# Java Classes

- Member variables
- Methods
- Constructors
- Instances
- “this” keyword
- Access control
- Abstract classes

Modifier	Class	Package	Subclass	World
Public	Y	Y	Y	Y
Protected	Y	Y	Y	N
No modifier	Y	Y	N	N
Private	Y	N	N	N



# Exercise: An Employee Database

- Types of employees
  - Permanent -  $\text{Salary} = \text{Basic} + \text{House Rent}$
  - Temporary
    - Casual –  $\text{Salary} = \text{Daily rate} * \text{No. of days worked}$
    - Consultant –  $\text{Salary} = \text{Monthly rate} - 10\% \text{ AIT}$
- Name, Phone, Department



# Java APIs

- Application Programming Interface - A source code based specification intended to be used as an interface by software components to communicate with each other. An API may include specifications for routines, data structures, object classes, and variables.
- <http://java.sun.com/reference/api/>



## Java APIs (cont...)

- A collection of library routines that performs basic programming tasks such as looping, displaying GUI form etc.
- API classes and interfaces are packaged in packages.
- All these classes are written in Java and runs on the JVM.
- Java classes are platform independent.



# Java API Specifications

Standard Edition	Enterprise Edition
Java SE 6 J2SE 1.5.0 J2SE 1.4.2 J2SE 1.3.1	Java EE 5 J2EE 1.4 J2EE 1.3 J2EE 1.2.1
Micro Edition	JavaFX
Java ME	JavaFX 1.0
Micro Edition	JavaFX
Java ME	JavaFX 1.0
Javacard	Java Web Services
Javacard	Java Web Services





# Java API Specifications (cont...)

## XML

XML

## Other Technologies

Java 3D

Java Advanced Imaging (JAI)

JavaBeans Activation Framework

Java Communications

JavaMail

Java Media Framework (JMF)

