Java Notes

Please note that these notes are just collection of my lecture notes and researchs over the internet. They come with ABSOLUTELY NO WARRANTY.

- **`instanceof`** is an **operator** which is used to **test** whether given **object** is an **instance of the class** (Or subclass or interface).
- **`instanceof`** returns a **`Boolean`** value.
- **`strictfp`** **ensures** that you get the **same result** on **floating-point** arithmetics.
- **`Synchronized`** keyword makes a class or method **thread-safe**. It means that at a certain time, only one thread can access to class(or method). This is called **locking**. Other threads must wait until this locking removed.
- An interface with only one abstract method is called a **`functional interface`**. For example, **`java.lang.Runnable`** is a functional interface and it has only one abstract method `void run()`.
- A **`lambda expression`** implements a functional interface.
- Lambda expressions came with **Java 8**.
- **Lambda expressions** are functions that **do not have to be an instance of a class**.
- Lambda expressions **can be used as parameters**. They behave as objects.
- A basic **lambda expression** looks as:
    - `(parameter list) -> (function body)`

Classes

- A **method declaration** is basically:
    - `Modifier - Return type - Method name - Parameter list - Exception list - Method Body`
- **Method Modifier** Types:
    - `Public`
    - `Private`
    - `Protected`
    - `Default`
- **`Public`**: Can be access from **anywhere** in JVM.
- **`Protected`**: Can be access from the **same class** it's declared **or** from its **child classes**.
- **`Private`**: Can be access from **only inside** of the class it is declared.
- **`Default`**: Can be access from the **same package**.
- **Method signature** consist of **method name and parameter list**.
- **`Parameter count`**, **`type`** and **`sequence`** is **important**.
- **`Return type`** and **`exception list`** are **not important** for method signature.
- **Methods** are implemented over **stack**.
- In every **method call**, a **`frame` is created** on stack.
- Java transfers **parameters** to this frame and creates **local variables**.
- When a **call ends, JVM deletes** the frame.
- Java **does not support multi-value return**. If a method has to return multiple value, it may return a

`collection`. If values have **different types**, they may be **encapsulated** in a class and an object of that class can be return value.
- Valid `main method` overloadings:
    - `public static void main(String[] args) { }`
    - `static public void main(String[] args) { }`
    - `public static void main(String []args) { }`
    - `public static void main(String args[]) { }`
    - `public static void main(String...args) { }`
    - `public static void main(final String[] args) { }`
    - `public final static void main(String[] args) { }`
    - `public synchronized static void main(String[] args) { }`
    - `public strictfp static void main(String[] args) { }`
    - `final static synchronized strictfp static main(String[] args) { }`
- A **class can extend** the **class** which **contains** the **main method**. **(Inheritance of main method)**
- Java **does not support user defined operator overloading**. But in background, `+` operator is **overloaded** for **string concatenation**.
- **Overloading: Same name, different signature**.
- **Overriding**: **Same name** and **same signature**.**Different implementation** in **different classes**.
- **Overloading** is an example for **compile time polymorphism**.
- **Overriding** is an example for **run time polymorphism**.
- `Private` methods are **implicitly final** because **no class can access and override** them.
- **Adding `final`** specifier **to `private`** methods may **create conflicts**.
- **Primitive data types** are just like in **C language**.
- Every **other data type** is an **Object**.
- **Objects** are always **referances** to a certain **memory location**.
- Java creates a **new copy** of the **referance** for **parameters**.

