**Java**:

IT : non IT:

Computer: system: binary: 0,1::::::::0000001111110000000: Hello All: 00000011111

COBOL, PASCAL, FORTON, FOXPRO::::

Categories: Special purpose & General:

Low Level programming : basically in 0 ‘s and 1’s: : -----

Middle level /Assembly: ------- 00001111: English: Store, Register…load…

**High level language**: : these languages: code is exactly to English:

PASCAL:

C Programming: Structural languages: /Function-Data Languages:

Data growing: main focus functions: data:

**Function** were active holder: **data** passive: add(10,20);

**void add(int a, int b){**

**Int c=a+b;**

**Printf(c);**

**}**

**1990: OOPL: C++, Java:**

**Object:**

Function: data:

Data:

How we can make our Data more secure:

Technology: object: object is a basic building block of ur system:

You have to construct an application for Library management system: function:

Real world object: librarian: books, students, professor: distributors:

Convert all these real world objects in to the soft objects;

class Librarian{

id, name, salary, age…..

Procuring book, issuingbooks, return(), calculatingfine()

}

Librarian: id, name, salary, age….

Procuring book, issuingbooks, return(), calculatingfine()

Librarian :

Mechanical: Programming:

Low: 0000111: computer system: No translator:

Middle : LOAD, STORE, : **Assembler**: machine level language: CS:

High: :::: English Like: Compiler and Interpreters: : machine language: compiler or it can have interpreter: either or:

Any programing:

class Employee{

}

Execute: compiler / Interpreters : compile: I ll convert/ translate that code from source code to Machine code:

{

State1; machine code

State2; machine code

Stat10;

}

At a time to machine code: if there is no error: mistake: highlight all the mistakes: 3 displayed:

Translators : Indian: Hindi, Marathi: English ::::: English : translator: Japanese: Japan:

Features of oo: function data languages:

1. **Inheritance**: reusability of the code: Process in which a class/object can acquiring the properties of another class:

**Inheriting** : hair color, skin color, face str, behavior

**Shape**: area: perimeter:

Rectangle: Circle.. square

1. Polymorphism: : area(){ area=pi\*r\*r; }// circle
   * 1. area({area=side\*side; }// squre:
     2. + ::: 10 + 10=20: Addition of 2 nos
     3. +: Simpli + Learn: Concatenation: SimpliLearn
2. Data Abstraction: ATM: With, ChangePIN, MiniStatements… logs , maintain ATM: ADMIN:

Order meal: 15 - 20: meal: enjoy: taste : abstraction: getMoney(){ }

Data hiding:

1. Encapsulation: wrapping up of the data: capsules: ingr: insulation:

Translator: machine:

What is java?: OOPL: pure OOPL: not 100% OOPL: **Primitive DT**: Do not have direct Multiple inheritance:

High-level oopl, **robust**: OOPL: chance of error is very less: Abc.java: compile: javac Abc.java: : Abc.class

Both : Compiler and interpreter: byte code: interpret that code : output:

History of Java:1991: ;;;; 1995 James Gostling known as a father of java: Green team: Sun microsystem: green team: green talk: OAK : JAVA:

Features of Java:

1. Simple:
2. OO: pure
3. Portable: compile: JVM: .class:
4. Secured:
5. Robust:
6. Architectural Neutral: soft/hw:
7. Interpreted:
8. Platform independent: hw sw
9. Multi-threading: T1:
10. Dynamic:
11. Distributed: client- server:

**JVM architecture: queries: JVM:**

**JVM: java virtual machine: heart and brain of java: portable: WORA: write once and run anywhere:**

**Virtual machine :**

**P3… p4::::: windows98…. xp: execute on linux: 128 mb 16 gb: physical: 2 dual OS:**

**Windows: Virtaul Box: Linux: illusion linux: windows: VM: .exe…. .txt. doc::: linux:**

**7-8 years: desktop: android newly : games.. application APK: windows xp: : bluestack : illusion of Android OS; on our computers: whats app… games:**

