

1. Java Basics

- **Java** is **object-oriented**, **platform-independent**, and **compiled into bytecode** that runs on the JVM (Java Virtual Machine).
 - **JDK vs JRE vs JVM:**
 - **JDK** (Java Development Kit) → tools to write, compile, and run Java programs.
 - **JRE** (Java Runtime Environment) → JVM + libraries needed to run Java programs.
 - **JVM** → interprets bytecode and runs Java programs on any platform.
 - **Data types:**
 - Primitive: int, long, float, double, char, boolean, byte, short.
 - Non-primitive: String, Arrays, Classes, Interfaces.
 - **Variables:**
 - `int x = 10; // integer variable`
 - `final int y = 20; // constant variable`
 - **Operators:** +, -, *, /, %, ==, !=, <, >, <=, >=, &&, ||, !.
-

2. Control Structures

- **If-else:**
- `if(x > 0) {`
- `System.out.println("Positive");`
- `} else {`
- `System.out.println("Non-positive");`
- `}`
- **Switch:**
- `switch(day) {`
- `case 1: System.out.println("Monday"); break;`
- `default: System.out.println("Other day");`
- `}`
- **Loops:**
 - **For:**
 - `for(int i=0; i<5; i++) { System.out.println(i); }`

- **While:**
 - `int i=0;`
 - `while(i<5) { System.out.println(i); i++; }`
 - **Do-While:**
 - `int i=0;`
 - `do { System.out.println(i); i++; } while(i<5);`
-

3. Object-Oriented Programming (OOP)

- **Class:** blueprint for objects.
 - **Object:** instance of a class.
 - **Constructor:** special method to initialize objects.
 - `class Car {`
 - `String model;`
 - `Car(String m) { model = m; }`
 - `}`
 - **Inheritance:** `class Child extends Parent {}`
 - **Polymorphism:** method overloading (same name, different params) and overriding (subclass changes method).
 - **Encapsulation:** use private fields + public getters/setters.
 - **Abstraction:** use abstract class or interface.
-

4. Exception Handling

```
try {  
    int result = 10/0;  
} catch(ArithmeticException e) {  
    System.out.println("Cannot divide by zero");  
} finally {  
    System.out.println("This always runs");  
}
```

5. Common Java Classes

- **String:**
 - `String s = "Hello";`
 - `s.length(); // 5`
 - `s.charAt(0); // 'H'`
 - `s.substring(1,4); // "ell"`
 - `s.equals("Hi"); // false`
 - **ArrayList:**
 - `ArrayList<Integer> list = new ArrayList<>();`
 - `list.add(10); list.add(20);`
 - `list.remove(0); list.get(0);`
 - **HashMap:**
 - `HashMap<String,Integer> map = new HashMap<>();`
 - `map.put("A",1);`
 - `map.get("A"); // 1`
-

6. Threads

```
class MyThread extends Thread {  
    public void run() { System.out.println("Running"); }  
}  
  
MyThread t = new MyThread();  
t.start();
```

7. Java 8+ Features

- **Lambda expressions:**
 - `(a,b) -> a+b`
 - **Streams:**
 - `List<Integer> nums = List.of(1,2,3);`
 - `nums.stream().filter(n -> n%2==0).forEach(System.out::println);`
 - **Optional:** avoids null pointer exceptions.
-