Java – Day 3

- Recap – make sure everybody in the same page
- Using Variable in Java (String type)
- Getting Input from User

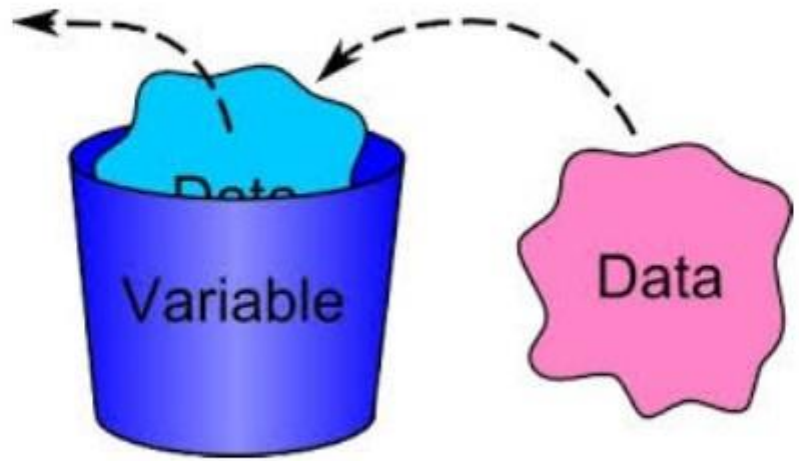
TODO:

1. Create a java class *JavaDay2Recap*
2. Program should print:

    1. SOURCE CODE -> COMPILER -> JAVA BYTE CODE
    2. javac fileName.java to compile source code. it will produce java byte code (with .class extension)
    3. java fileName to execute java byte code

3. Send me your source code in the Slack

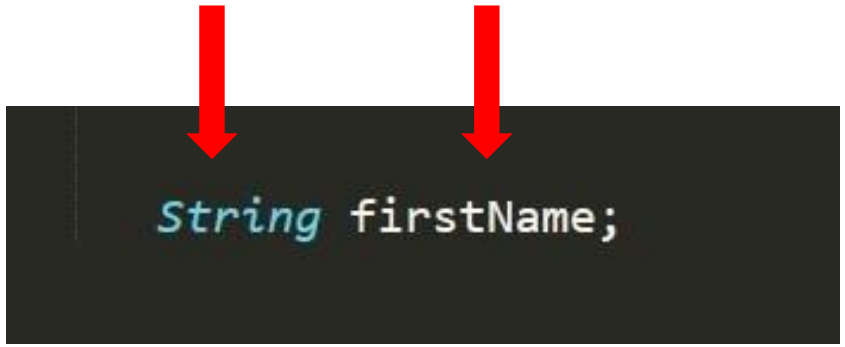
variable


Variable
Data

variable declaration

```
String firstName, lastName;
```

data type name

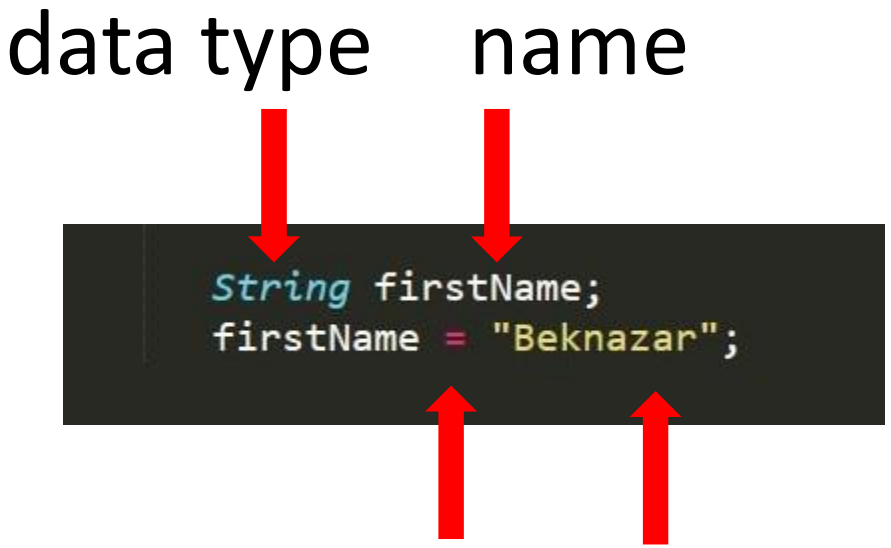


Java is strongly-typed language
You must predefine the data type of variable before using it.
Only declared type of data can be assigned

assignment operator

=

value assignment


data type
name
String firstName;
firstName = "Beknazar";
assignment operator
value

declaration and value assignment in one statement

```
String firstName = "Beknazar";
```

String

String is a sequence of characters, between double quotes “”

TODO:

1. Create a java class *FruitsFarmColors*
2. Declare(in separate statements) following variables as String type:
   apple, banana, orange, kiwi, pear
3. Assign value for each variable based on colors
4. Print each variable (in separate statements)

TODO:

1. Create a java class *AnimalsFarm*
2. Declare(in one statements) following variables as String type:
   caw, cat, dog, parrot
3. Assign value for each variable based on name (any name)
4. Print each variable
   ex: *caw's name is <nameYouAssigned>*
   cat's name is <nameYouAssigned>
   dog's name is <nameYouAssigned>
   parrot's name is <nameYouAssigned>

concatenation

+

```
public static void main(String[] args) {
    String str = "My favorite color is";
    String color = "white";
    System.out.println(str+" "+color);
}
```

TODO:

1. Create a java class *MyName*
2. Declare String variables: *firstName*, *lastName*
3. Assign values
4. Print values using concatenation:

   Hi there, my name is <firstName> <lastName> !

TODO:

1. Create a java class *Box*
2. Declare String variables: *box*
3. Assign values as *flowers*
4. Print variable *box*
5. Reassign value as *books*
6. Print variable *box*

TODO:

1. Create a java class *Phone*
2. Declare String variables: *phone1* , *phone2*
3. Assign value for *phone1* as *iphone*
4. Assign value of *phone1* to *phone2*
6. Print both variables

TODO:

- There are two variables declared: *sky* and *sun* both of type **String**
- Value of *sky* = *yellow* and *sun* = *blue*
- Swap values between those two variables. Result – *sky* = *blue* and *sun* = *yellow* (without direct reassignment)

```
public class Swap {
    public static void main(String[] args) {
        String sky = "yellow";
        String sun = "blue";

        //TODO

        System.out.println(sky);
        System.out.println(sun);
    }
}
```

blue
yellow

Getting Input From A User

```java
import java.util.Scanner;

public class GettingInput {
    public static void main(String[] args) {

     Scanner sc = new Scanner(System.in);

     System.out.println("What is your name?");

     String str = sc.nextLine();

     System.out.println("My name is "+str);

    }
}
```

import

- To use libraries we need to import them first
- We start our program with *import* statement

TODO:

1. Create a Java program *SimpleSiri*
2. It should ask:
   Hi there, what's your name?
   your answer..
   Nice to meet you <answer> !
3. It should ask:
   What are you studying now?
   your answer..
   Oh, <answer> is great subject to study!
4. It should ask:
   What's your favorite movie?
   your answer..
   I heard about it. <answer> is a great movie..

Summary