

Primitives

1. Integers
 - a. byte --> 1 byte (or 8 bits)
 - b. short --> 2 bytes (16 bits)
 - c. int --> 4 bytes (32 bits)
 - d. long --> 8 bytes (64 bits)
2. Real numbers
 - a. float --> 4 bytes (32 bits)
 - b. double --> 8 bytes (64 bits)
3. Characters
 - a. char --> 2 bytes (16 bits, allow unicode)
4. Logical
 - a. boolean --> 1 bit (true / false)

*no sizeof operator to actually check the size of a variable
 ** no unsigned datatypes

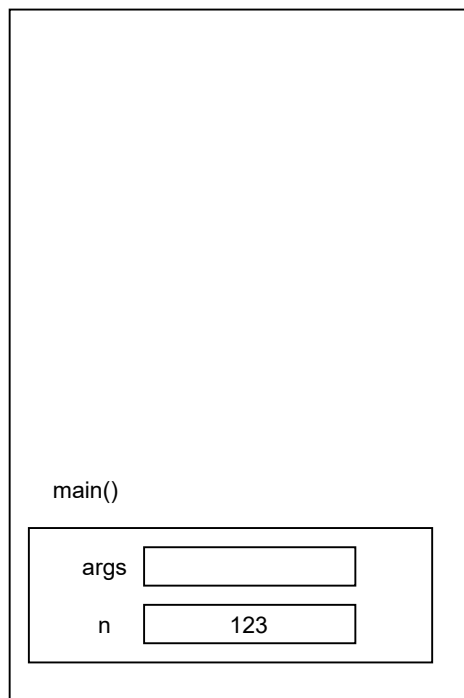
References

Variables of :

1. class
2. interface
3. enum
4. annotation
5. array

* if the variable is not a primitive, then it is a reference

** size occupied by a reference itself is 4 bytes in 32 bit system and 8 bytes in a 64 bit system



Wrapper classes:

Part of java.lang package

byte --> java.lang.Byte

short --> Short

int --> Integer

long --> Long

float --> Float

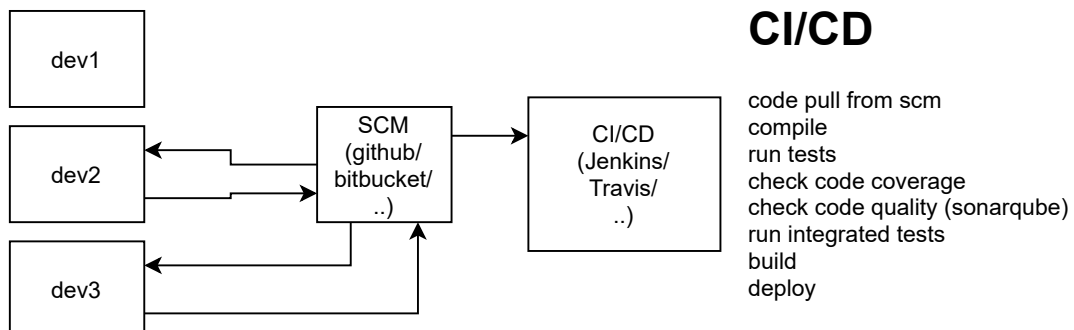
double --> Double

char --> Character

boolean --> Boolean

Programming constructs

1. Sequence
 - a. top-bottom
 - b. left-right
 - c. change the sequence by invoking functions
2. Selection
 - a. if-else
 - b. switch-case
 - c. ternary operator
3. Iteration
 - a. while
 - b. for
 - c. do-while
 - d. enhanced for loop (for-each loop)
 - e. recursion (don't use)



