

## Eclipse

=====

- Eclipse is a Java IDE
- IDE stands for Integrated Development Environment
- It is Open Source
- It provides many tools for developers

## Shortcut Keys

=====

To generate the main method => main + (ctrl + space) + enter  
To generate comments => Select the para + (Ctrl + /)  
Ctrl + Space => Code suggestion  
Ctrl + Shift + F => Code Formatting  
Ctrl + Shift + T => Find a class  
Alt + Shift + R => Refactor (Rename at all places)  
See the location of project: Right Click on Project name -> Show In -> System Explorer

## Create project in Eclipse

=====

### Eclipse IDE configurations

-----

1. Window -> Perspective -> Open Perspective -> Java
2. Tabs we need -> Project Explorer, Console, Problems Window -> Show View -> Other -> [Select Tabs]
3. Increase the font-size -> Window -> Preferences -> General -> Appearances -> Colors & Fonts

## Project Hierarchy

-----

On the top, we have -> Project (P01CoreJavaPractice)  
Inside Project, we have -> Packages (ex01.basics)  
Inside package, we have -> Source code (Ex01FirstJavaProgram.java)

## First Project

-----

- Creating our 1st project: File -> New -> Java Project
- Project Name: P01CoreJavaPractice
- It should be in UpperCamelCase

## First Package

-----

- Right click on src -> New -> Package
- The package name should be in small caps
- Packages are nothing but folder structure
- ex01.basics will create a folder "ex01" and inside it folder named "basics"

## First Class

-----

- Right click on package ex01.basics -> New -> class
- The class name should be in upper camel case (Ex01FirstJavaProgram)

- All the code will be inside this class apart from package, import & comments

Note: See the location of project: Right Click on Project name -> Show In -> System Explorer

Be thoughtful about:

1. Indentation
2. Eclipse Shortcut Keys
3. Saving the file after changes are made
4. Watch out for Warnings
5. Watch out for Errors
6. Reading Console

-----X-----X-----X-----

Operators

=====

6 + 7

Operand: The values on which operation is done is an operand. Here 6 and 7 are operands

Operator: The operation on operands is done by operator. Here + is the operator

Types of Operators

-----

Based on the number of operands, there are 3 types of operators:

1. Unary Operators
2. Binary Operators
3. Ternary Operator

Unary Operators

=====

There are 5 unary operators:

1. ++ (Increment operator)
2. -- (Decrement operator)
3. + (single additive operator)
4. - (single subtractive operator)
5. ! (not operator)

```
int i = 10;  
++i; // pre-increment operator  
i++; // post-increment operator  
S.o.p(i);
```

```
int i = 10;  
--i; // pre-decrement operator  
i--; // post-decrement operator  
S.o.p(i);
```

pre-increment operator (increment first, then assign)  
post-increment operator (assign first, then increment)

```
int i = 10;  
int j = i--;
```

```
S.o.p(i);  
S.o.p(j);
```

Binary Operators  
=====

There are 4 types of Binary Operators

1. Arithmetic Operators
2. Relational Operators
3. Logical Operators
4. Assignment Operator

1. Arithmetic Operators: +, -, \*, /, %

They work on numbers and return a number

2. Relational Operators: <, >, <=, >=, ==, !=

They work on numbers and return a boolean (true/false)

3. Logical Operators : &, |, !

They work on boolean and return a boolean

```
boolean pass = true;  
boolean fail = !pass;
```

& - AND Operator => Both conditions must be true

-----

True & True => True

True & False => False

False & True => False

False & False => False

| - OR Operator => Either conditions must be true

-----

True | True => True

True | False => True

False | True => True

False | False => False

Short circuit logical operators : && and ||

A && B

-----

If A is false, B will not be evaluated

If A is true, B will be evaluated

&& -> It will not evaluate the  
expression on RHS if LHS is

false and the final answer will be false

A || B

----

If A is true, B will not be evaluated

If A is false, B will be evaluated

|| -> It will not evaluate the expression on RHS if LHS is true and the final answer will be true

Assignment Operator

=====

Simple Assignment Operator

-----

SAO assigns the value of an expression on RHS into variable on LHS

```
int total = n1 + n2;
```

```
n1 + n2 = total; Wrong
```

Compound Assignment Operator

-----

```
x = x op y;
```

```
x op= y
```

```
int num = num op 10;
```

```
num op= 10;
```

Ex:

```
int num = 20;
```

```
num = num + 10;
```

```
num += 10;
```

1. x = x + 10 => x += 10 => Compound Addition Operator

2. x = x - 10 => x -= 10 => Compound Subt. Operator

3. x = x \* 10 => x \*= 10 => Compound Mult. Operator

4. x = x / 10 => x /= 10 => Compound Quotient Operator

5. x = x % 10 => x %= 10 => Compound Modulus Operator

Ex:

```
salary = salary + bonus;
```

```
salary += bonus;
```

```
balance = balance - withdrawalAmount
```

```
balance -= withdrawalAmount
```

```
balance = balance + depositAmount
```

```
balance += depositAmount
```

Ternary Operator (?:)

```
=====
```

```
operand1 ? operand2 : operand3
```

```
Condition ? Expression 1 : Expression 2
```

Ternary operator is a short form of single if-else statement

```
int age = 19;
```

```
int eligibility = 0;
```

```
if(age >= 18) {
```

```
    eligibility = 1;
```

```
} else {
```

```
    eligibility = 0;
```

```
}
```

```
age = 20;
```

```
eligibility = age >= 18 ? 1 : 0;
```

```
-----X-----X-----X-----X-----X-----
```