**VM:**

**JVM: .class: converting in to machine code:**

**C, C++ : compiled: transalated in to platform specific machine code: compiled languges:**

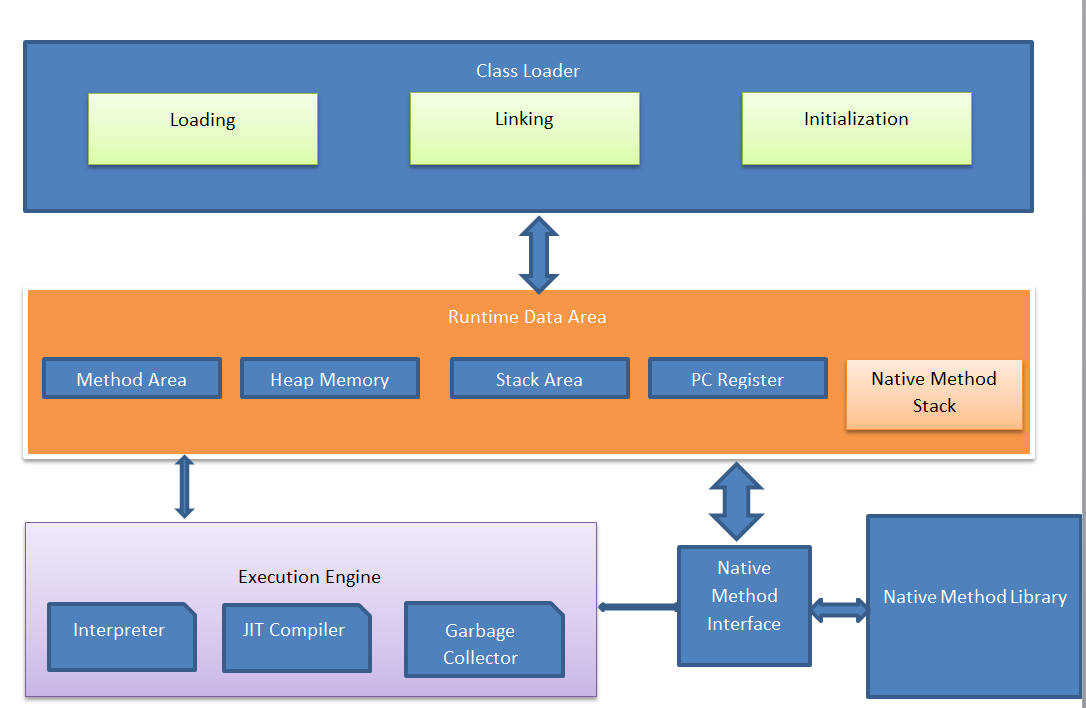
**Javascript, python…. Interpreter:**

**Java: compiler and interpreted**

**Abc.java javac : compiled;;;; class file/byte code: .class**

**JVM: interpreter the respective code: underlying platform: byte code in to the machine code:**

**JVM architecture:**

****

**Class Loader:**

1. **Load class:** 
   1. **Loading :**
      1. **Bootstrap class loader: folder: /packages in java: java.lang, java.net, java.io…**
      2. **Extension class loader: extension for standard java libraries:**
      3. **Application class loader:**
   2. **Linking:**
      1. **Verification: .class : VerifyException may occur: 19: compiled: 11:**
      2. **Preparation: JVM allocates memory for static fields of class and interfaces: and initial values are set by JVM:**
      3. **Resolution : runtime constant pool**

**Employee{**

**Int a, int b, int c;**

**Void getData(){**

**}**

**}**

**Employee e1=new Employee();**

**Employee e2=new Employee();**

**e1.getData()**

* 1. **Initialization : constructors: : in the constructor or static block:**

**Runtime Data Area:**

1. **Method Area: all the class level data: runtime constant pool, fields, methods area, code for method , constructor…. OutofMemoryException**
2. **Heap Memory: all the objects and their corresponding instance variables:**
3. **Stack area: Thread: OS: t1: t2: t3:……. R1: R2: R3: : local varibles, method calls, and partially calculated results** 
   1. **Local variable**
   2. **Operand stack**
   3. **Frame data:**
4. **PC: Program counter register: to hold the**