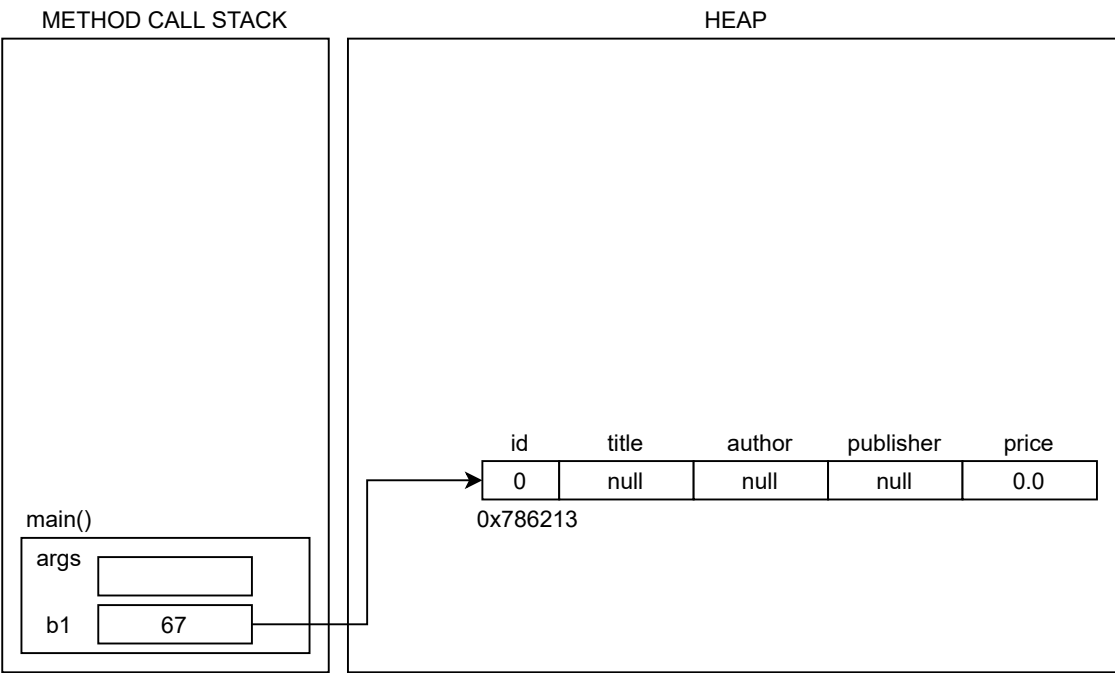
Elements of OOP

MAJOR ELEMENTS

- 1. Abstraction - A class hides the implementation details from the user of the class.
- 2. Encapsulation - Restricting access to members of an object. Keywords: private, public, protected
- 3. Hierarchy - Aggregation, Composition, Inheritance, Association (for code reusability)
- 4. Modularity