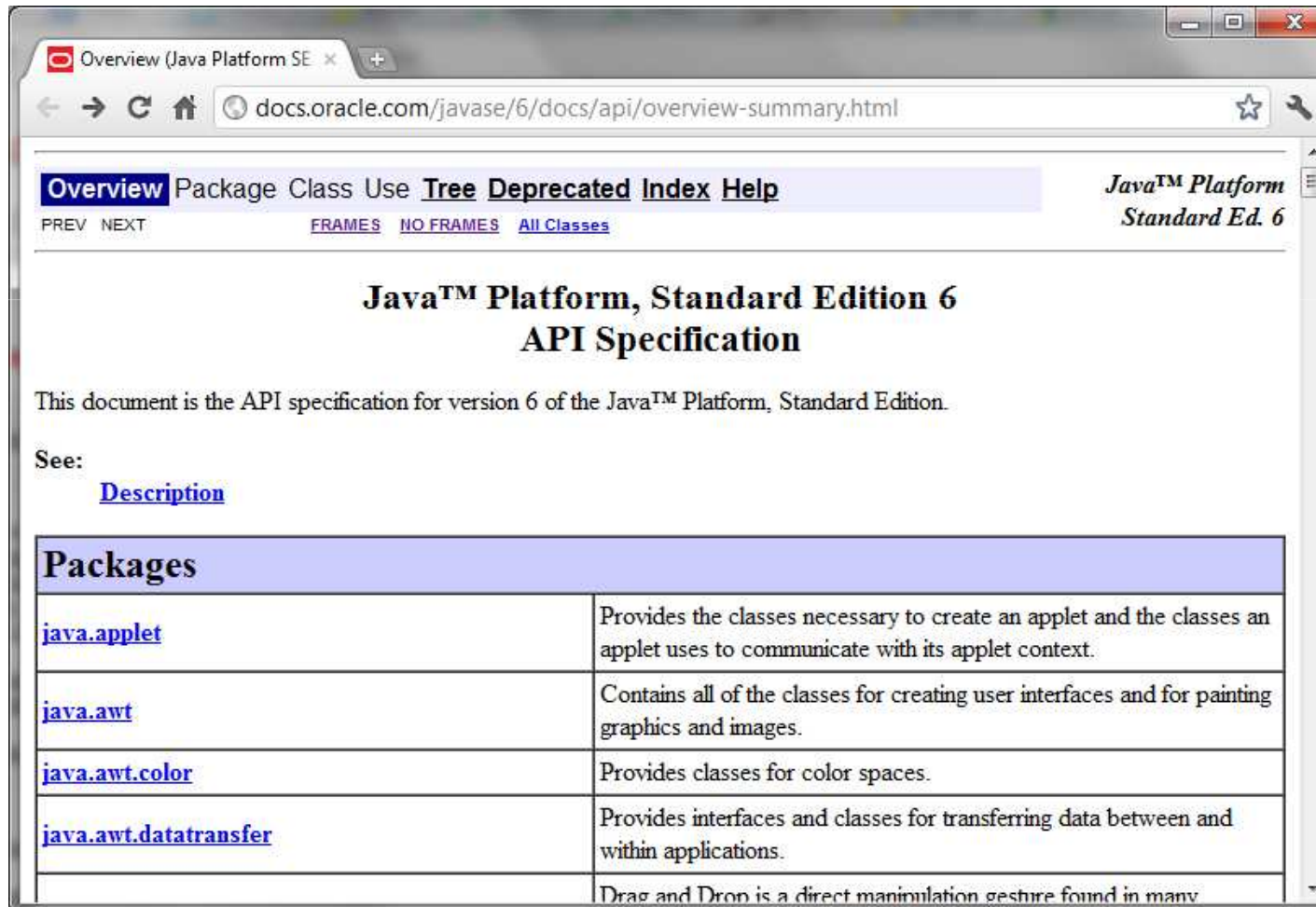
Java Speech

Real-Time Specification for Java (RTSJ)

Other Technologies



# Java API Documentation



The screenshot shows a web browser window displaying the Java API Documentation for the Java Platform SE 6. The browser's address bar shows the URL `docs.oracle.com/javase/6/docs/api/overview-summary.html`. The page has a navigation bar with links: **Overview**, [Package](#), [Class](#), [Use](#), [Tree](#), [Deprecated](#), [Index](#), and [Help](#). Below the navigation bar, there are links for [PREV](#), [NEXT](#), [FRAMES](#), [NO FRAMES](#), and [All Classes](#). The main heading is **Java™ Platform, Standard Edition 6 API Specification**. Below the heading, a paragraph states: "This document is the API specification for version 6 of the Java™ Platform, Standard Edition." followed by "See: [Description](#)". A table titled **Packages** lists several packages and their descriptions.

Packages	
<a href="#">java.applet</a>	Provides the classes necessary to create an applet and the classes an applet uses to communicate with its applet context.
<a href="#">java.awt</a>	Contains all of the classes for creating user interfaces and for painting graphics and images.
<a href="#">java.awt.color</a>	Provides classes for color spaces.
<a href="#">java.awt.datatransfer</a>	Provides interfaces and classes for transferring data between and within applications.
	Drag and Drop is a direct manipulation gesture found in many



# Java SE 6 APIs

- <http://docs.oracle.com/javase/6/docs/api/overview-summary.html>

Packages	Packages
java.lang	java.io
java.math	java.util
java.net	java.sql, javax.sql
java.text	java.awt, javax.swing
javax.xml, org.w3c.dom	javax.crypto
javax.naming	javax.security



# Strings

- Class `java.lang.String`
- Construction
  - `char ca[] = {'A', 'E', 'I', 'O', 'U'};`  
`String str = new String(ca);`
  - `String str = new String("AEIOU");`
  - `String str = "AEIOU";`
  - `String str = new String("AEI" + "OU");`
  - `String str = "AEI" + "OU";`

