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| 1. how to create packages and what is best way to give name |
| To create a package, you choose a name for the package (naming conventions are discussed in the next section) and put a package statement with that name at the top of every source file that contains the types (classes, interfaces, enumerations, and annotation types) that you want to include in the package.  Package names are written in all lower case to avoid conflict with the names of classes or interfaces. |
| 1. what is main method will do? |
| **main** is the single point of entry in to most Java programs. |
| 1. creating property/data members: |
| Properties are special kind of class member, In properties we use a predefined Set or Get method. They use accessors through which we can read, written or change the values of the private fields. |
| 1. what is data type and different data types` |
| * CHARACTER [(length)] or CHAR [(length)] * VARCHAR (length) * BOOLEAN * SMALLINT * INTEGER or INT * DECIMAL [(p[,s])] or DEC [(p[,s])] * NUMERIC [(p[,s])] * REAL * FLOAT(p) * DOUBLE PRECISION * DATE * TIME * TIMESTAMP * CLOB [(length)] or CHARACTER LARGE OBJECT [(length)] or CHAR LARGE OBJECT [(length)] * BLOB [(length)] or BINARY LARGE OBJECT [(length)] |
| 1. What is variable? |
| a variable or scalar is a storage location paired with an associated symbolic **name** (an identifier), which contains some known or unknown quantity of information referred to as a **value**. |
| 1. creating method with void |
| public class ExampleVoid {  public static void main(String[] args) {  methodRankPoints(255.7);  }  public static void methodRankPoints(double points) {  if (points >= 202.5) {  System.out.println("Rank:A1");  }else if (points >= 122.4) {  System.out.println("Rank:A2");  }else {  System.out.println("Rank:A3");  }  }  } |
| 1. creating variable, we can create variables inside method |
| If you declare your object inside a method, it will be visible only in this method. Basically, if you put brackets around it, it's only visible/accessible from within these brackets.  If you declare your object outside the method (inside the class), it depends on the access modifier By default, it's visible/accessible from within that class and the whole package. |
| 1. creating method with return data type, we can return int/string/double/float/date etc |
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| **Note: value that we specify after return keyword should be of data type that is specified in method signature** |
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| method that will return hard coded value |
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| Create default/paramterzied constructors |
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| method that will return property value |
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| //creating method with return data type and parameter |
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| creating static property: |
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| creating static method |
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| create static block |
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| creating object |
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| calling method with void |