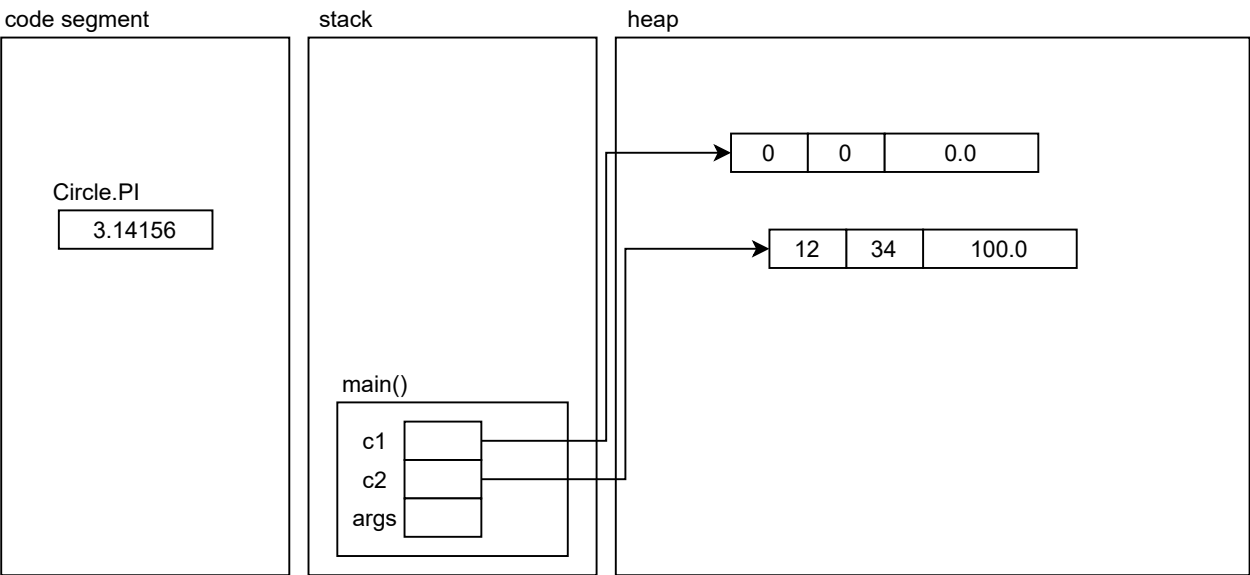
MINOR ELEMENTS

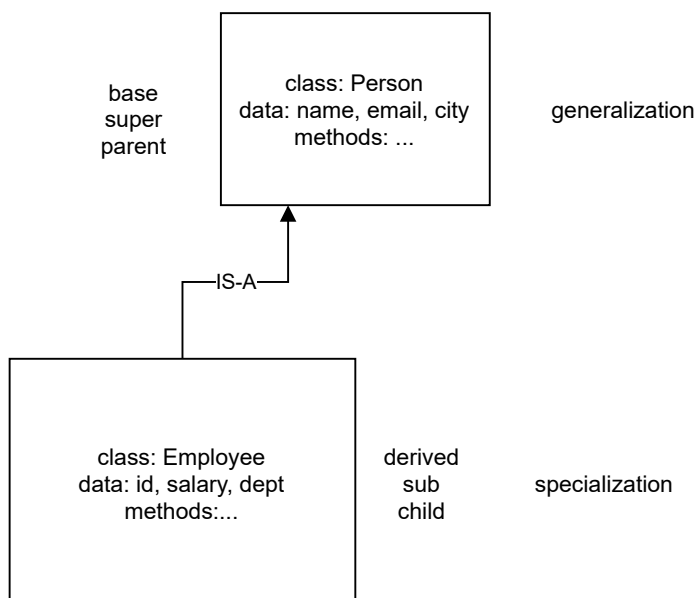