Constructors

- A **constructor** can **not** be `final`, `abstract`, `static` or `synchronized`.
- If you do **not write** a **constructor**, **compiler** will **create** a constructor **automatically**
- If a **constructor** has **parameters**, it is called **parameterized constructor**.
- **Constructor** definitions **doesn't have return statements**, **but** you **may write**.
- **Constructor returns an instance to class**.
- **Constructor** does **not return void**.
- **Constructor name** and **class name must** be **same**.
- **Constructors can** be **overloaded**.
- Different from other methods, **constructors** are **invoked** during **only object creation** with **new** keyword. **Other methods** can be **called multiple** times.
- If you **add return type** to **front** of a **constructor**, it **behaves** as any other **method**. But **compiler** will give you a **warning**: `Method has constructor name`
- You may **create private constructors**.
- **Private constructors** can be used for **singleton class** or **internal constructor chaining**.
- **Constructor chaining**: Calling `super` constructor or `this` constructor.
- **No-Args constructor != Default Constructor**
- Every class **needs** a **constructor** but you do **not** have to write **destructor**. Because Java **has garbage collection**.
- **Singleton class**:
    - At **any** given **time**, only **one instance**.
    - **Private constructor**
    - Does **not** use `new` keyword, uses `getInstance()` method(by convention).
    - Method **returns an object** to the class.
- **Abstraction**: **Hiding details**, **showing functionality**.
- **Encapsulation**: Code and functions **in a single unit**.
- `new` is used to **allocate memory** at **runtime**.
- **Anonymous objects** are **nameless** objects. There are **no references** to these objects.

Exception Handling

- **Exception**: On **execution**, **distrupts** flow, **unwanted**, **unexpected** event.
- **Error**: On **execution**, **problem** on **system**.
- Exceptions and errors are **sub-classes** of **`Throwable`** class.
- **Exceptions**:
    - **Checked**
    - **Unchecked**
- **Errors**: `Virtual Machine errors`, `Assertion error`, ...
- **Checked Exceptions**: `IO Exceptions`, `Compile time Exceptions` ...
- **Unchecked Exceptions**: `Runtime Exception`, `NullPointerException` ...
- **Default exception handling**:
  1. Method **creates** an **Exception object** and **sends** it to **JVM**.
  2. Exception has **name**, **explanation** and **current program status**.
  3. This process is called exception **throwing**.
  4. In every exception **raise**, there is a list called **Call Stack** which lists all methods. It is **important** to write **catch** blocks with respect to **hierarchy**.
  5. In an **exception raise**, **run-time** system searches for a **method** which can **handle** the **exception** on the **call stack**.
  6. This code block is called **exception handler**.
  7. If run-time system can **find** a **related exception handler**, it **transfers** exception **to method**.
  8. If run-time system can **not find** a **related exception handler**, it **transfers** exception **to default exception handler**.
  9. Default exception handler **prints** exception **information** and **ends program abnormally**.
  10. Code block that **could raise an exception**, **should** be written in a **`try-catch`** block.
  11. Inside of a **try** block, **exception raises**, try block **throws exception**.
  12. Throwed exception is tried to **catch** from **one of the catch blocks**.
  13. System exceptions are automatically **throwed** by **JRE**.
  14. You may **throw exception manually**.
  15. Every **throwable** exception should be **written** on **method definition**.
- Exception messages:
    - **`java.lang.Throwable.printStackTrace()`**
    - **`toString()`**
    - **`getMessage()`**
- Some of the **important** built-in **exceptions**:
    - `Arithmetic Exception`
    - `ArrayIndexOutOfBoundException`
    - `ClassNotFoundException`
    - `FileNotFoundException`
    - `IOException`
    - `InterruptedException`
    - `NoSuchFieldException`
    - `NoSuchMethodException`
    - `NullPointerException`
    - `NumberFormatException`
    - `RuntimeException`
    - `StringIndexOutOfBoundException`
- **Integer** div by **0** will **throw** **`java.lang.ArithmeticException: / by zero exception`**

