

## [0] Reserved words

abstract	assert	boolean	break
byte	case	catch	char
class	const	continue	default
do	double	else	enum
extends	final	finally	float
for	goto	if	implements
import	instanceof	int	interface
long	native	new	package
private	protected	public	return
short	static	strictfp	super
switch	synchronized	this	throw
throws	transient	try	void
volatile	while		

## [1] Very basic example

```
public class MyFirstJavaProgram {  
  
    /* This is my first java program.  
     * This will print 'Hello World' as the output  
     */  
  
    public static void main(String []args) {  
        System.out.println("Hello World"); // prints Hello World  
    }  
}
```

## [2] Enum example

```
class FreshJuice {  
    enum FreshJuiceSize{ SMALL, MEDIUM, LARGE }  
    FreshJuiceSize size;  
}
```

```

public class FreshJuiceTest {

    public static void main(String args[]) {
        FreshJuice juice = new FreshJuice();
        juice.size = FreshJuice.FreshJuiceSize.MEDIUM ;
        System.out.println("Size: " + juice.size);
    }
}

```

### [3] Class and methods example

```

public class Dog {
    String breed;
    int age;
    String color;

    void barking() {
    }

    void hungry() {
    }

    void sleeping() {
    }
}

```

### [4] Creating an object

```

public class Puppy {
    public Puppy(String name) {
        // This constructor has one parameter, name.
        System.out.println("Passed Name is :" + name );
    }

    public static void main(String []args) {
        // Following statement would create an object myPuppy
        Puppy myPuppy = new Puppy( "tommy" );
    }
}

```

## [5] Instance variables

```
public class Puppy {
    int puppyAge;

    public Puppy(String name) {
        // This constructor has one parameter, name.
        System.out.println("Name chosen is :" + name );
    }

    public void setAge( int age ) {
        puppyAge = age;
    }

    public int getAge( ) {
        System.out.println("Puppy's age is :" + puppyAge );
        return puppyAge;
    }

    public static void main(String []args) {
        /* Object creation */
        Puppy myPuppy = new Puppy( "tommy" );

        /* Call class method to set puppy's age */
        myPuppy.setAge( 2 );

        /* Call another class method to get puppy's age */
        myPuppy.getAge( );

        /* You can access instance variable as follows as well */
        System.out.println("Variable Value :" + myPuppy.puppyAge );
    }
}
```

## [6] Employee study (employee class)

```
import java.io.*;
public class Employee {

    String name;
```

```

int age;
String designation;
double salary;

// This is the constructor of the class Employee
public Employee(String name) {
    this.name = name;
}

// Assign the age of the Employee to the variable age.
public void empAge(int empAge) {
    age = empAge;
}

/* Assign the designation to the variable designation.*/
public void empDesignation(String empDesig) {
    designation = empDesig;
}

/* Assign the salary to the variable salary.*/
public void empSalary(double empSalary) {
    salary = empSalary;
}

/* Print the Employee details */
public void printEmployee() {
    System.out.println("Name:" + name );
    System.out.println("Age:" + age );
    System.out.println("Designation:" + designation );
    System.out.println("Salary:" + salary);
}
}

```

## [7] Employee study (main class)

```

import java.io.*;

public class EmployeeTest {

    public static void main(String args[]) {

```

```

/* Create two objects using constructor */
Employee empOne = new Employee("James Smith");
Employee empTwo = new Employee("Mary Anne");

// Invoking methods for each object created
empOne.empAge(26);
empOne.empDesignation("Senior Software Engineer");
empOne.empSalary(1000);
empOne.printEmployee();

empTwo.empAge(21);
empTwo.empDesignation("Software Engineer");
empTwo.empSalary(500);
empTwo.printEmployee();
}
}

```

## [8] Loop example

```

public class Test {

    public static void main(String args[]) {
        int [] numbers = {10, 20, 30, 40, 50};

        for(int x : numbers ) {
            System.out.print( x );
            System.out.print(",");
        }
        System.out.print("\n");
        String [] names = {"James", "Larry", "Tom", "Lacy"};

        for( String name : names ) {
            System.out.print( name );
            System.out.print(",");
        }
    }
}

```

## [9] Number methods

N.	Method & Description
1	<code>xxxValue()</code> Converts the value of 'this' Number object to the xxx data type and returns it.
2	<code>compareTo()</code> Compares 'this' Number object to the argument.
3	<code>equals()</code> Determines whether 'this' number object is equal to the argument.
4	<code>valueOf()</code> Returns an Integer object holding the value of the specified primitive.
5	<code>toString()</code> Returns a String object representing the value of a specified int or Integer.
6	<code>parseInt()</code> This method is used to get the primitive data type of a certain String.
7	<code>abs()</code> Returns the absolute value of the argument.
8	<code>ceil()</code> Returns the smallest integer that is greater than or equal to the argument. Returned as a double.
9	<code>floor()</code> Returns the largest integer that is less than or equal to the argument. Returned as a double.
10	<code>rint()</code> Returns the integer that is closest in value to the argument. Returned as a double.
11	<code>round()</code> Returns the closest long or int, as indicated by the method's return type to the argument.
12	<code>min()</code> Returns the smaller of the two arguments.
13	<code>max()</code> Returns the larger of the two arguments.
14	<code>exp()</code> Returns the base of the natural logarithms, e, to the power of the argument.
15	<code>log()</code> Returns the natural logarithm of the argument.
16	<code>pow()</code> Returns the value of the first argument raised to the power of the second argument.
17	<code>sqrt()</code>

	Returns the square root of the argument.
18	<code>sin()</code> Returns the sine of the specified double value.
19	<code>cos()</code> Returns the cosine of the specified double value.
20	<code>tan()</code> Returns the tangent of the specified double value.
21	<code>asin()</code> Returns the arcsine of the specified double value.
22	<code>acos()</code> Returns the arccosine of the specified double value.
23	<code>atan()</code> Returns the arctangent of the specified double value.
24	<code>atan2()</code> Converts rectangular coordinates (x, y) to polar coordinate (r, theta) and returns theta.
25	<code>toDegrees()</code> Converts the argument to degrees.
26	<code>toRadians()</code> Converts the argument to radians.
27	<code>random()</code> Returns a random number.