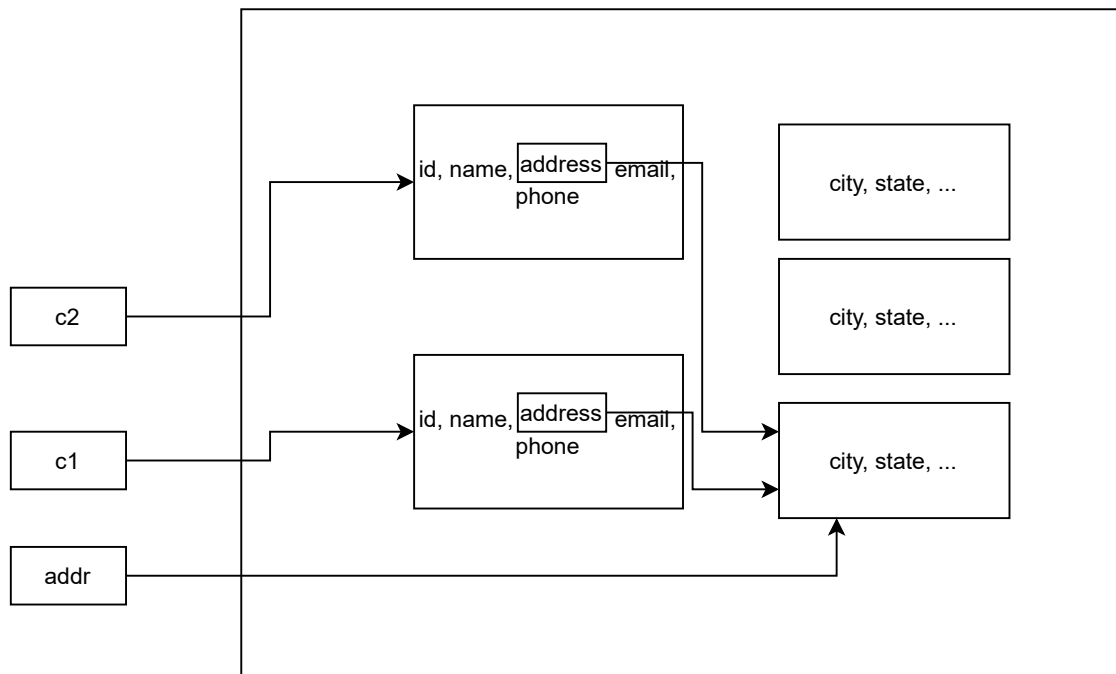
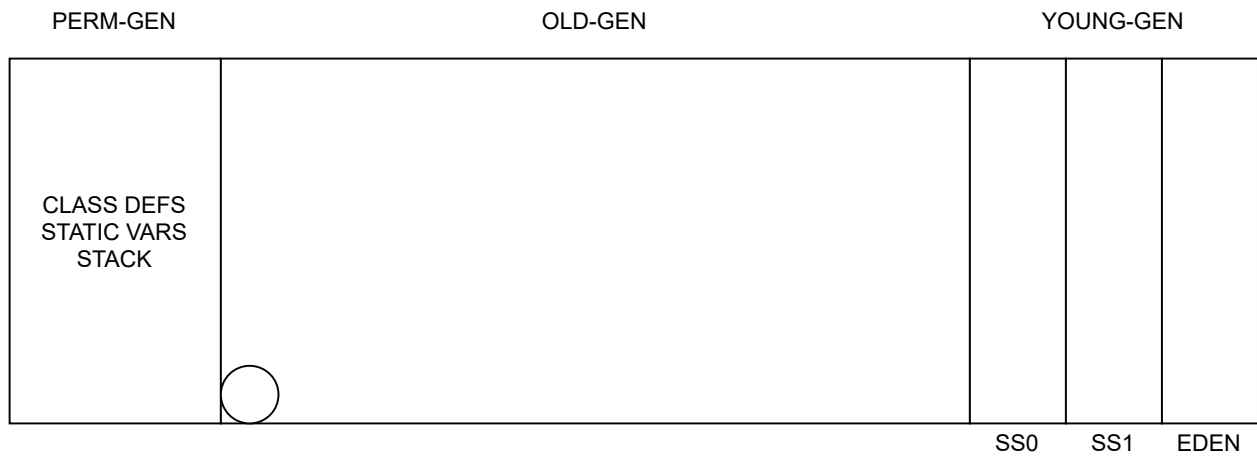
- 1. Typing
- 2. Persistence
- 3. Concurrency



