**Syntax java class notes**

We are here to be automation engineers. What do Automation engineers do?

They write codes which test software applications like

Amazon.com facebooke.com ets. To save time.

To automate the testing what do we need?

We need to write interactions in a language that computers understand. Such as Java.

How can we learn Java effectively? Practice and practice.

**Variable:**

Variables are containers that we use to store information/ values. **Data type:**

Data type in java specify the size and type of values that can be stored in an identifier.

There are 8 basic types of variables which are called.

primitives.

Byte

short

int (Most widely used type)

long

float

double (Most widely used type)

char

Boolean (Heavily used to write logic)

We have non-primitive data type String.

Arithmetic Operators (+-/%):

These are symbols in java that we use to perform addition,

subtraction, multiplication, division and modulus.

shorthand Operators:

These are the same as the above operators but are a shorter way of doing.

above calculations

+= -+= /= %=

There are two types of type casting.

Automatic/widening/implicit

when we move from smaller boxes to large boxes it is

called automatic/widening/implicit.

Manual/Narrowing/explicit:

When we move from a larger box to a smaller box.

Why do we need type casting?

1) Sometimes we might only be interested in whole numbers

and want to ignore the decimal parts.

2) When multiple developers work on the same project

they might use different data types, and

we might have to convert.

these before we merge their code.

Example

10>5 true

5>7 false

5<10 true

12<10 false

13==11 false

15! =15 false

10! =12 true

1=>2 false or false -> false

2=>2 true or false -> true

10<=10 true or false -> true

5<=8 true or false true

Whenever we have a non-primitive type, we

should never use == sign

\*/

if (! name. Equals("Sino")) {

System.out.println("Fast");

} else {

System.out.println("Moderate");

**Variable:**

Variables are containers that we use to store information/ values.

Ther are three variables in java Local variable, instance variable, static variable.

**Class:**

Class in java is the logical template/ format/ sample to create objects that share common properties and methods.

**Method:**

Method in java programming sets the behavior of a class object.

**Constructor:**

Constructor in java is a term that describes a line of code used to create an instance of a class object.