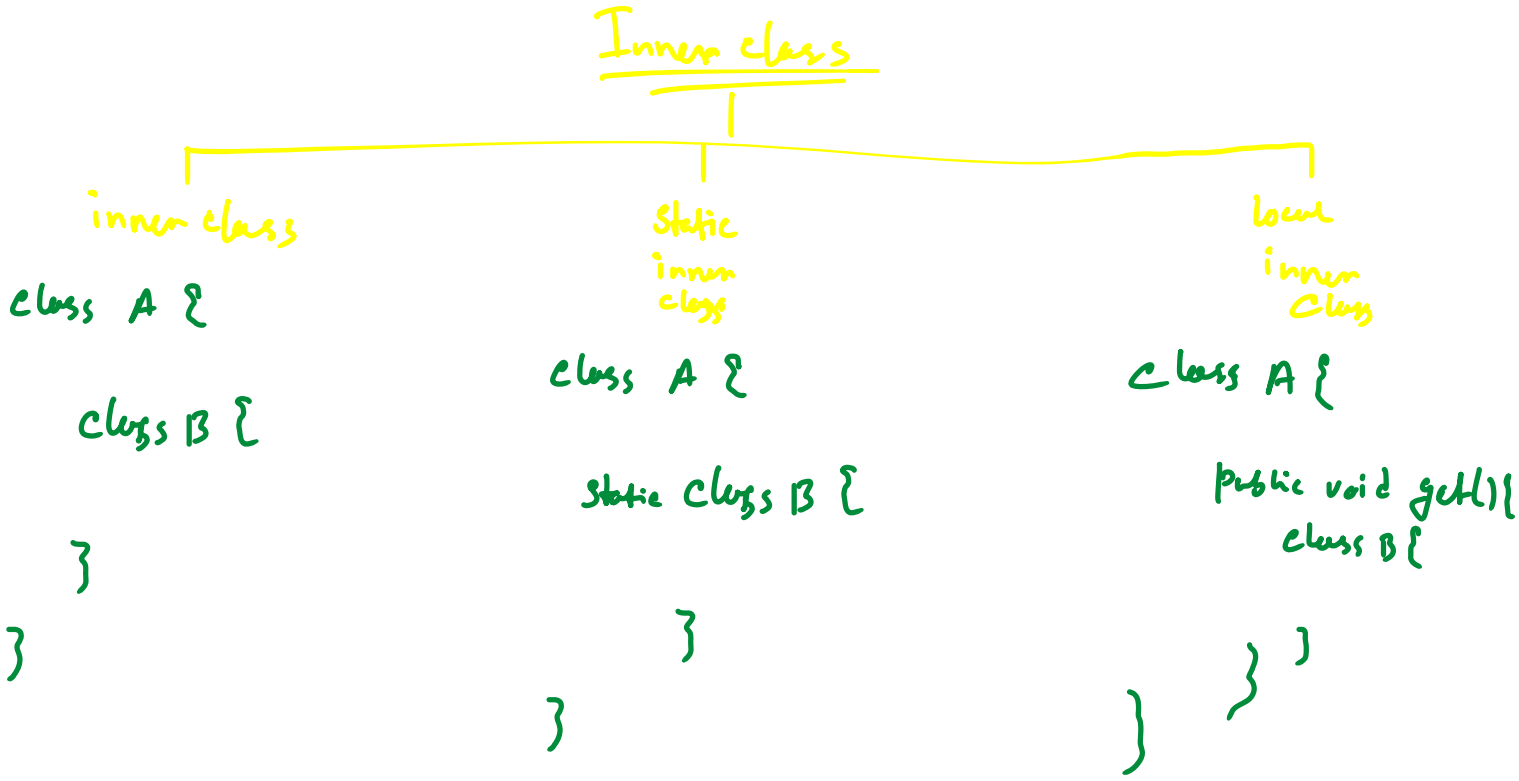
30-08-2024

30 August 2024 05:58




```
public class InnerClassExample {

   public static void main(String[] args) {

      A obj = new A();
      A.B obj2 = obj.new B();
      obj2.value = 10;

      X.Y newObj = new X.Y();

      newObj.value = 10;

      M.doSomething();


   }

}

class A {

   class B {
      int value;
   }

}

class X {
   static class Y {
      int value;
   }
}

class M {

   public static void doSomething() {
      class N {
         int value;
      }
```

```
        N n = new N();
        n.value = 1;

        System.out.println(n.value);
    }

}
```


```
        List<Integer> list = new ArrayList<>();

        list.add(1);
        list.add(2);
        list.add(3);
        list.add(4);
        list.add(5);
        list.add(6);
        list.add(7);
//      for(int i=0; i<list.size(); i++){
//          list.set(i, list.get(i)+2);
//      }

        System.out.println(list);
        // increment by 2
        list = list
              .stream()
              .map(type -> type + 2)
              .toList();

        System.out.println(list);

        System.out.println("-----------------");

        // Even Numbers
        list = list.stream()
              .filter(type -> type % 2 == 0)
              .toList();

        System.out.println(list);
```

Topics Covered

1. Basic Topic ⟶ operators, datatype, Loop, Switch, if/else, etc.

1. Basic Topic ⟶ operation, datatype, Loop, Switch, if/else, etc.

2. Stream API

3. Inner class

4. Collection

5. OOPS

6. Thread.

7. Generics

8. Exception / Handling

9. recursion

10. Final keyword

11. Method reffrence

12. Array

13. LinkedList