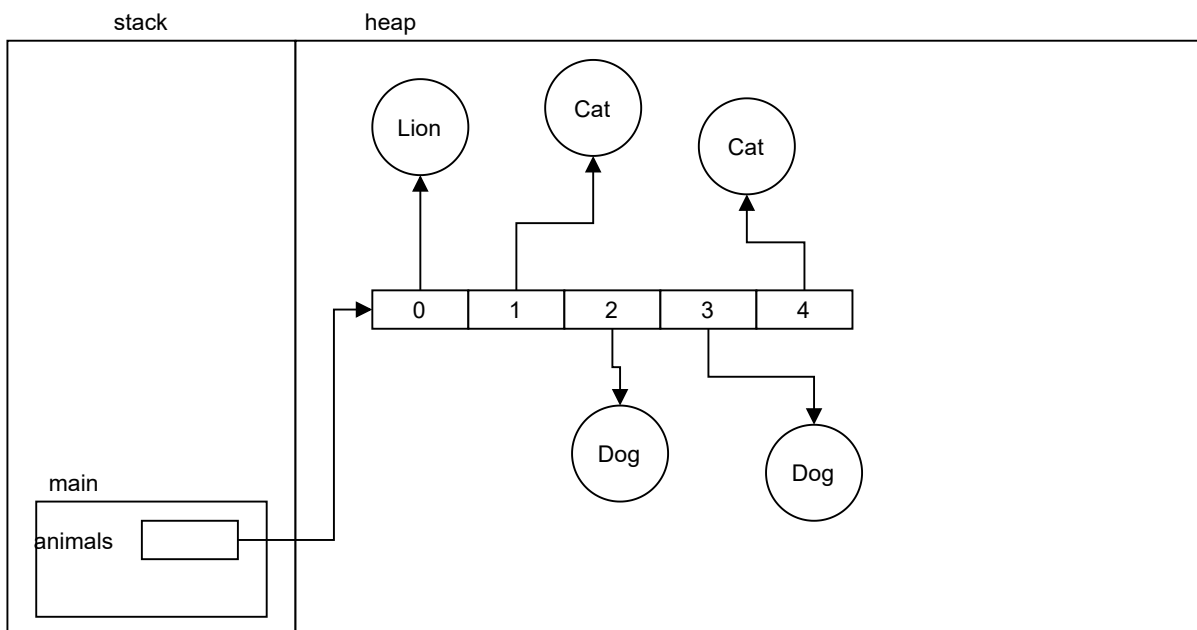
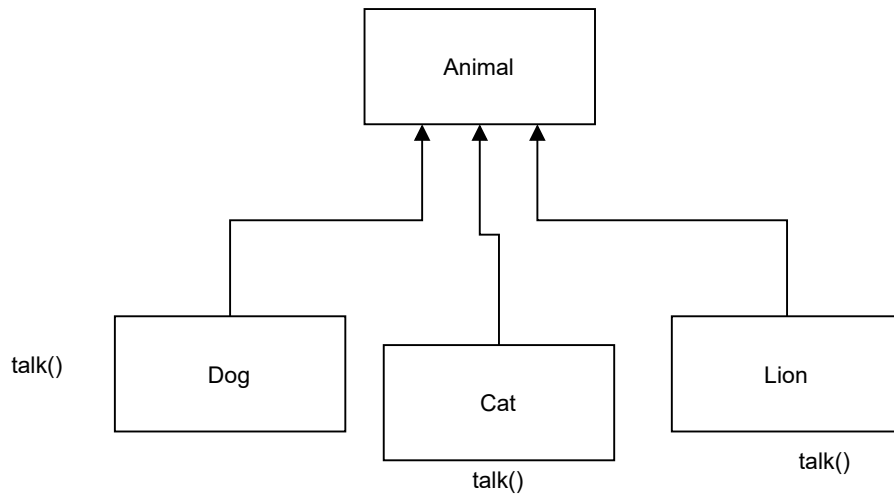
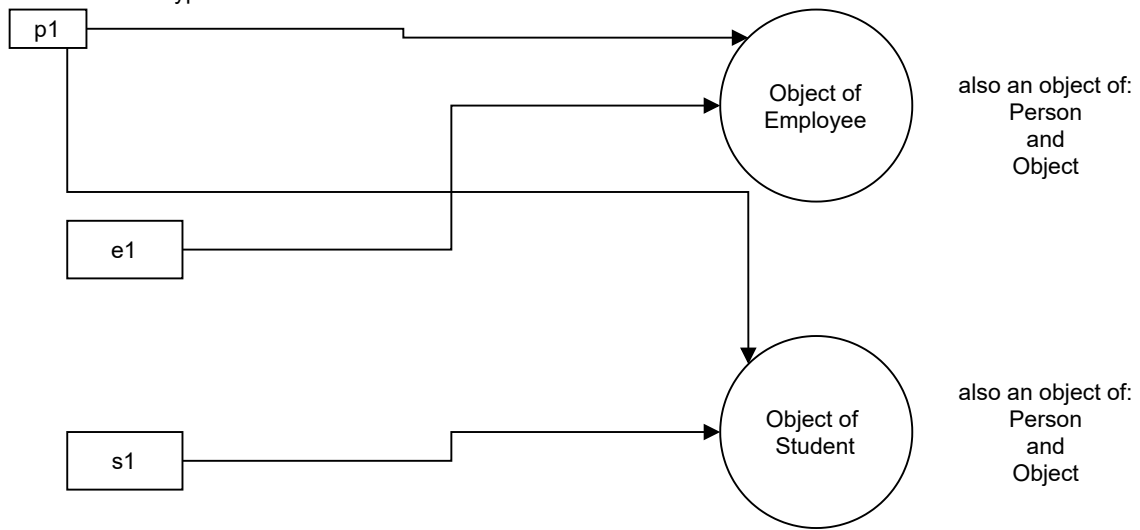
ref/addr table

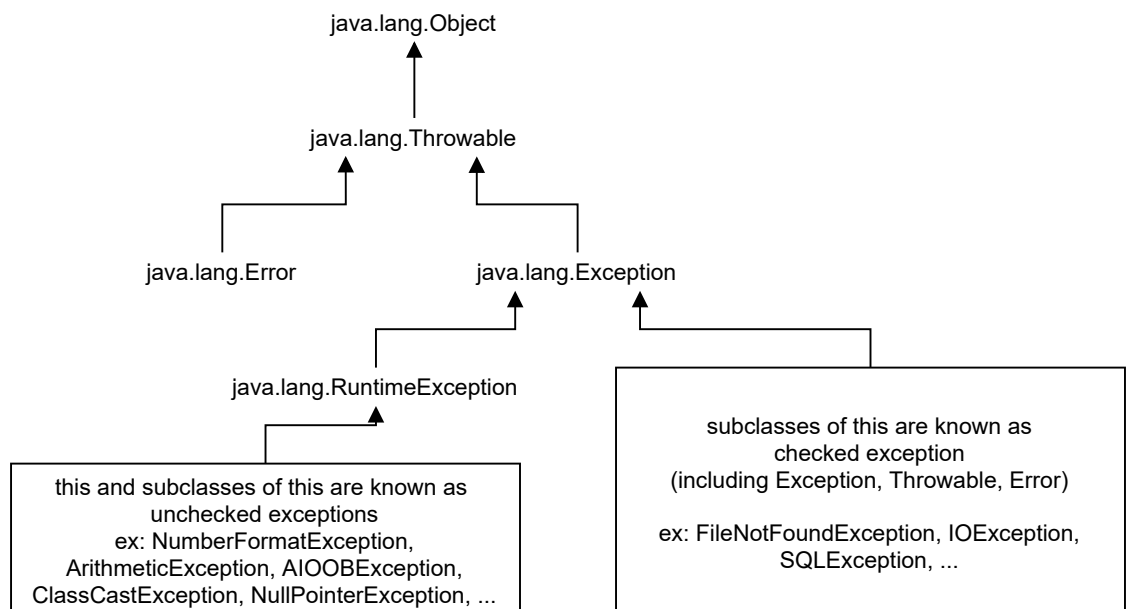
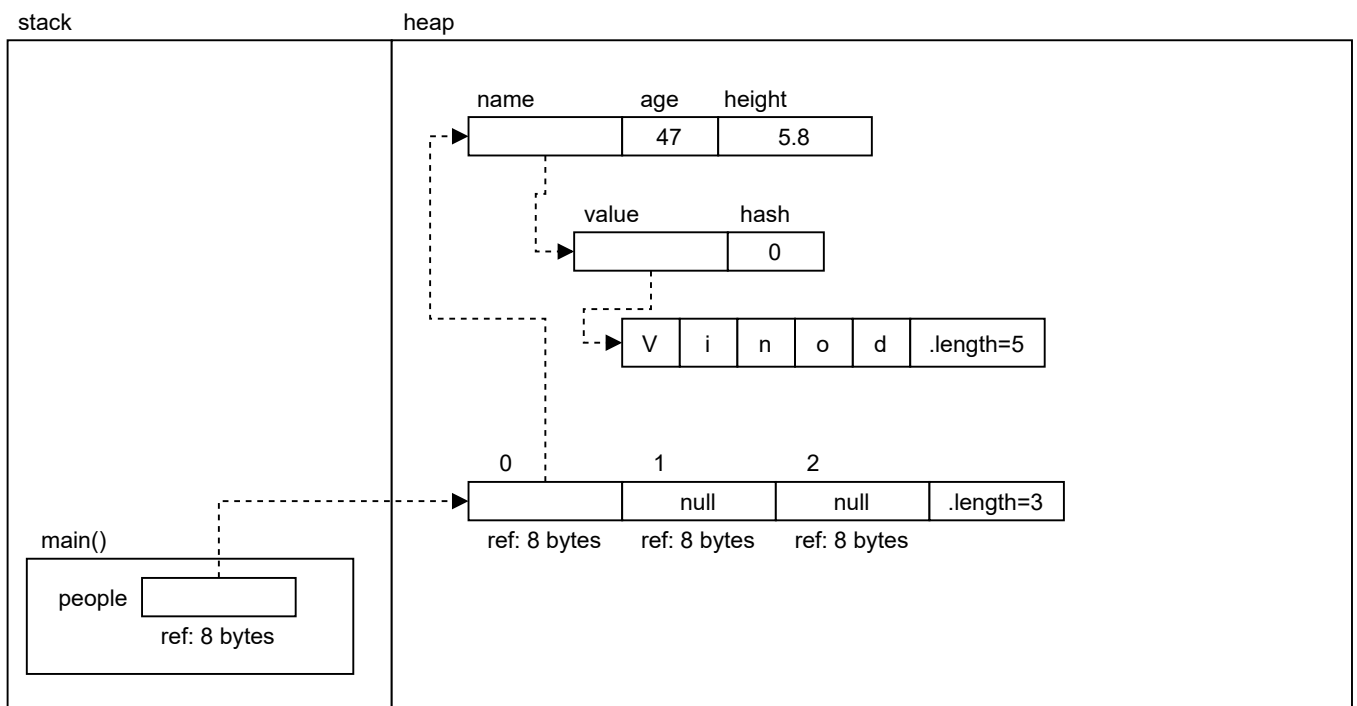