Garbage Collection

- **Mark** and **Sweep** - **Shuffling**
- **GC time**: **Decreases** with **increase** of **dead object number**, **increases** with **increase** of **live object number**.
- **Wrapper class**: `Primitive data type` --> `Object`
- **Wrapper classes helps** to **use** **`primitives`** with **`Collections`**. (**`ArrayList`**, **`Vector`**)
- **`ArrayList`** and **`Vector`**, both **extends** **`AbstractList`** and **`implements`** **`List`** interface.
- Objects on **heap memory** could refer to themselves. This would cause a **loop**. This is called **island of isolation**.
- When an **object** is **created** its **sign bit** is set to **`false`**.
- On **marking phase**, all **reachable** objects' sign bit is set to **`true`**. To reach, **GC** uses **DFS**.
- On **sweep phase**, all objects with **false sign bit** is **cleaned** from **heap memory**.
- On every **method call**, method goes to **stack frame**. When it is **popped**, all **members die**(F). If there is **any object** created **inside** method, it will **die**(F).
- If a variable **keeps referance** to an **object** and programmer **assigns another referance to another object**, first object will be **unreachable**(F).
- If all referances to an object is **`null`**, object will be **unreachable**(F).
- Anonymous object's id is **not** stored. So it will be **eligible**(F) for **GC**.
- **Wrapping** of primitive data types are important for **multithreading sync**.
- **Wrapper objects** are **immutable**. On variable value **changings**, in background, a **new object** is created, object will be **unboxed**, arithmetic **operation** will be done, **new value** will be **boxed**, new object **referance** will be **assigned** to the **object**.

JVM - JRE - JDK

- Java is **architecture-neutral**. There are **no implementation dependent** features.
- Having **semicolon** at the **end** of a **class** definition is **optional**.
- JVM Runtime Operations:
    - **Class** file is **loaded** by **Classloader**.
    - **Bytecode verifier** checks for illegal operations.
    - **Interpreter** reads **bytecode** and executes instructions on hardware.
- **JVM**, **JRE** and **JDK** are platform **dependent**. Because every **architecture** needs **different configurations**.
- Language itself is platform independent.
- **JDK** = **JRE** + **Dev Tools**
- **JRE** = **JVM** + **Libraries**
- **JVM** = **Classloader** + **Memory Areas** + **Execution Engine** + **Native Method Interface** + **Native Libraries**

JVM

- **Classloader**: Loads class files to JVM.
    1. **Bootstrap Classloader**:
        - Loads **rt.jar** file
        - This file contains:

        - `java.lang`
        - `java.net`
        - `java.util`
        - `java.io`
        - `java.sql`
    2. **Extension Classloader**:
        - Loads `$JAVA_HOME/jre/lib/ext`
    3. **System Classloader**:
        - Loads class files from **classpath**.
        - Default: current directory
- **Memory areas** allocated by JVM:
    1. **Class Area**:
        - **Stores class structures**
        - Holds constants, member fields and instance method datas.
        - Method codes
    2. **Heap Memory**:
        - **Runtime** data area
        - **Objects** are **allocated** here.
    3. **Stack**:
        - Stores **frames**.
        - Holds **local variables**.
        - Method invocation **(Assembly)**
        - **Return** value
        - Each **thread** has private stack.
    4. **PC Register**:
        - Same as **Instructor Pointer(IP)** in **80x86 Assembly**
    5. **Native Method Stack**:
        - **Contains** all **native(built-in) methods** used in program.
- **Execution Engine** = **Virtual Processor** + **Interpreter** + **JIT**
- **JIT**, **compiles** bytecode **in blocks**(similar functionality).
- **Native Method Interface**: **Interface** for **other programs** writte in another language.

- **Writing the state of an object into a byte stream** is called **serialization**.
- Serialization mostly used on **networking**.
- `java.io.Serializable` is an **interface** used to **mark a class** to provide capabilities.
- `java.lang.String` and **Wrapper classes** implements `java.io.Serializable`.
- Only **objects** which is an instance of a class that **implements** `java.io.Serializable` **can** be **written to streams**.
- `transient` is used in **serialization**. If you **define** any data as **transient**, it **won't** be **serialized**.