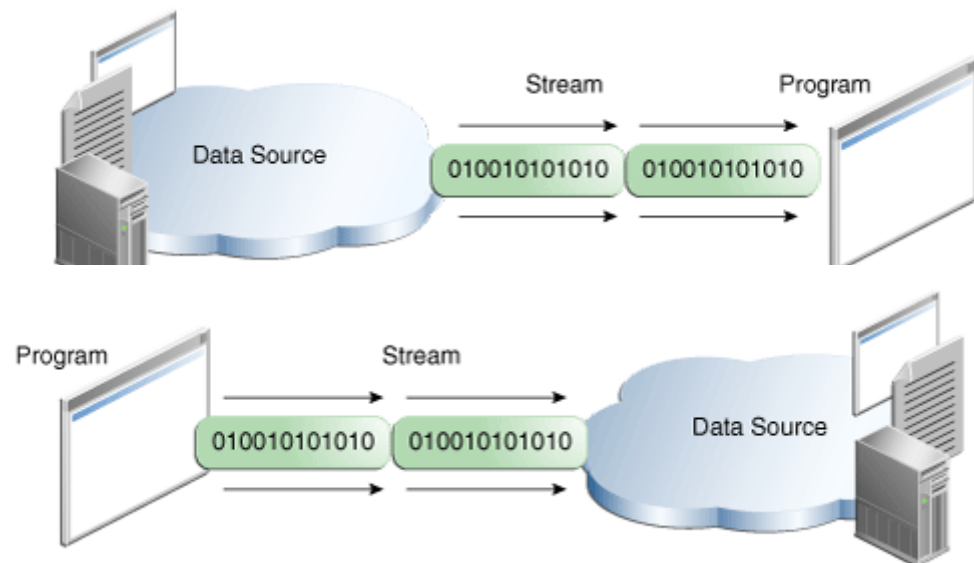


# Strings ...

- String operations
  - Concatenate, Examine, Compare, Search, Replace, Extract, Convert.
- Two facts:
  - The compiler does not create a duplicate string literal.
  - The modifying methods return a new string.

# Using Java I/O API

- Packages – java.io, java.nio
- InputStream, FileInputStream
- OutputStream, FileOutputStream
- Reader, FileReader
- Writer, FileWriter





# Using Java I/O API (cont...)

- I/O applications
  - Use I/O Streams (CopyBytes)
  - Use Character Streams (CopyCharacters)
  - Use Buffered Streams (CopyCharactersBuffered)
  - Console I/O (PasswordChange)

# Using Java I/O API (cont...)

- Scanning and Formatting
  - The Scanner class (ScanSum)
  - The print(), println() and format() methods (SquareRootPi)

%	1\$	+0	20	.10	f
Begin Format Specifier	Argument Index	Flags	Width	Precision	Conversion



# Exceptions

- An exception is an event that occurs during the execution of a program that disrupts the normal flow of instructions.





# Exceptions (cont...)

```
errorCodeType readFile {
    initialize errorCode = 0;

    open the file;
    if (theFileIsOpen) {
        determine the length of the file;
        if (gotTheFileLength) {
            allocate that much memory;
            if (gotEnoughMemory) {
                read the file into memory;
                if (readFailed) {
                    errorCode = -1;
                }
            } else {
                errorCode = -2;
            }
        } else {
            errorCode = -3;
        }
        close the file;
        if (theFileDintClose && errorCode == 0) {
            errorCode = -4;
        } else {
            errorCode = errorCode and -4;
        }
    } else {
        errorCode = -5;
    }
    return errorCode;
}
```

```
readFile {
    try {
        open the file;
        determine its size;
        allocate that much memory;
        read the file into memory;
        close the file;
    } catch (fileOpenFailed) {
        doSomething;
    } catch (sizeDeterminationFailed) {
        doSomething;
    } catch (memoryAllocationFailed) {
        doSomething;
    } catch (readFailed) {
        doSomething;
    } catch (fileCloseFailed) {
        doSomething;
    }
}
```