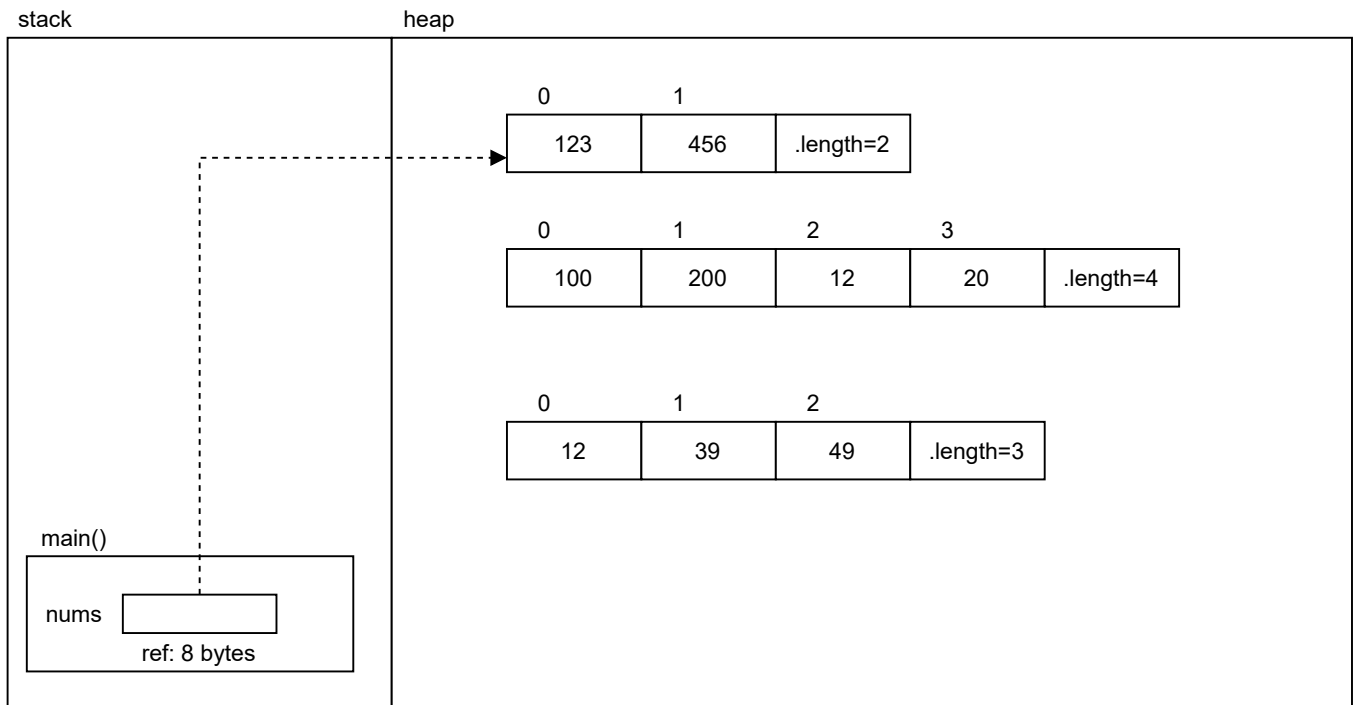
ref#.	addr	type
67.	0x786213.	com.epsilon.training.entity.Book