**Address: of instruction:**

**T1: {**

**1;//addresss must be stored some where**

**2;**

**3**

**4**

**}**

**Native method stack: Native methods: which are not written in Java: C, C++:**

**Execution Engine:**

**Print some document : libraries: :**

Installation: JDK, Eclipse:

Hello world program without using any IDE:

Programming using IDE:

Variables in Java : int a=10

Int b=20;

Whose value can be changed: there values can be changed:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 |
| a | b | C | D | E | F | G | h |

Types of variables:

1 ) Local variables: a variables which is declared inside any method or block is known as local variable: there scope is limited to their block: they are not accessible outside the block

**2) Instance variables: a variable which is accessible using instance/object of the class of the class:**

**3) static variables: We need to have a single copy of the variables:**

**Class is a collection of similar kinds of objects:**

**Students: pankaj, Swapnil…… sid, name, age, opted for some course: object or instance:**

**Student swapnil;**

**Student pankaj;**

FirstSL f1=new FirstSL();

**Global variable: these variables are not declared inside any method nor inside any block**

**They are declared in a class:**

Data types in Java:

1. Primitive Data types:which are used to hold simple values:
2. boolean true **or** false : 1 bit
3. char ‘c’ 2 bytes
4. byte 0 1 byte
5. short 1 2 bytes
6. int 12009 4 bytes
7. float 10.20f 4byte
8. long 1980382038 8 bytes
9. double 10.220 8 byte
10. Non primitive Data types: Array, class, interface….

Operators in Java:

1. Unary operator: operaotrs which works on a single operand: a++
2. Binary operator: 2 operands: :::: a + b, a - b
3. Ternary operator: more than 2 operands: a>b? a is bigger : b is bigger
4. Arithmetic operators: +, -, \*, /,%
5. Logical operators: a > b, a<b , a>=b, a<=b, a!=b Relational operators
6. Assignment operators: a=10, a=a+10; a+=10; a-=10; a=a-10; a\*=10; a=a\*10….a%=10, a/=10;
7. Bit wise operators: bit wise and &, or: |

a>b

syso(“a is bigger”);

syso(“b is bigger”);

Control statements

If-else:

If(condition1)

{

}

else if(condition2){

}

else if(condition3){

}

Else if(condition n){}

Switch case:

Switch(expression ) {boolean expression: evaluated : generate some value: 1

Case value1:

statement1;

statements2;

break;

case value2:

statement 1:

statement2:

break;

case3:

.

.

.

.

.

.

Default :

}

<< >>: bit wise operator

Binary bit:

10 decimal :

Binary are always having their base 2

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
| 0 |  |  |  |  | 0 | 0 | 0 |

For: “Hello All”; multiple:

for(initialization; condition/termination condition;inc/decr ){

syso(“Hello All”);

}

Syso()

While:

While(condition){

//code;

//code;

++,--

}

Do while:

do{

state1;

state2;

..

}

while(condition);

String: String : Sequence of character: more than : String: class

Data entry : max data : String

Int n=str1.CompareTo(str2)//

If(n==0){

Syso(“pw is correct”);

}

Else if(n>0){

Syso(“the first String is larger than second”)

}

Else

{

Syso(“Second string is larger”)

}

Concat()

equals()//true

==;

Split(): str1.split(‘’); Hello: H E L L O

length(): 5

replace()

substring():

Name: nilesh

Last name: magar

Username: nilesraghahv

Pw:

Based on declaration : memory:

2 :

1. String str=”Hello All”;//String literal

String constant pool

1. String str=new String(“Hello All”);// new //instantiating string

Heap memory:

PAN card:

10lakh:

City: Pune:

City: pune: poone

String in Java in Immutable: Its contents cannot be changed : once it is declared :

