1.Git

2. Core Java ->

2.1 -> Conditional Statements i.e if else if else

Current Bill Generation

10 units -> 10 per unit = 10\*10 =100

15 units -> 15 per unit

20 units -> 20 per unit

Above -> 30 per unit

3. Looping Statements

For loop -> for( int i=1;i<=5;i++ ) {

// statements

for(int j=1;j<=5;j++) {

}

}

For Each => we can discuss later.

While Loop =>

While(condition) {

}

Do while loop:

Do {

}while(condition);

4.Arrays.

Int I = 250;

Int []a = {1,2,3,4,5}; a.length = 5;

Int []a = new int[5];

a[0] = 1;

a[1] = 2;

a[2] = 3;

a[3] = 4;

a[4] = 5;

Arrays tasks:

int arr[] = {1,5,3,2,4};

asc = [1,2,3,4,5];

des = [5,4,3,2,1];

String arr[] = {“Naresh”, “Triveni”,”Veera”, “Sai”};

asc = [“Naresh”, “Sai”, “Triveni”, “Veera”];

desc = [“Veera”, “Triveni”,”Sai”,”Naresh”];

5. Packages

6. Object

If we want to create the memory and save some values we can create object.

7.Methods

Syntax For Method

accessModifier returnType methodName(Parameters) {}

Create Arithmetic class and create methods with return types.

OOPS Concepts:

1.Class

2.Object

3.Inheritence

4.Polymorphism

5.Encapsulation

6.Abstraction

1.Class

Class is Template or Bluprint Or UserDefined datatype => class Human {

String name;

String color;

String gender;

float height;

int weight;

}

2.Object

Object is a instance of class

It is physically exist.

Human h = new Human();

h.name = “naresh”;

h.color = “white”;

h.gender = “m”;

h,height = 5.8;

h.weight = 70;

3.Inheritence

Class Arithmetic {

Addition();

Substraction();

Multiplication();

Division();

}

Class Arithmetic2 extends Arithmetic {

Reminder();

}

Access Modifiers:

1.public: It is acceptable from one package to another package.it contains global access.public we can use at class level, method level and variable level.

2.private: private modifier we can access within the class only. private only methods and variables.

3.protected: protected modifier we can access within the same package and sub class. protected we can use at method level and variable level.

4.default: default modifier within the same package only. default we can use at class level, method level and variable level.

Encapsulation

Encapsulation is nothing but a properties and behaviours we can take as single unit or we can combine both.

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Abstraction:

Abstraction is nothing hiding internal implementation.

Abstraction we can achieve by 2 ways.

1. Interfaces -> 100%
2. Abstract classes -> 0 – 100%