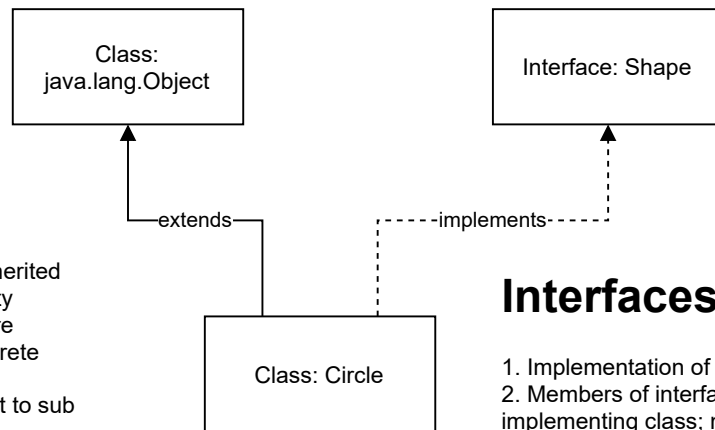
reference of Person type





Inheritance:

1. Members of super class are inherited
2. Primary goal --> code reusability
3. Super class may have 0 or more abstract methods, 0 or more concrete methods
4. Super class reference can point to sub class objects --> Polymorphism



Interfaces:

1. Implementation of contract methods
2. Members of interface are inherited to the implementing class; members: static final variables and abstract methods
3. zero code reusability (except for default methods; version 1.8+)
4. Primary goal --> polymorphism; realization of interface objects via concrete classes
5. Loose coupling between different layers of application