# Exceptions (cont...)

- Three kinds of Exceptions
  - Checked Exceptions (**java.lang.Exception**)
  - Error (**java.lang.Error**)
  - Runtime exceptions (**java.lang.RuntimeException**)
- Catching and Handling Exceptions
  - The **try**, **catch**, and **finally** blocks
- Specifying the Exceptions Thrown by a Method



# Properties & the Environment

- Properties
  - `System.getProperties()`
    - Load, Save, Change
  - Exercise – Print and change system properties.
- Environment
  - `Map<String, String> env = System.getenv()`
  - To maximize portability, prefer system property over environment variable, e.g. `user.name`.
  - Exercise – Print system environment.



# JAR files

Operation	Command
To create a JAR file	<code>jar cf <i>jar-file</i> <i>input-file(s)</i></code>
To create a JAR file with a Manifest	<code>jar cmf <i>manifest-file</i> <i>jar-file</i> <i>input-file(s)</i></code>
To view the contents of a JAR file	<code>jar tf <i>jar-file</i></code>
To extract the contents of a JAR file	<code>jar xf <i>jar-file</i></code>
To extract specific files from a JAR file	<code>jar xf <i>jar-file</i> <i>archived-file(s)</i></code>
To run an application packaged as a JAR file (requires the <a href="#">Main-class</a> manifest header)	<code>java -jar <i>app.jar</i></code>



# Relational databases (RDBMS)

- Store, maintain and retrieve data
- Data is presented in tables with rows and columns
- Ensure data integrity
  - Uniqueness
  - Primary key
  - Special 'null' value – 0, blank and null are distinct.  
'null' represents absence of data



# RDBMS ...

- Ensure data integrity ...
  - Constraints
  - Foreign keys
- SQL – A language designed to be used with relational databases
  - SELECT
  - INSERT
  - UPDATE
  - DELETE



# RDBMS – SQL (DML)

- SELECT *column,...* FROM *table* WHERE *condition*
- INSERT INTO *table* (*column,...*) VALUES (*value,...*)
- UPDATE *table* SET *column=value,...* WHERE *condition*
- DELETE *table* WHERE *condition*



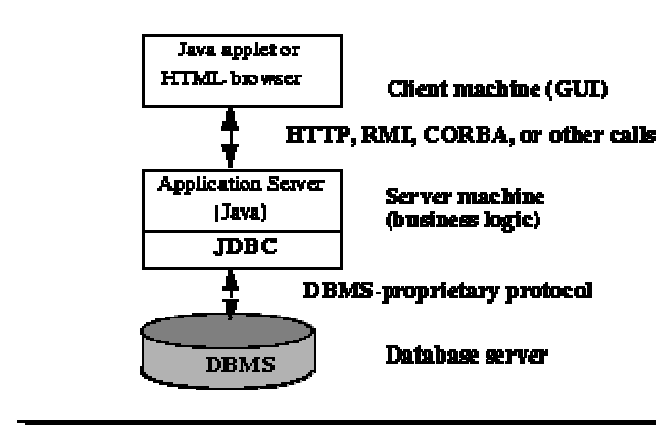
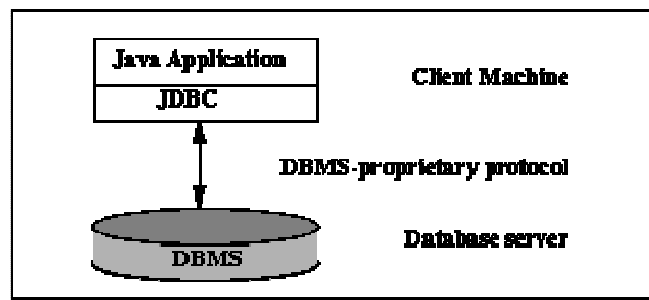


# RDBMS – SQL (DDL)

- CREATE TABLE *table* (*create\_definition*,...) [*table\_options*]
- ALTER TABLE *table* (*alter\_specification*,...)
- DROP TABLE *table*
- CREATE INDEX *index* [*index\_type*] ON *table* (*index\_columns*,...) [*index\_options*]
- CREATE VIEW *view* [(*column\_list*)] AS *select\_statement*

# Database and Java

- JDBC API – Uniform access to RDMBS from Java applications.
  - Multi-tiered architecture
    - Two tier
    - Three tier



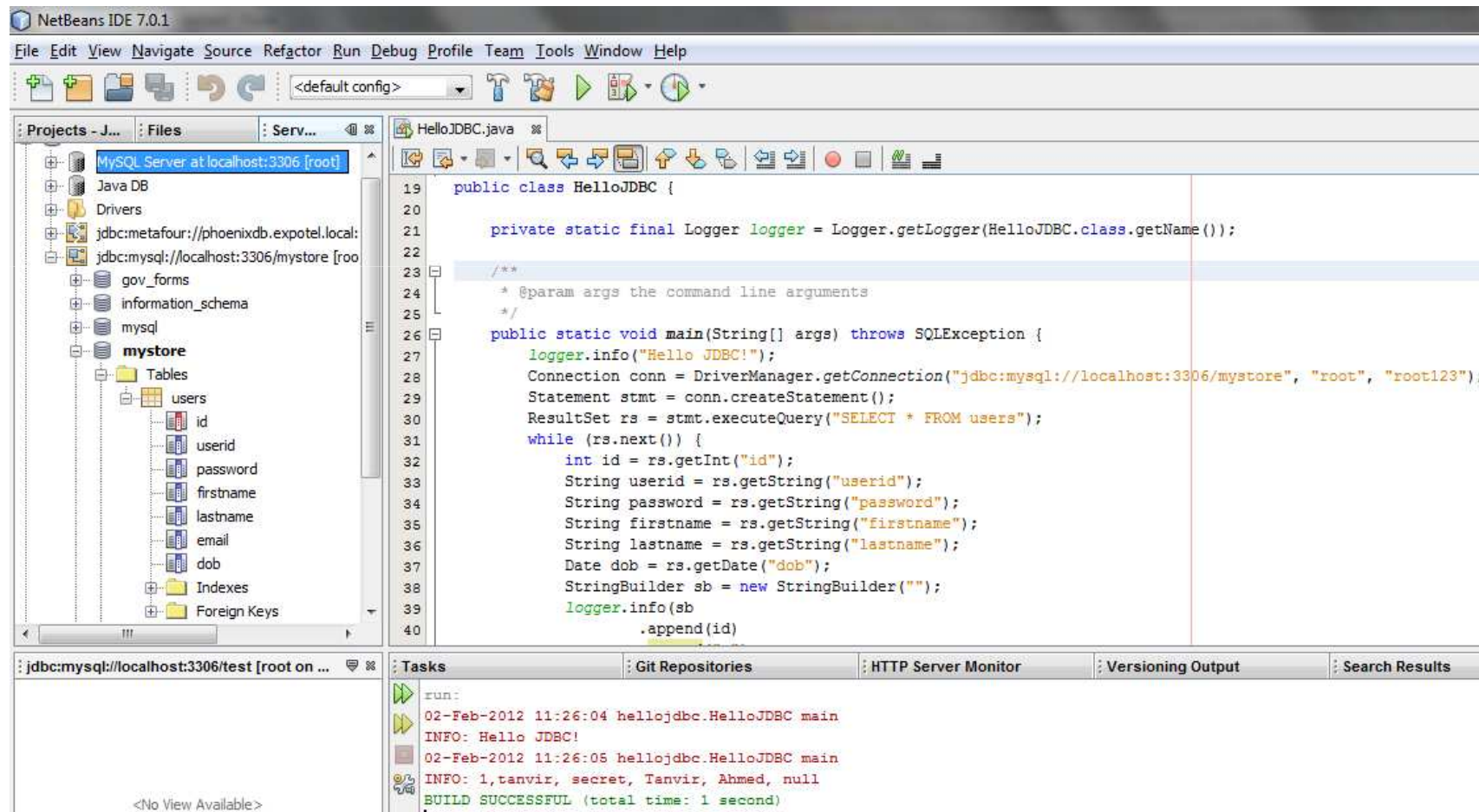


# JDBC Components

- The JDBC API
  - Connect to a data source
  - Send queries and update statements to the database
  - Retrieve and process the results received from the database in answer to your query
- JDBC Driver Manager
  - DriverManager
  - DataSource



# Exercise - HelloJDBC



The screenshot displays the NetBeans IDE 7.0.1 interface. On the left, the 'Projects' pane shows a 'MySQL Server at localhost:3306 [root]' connection with a 'mystore' database containing a 'users' table. The 'HelloJDBC.java' file is open in the editor, showing the following code:

```
19 public class HelloJDBC {
20
21     private static final Logger logger = Logger.getLogger(HelloJDBC.class.getName());
22
23     /**
24      * @param args the command line arguments
25      */
26     public static void main(String[] args) throws SQLException {
27         logger.info("Hello JDBC!");
28         Connection conn = DriverManager.getConnection("jdbc:mysql://localhost:3306/mystore", "root", "root123");
29         Statement stmt = conn.createStatement();
30         ResultSet rs = stmt.executeQuery("SELECT * FROM users");
31         while (rs.next()) {
32             int id = rs.getInt("id");
33             String userid = rs.getString("userid");
34             String password = rs.getString("password");
35             String firstname = rs.getString("firstname");
36             String lastname = rs.getString("lastname");
37             Date dob = rs.getDate("dob");
38             StringBuilder sb = new StringBuilder("");
39             logger.info(sb
40                 .append(id)
```

The 'Tasks' pane at the bottom shows the execution output:

```
run:
02-Feb-2012 11:26:04 hellojdbc.HelloJDBC main
INFO: Hello JDBC!
02-Feb-2012 11:26:05 hellojdbc.HelloJDBC main
INFO: 1,tanvir, secret, Tanvir, Ahmed, null
BUILD SUCCESSFUL (total time: 1 second)
```



# Internationalization (i18n)

- ResourceBundle bundle =  
ResourceBundle.getBundle("training.messages");

```
public static void main(String[] args) {  
    ResourceBundle bundle = ResourceBundle.getBundle("training.messages");  
    // if specified in the command line load the Locale specific bundle  
    if (args.length > 0) {  
        bundle = ResourceBundle.getBundle("training.messages", new Locale(args[0]));  
    }  
    String country_prop = "user.country";  
    String language_prop = "user.language";  
    Properties props = System.getProperties();  
    System.out.println(country_prop + ": " + props.getProperty(country_prop));  
    System.out.println(language_prop + ": " + props.getProperty(language_prop));  
  
    System.out.println("Note: You may specify the default language of JVM at startup using  
    System.out.println(bundle.getString("welcome"));  
}  
  
user.country: GB  
user.language: bn  
Note: You may specify the default language of JVM at startup using system property e.g. -Duser.language=bn  
Kemon Aachen?  
BUILD SUCCESSFUL (total time: 0 seconds)
```



## l18n ...

- Use fmt taglib in JSTL
- `<fmt:setLocale value="" scope="" />`
- `<fmt:setBundle basename="" scope="" var="" />`
- `<fmt:message bundle="" key="" />`



# Introduction to web applications

- A Java Web application
  - HelloWeb JSP
  - HelloWeb Servlet
- Exercise – Create a Servlet that prints initialisation parameters, form data and HTTP headers.
- Exercise – Create a web form that accepts a name and date of birth of a person and prints the name and age.