

**//Comments**  
**/\*Comments\*/**  
**control command slash**



# Input in Java // square of a number

↓  
HW

Output

```
int x = sc.nextInt();
```

```
System.out.println(x*x);
```

Enter Value : 5

Square Is : 25



**Example:** Take ~~4~~2,3 numbers input and print their sum



# Example: Calculate Simple Interest

# Modulus Operator

$+$ ,  $-$ ,  $*$ ,  $/$ ,  $\%$

$a \% b$  is the remainder when  $a$  is divided by  $b$ .

$$37 \% 6 = 1$$

$$5 \% 3 = 2$$

# Properties of Modulus Operator

$$1) \quad a \% b = a \quad (\text{if } a < b)$$

$$2) \quad a \% (-b) = a \% b$$

$$3) \quad (-a) \% b = -(a \% b)$$

$$5 \% (-2) = 5 \% 2 = 1$$

$$(-39) \% (-10) = (-39) \% 10 = -(39 \% 10) = -9$$

**int/int**  $\rightarrow$  int  
**double/int**

```
double x = 5/2;  
cout(x);
```

**int/double**  
**double/double**

2.0  
x

$$5/2 \rightarrow 2$$

$$5.0/2.0 \rightarrow 2.5$$

$$5.0/2 \rightarrow 2.5$$

$$5/2.0 \rightarrow 2.5$$



# char Data Type

```
char x = 'a';
```



# ASCII Values

a - 97

b - 98

c - 99

⋮

z - 122

A - 65

B - 66

C - 67

⋮

Z - 90

0 - 48

1 - 49

2 - 50

3

4

5

6

7

9 - 57

# Typecasting

What is typecasting?

What is the difference between typecasting and stereotyping?

What are the consequences of typecasting?

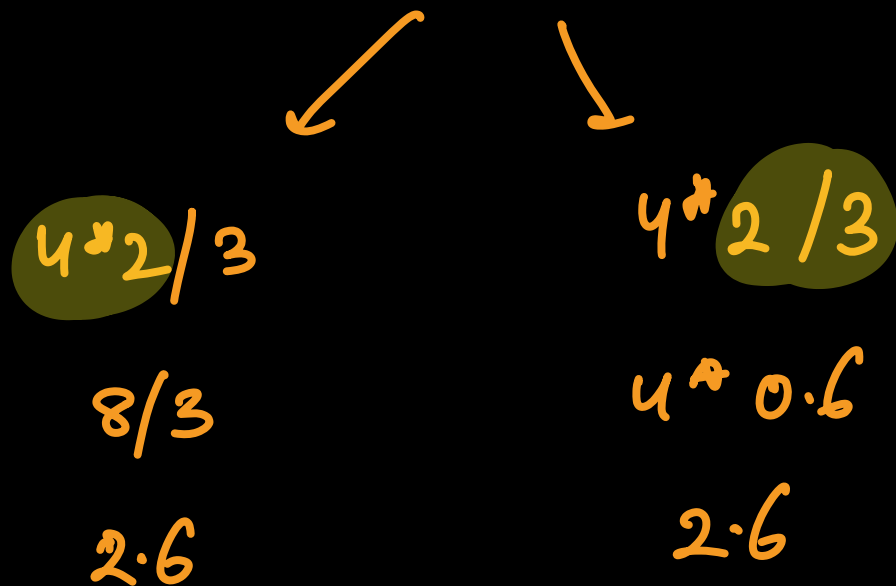
# BODMAS

$/, *, \% > +, -$



`int x = 4 * 2 / 3 ;`

Math



left to right

Java

$4 * 2 / 3$

$8 / 3$

$2 \checkmark$

$4 * 2 / 3$

$4 * 0$

$0 \times$

# BODMAS

$$x = 2 * 4 + 6 / 7$$

$$8 + 6 / 7$$

$$8 + 0$$

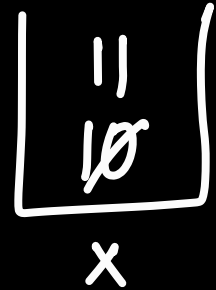
$$8$$

**$++x, x++, --x, x--$**

✓ `int x = 10;`

✓ `cout (x++);`

✓ `cout (x);`



Output

• 10

• 11

`x++`

↓

post increment

pehle use karo then badhao

**++x, x++, --x, x--**

✓ int x = 10;

✓ cout(++x);

✓ cout(x);

11  
10  
x

Output

• 11

• 11

# Mark True or False

1. Each new Java instruction has to be written on a separate line **F**
2. Usually all Java statements are entered in small case letters **T**
3. Blank spaces may be inserted b/w 2 words in a Java Statement **T**



THANKYOU

*Cuties*