String str=new String(“SimplyLearn”);

Str=str.concat(“Lets Learn”);

StringBuffer: mutable string: String:

Thread safe: at a time StringBuffer: only one thread: only one user can access this String:

Stringbuffer class is bit slow:

1. StringBuffer sb=new StringBuffer();// initial capacity of SB is 16
2. StringBuffer sb1=new StringBuffer(20);
3. StringBuffer sb2=new StringBuffer(“Hello All”);

Public synchronized Stringbuffer append(String s):

Public synchronized StringBuffer replace(int startindex,int ending index, String str)

StringBuilder: multiple thrads can access this StringBuilder:

1. StringBuilder sb=new StringBuilder ();// initial capacity of SB is 16
2. StringBuilder sb1=new StringBuilder (20);
3. StringBuilder sb2=new StringBuilder (“Hello All”);

Object and classes in Java:

Which have some common Properties:

Student: Akash, ROhit, Rimi, Rincy:

Class Librarian{

Int lid;

String Lname;

String desi;

Fields ;

Mehods;

Issue(){}

calculateFine(){}

procurebooks(){}

constructor:

}

Constructor:

Constructor is special kind of method in java: It has special purpose: to initialize instance variables:

Rule:

1. Name must be same as that of your class name
2. Need not to have return type: // instance/object
3. Abstract , static, final, synchronized:

Types of Constructors In java:

1. No argument constructor:
2. Parameterized constructor:

Constructor Overloading: It is decided at the compile time that which constructor it has to call that is why it is also known a compile time polymorphism:

Taking more than one form:

Overloading is not recommended in java with changing the data type:

Constructor overloading happens in the same class:

1. By changing number parameters
2. Changing the data types of the parameters:

Method: :

Function: Method:

2 types of methds:

1. Inbuilt methods:
2. User defined Method:

If we are performing some activity; process again and again :

We put such a code inside a method

Method: self contain block of the code: : inside which we are having some code:

Upon calling that function /method:

Calling : how to write a method

How t write method:

1. Signature:

public void display(){

c=a+b;

syso(c);

}

Access specifier/modfiers::

Class ABC {

Public void diplay(){

}

}

Class test{

Psvm(){

ABC a=new ABC();

a.display();//error

}

}

1. By changing number parameters
2. Changing the data types of the parameters:

Compile time polymorphism:

static:

this:to refer the variables, mehods…. We use this keyword:

1. Instance variable
2. Current class method implicitly :
3. If want to invoke/call current class contractor:
4. Pass an argument to the method:
5. Used to pass as an argument in the constructor:
6. Use this keyword in return statement of method:

inheritance:

Mechanism with the help of which object of one class can acquire the properties of another class:

Class Shape{

Int a;

Public void Area(){}

}

Class Squre{

Public void Area(){}

}

Class which provides features to be inherited such class is known as Super class, parent, base class

Classes which are acquiring the features of their parent are known as child class, sub class, derived

Shape

Rectangle

Square

Circle

Is a kind of relation:

Reusability of the code:

extends, implements(interfaces)

classes: Shape and circle

class circle extends shape{

}

Class Square implements Shape{ Shape is an Interface

}

1. Single inheritance : class circle extends shape{}
2. Multiple inheritance: ~~class circle extends shape, Dimension:~~ to avoid the ambiguity
3. Multilevel inheritance: class B extends A{} class C extends B

Vehicle

Bike

Honda

1. Hierarchical inheritance: class A extends B{} class C Extends B

Child acquired the properties of the parent class: All:

Child: all liabilities of their parent: land flat bungalow: must take care of your parents:

Overridding:

If your subclass is having a method with the same name as that of your parent class :

Method name, parameter, inheritance :

We achieve the run time polymorphism:

Bank class: Parent: findrateofInterest()

BankOfIndia: child: findrateofInterest()

SBI: findrateofInterest()

HDFC: findrateofInterest()

Super: is used in child class constrctor: to call the parent class constructor :

Scanner class: