

A Complete Java Revision Book By Shantanu Suryawanshi

Shantanu.tk

```
//
Import
package
s

import java.util.Scanner;
import java.util.Random;

// import java.util.*; will import all of java util packages. Import must be done before
public class...

// public: this is a "modifier" placed before the word class that makes the class visible
(accessible) from outside the class.
// - In a private class, methods and variables can only be accessed by methods within
the same private class
// The class 'revision' must be contained in the file revision.java (the public class and
file name must have the same name).
public class revision
{

    // Method signature:

    // static: Forces an instance of the main() method to exist so that it can be
called from outside the class.
    // void: this tells us that the main method (function) does not return any
values. Return type can be int, String, arrays[], etc.
    // main: this is the method that the JVM looks for and provides the entry point
of your program.
    // String: is a sequence of text characters. It is the argument for the main()
method. Input parameters.
    public static void main(String args[])
```

{

/* Examples of other method signatures:

public static void time() // returns nothing, accepts no
parameters

public static void square(int x) // returns nothing,
accepts an int number

public static void name(String fname, String lname) //
returns nothing, accepts two strings

public static String name(String county) // returns a
String, accepts a String

public static char[] result(String s[], int p) // returns
char array, accepts a String array and an int number

public static double whoKnows(char c, int x, double b,
String s, String p, int y, float f)

// returns a double number type, accepts a
char, int, double, string, string, int and a float

*/

// System.out: is an object used for printing to screen.

// println: is a method belonging to the System.out class/object that
can print a string to the console...

// Text inside the double quotes is an argument passed to the println()
method.

System.out.println("Hello CS141 classmate!");

// All statements in Java end with a semi-colon

```
// ----- Declaring variables: <type> <identifier> = <value>;
```

```
int age = 18; // an integer value
```

```
// declaring multiple variables of type integer.
```

```
int day = 0, month = 0, year = 0;
```

```
// the final keyword tells java that this variable cannot be changed  
later in the program - it is a constant.
```

```
final int myNumber = 7;
```

```
// other variable types to store numbers: byte, short, long, float,  
double. These can store different length of numbers.
```

```
float sampleFloat = 0.0f; // can store decimal numbers with 7 digit  
precision
```

```
double sampleDouble = 0.0; // can store decimal numbers with 15  
digit precision
```

```
char you = 'u'; // stores a single character
```

```
// we must use single quotes around a character value
```

```
boolean validYear = false, validName = false; // stores true or false.  
Default value if not specified is false.
```

```
// A String is a sequence of characters (digits, letters etc). It is  
anything and everything grouped together between 2 double quotes.  
// Notice that String starts with a capital 'S'  
String name = "Daniel"; // we must double quotes for strings values  
// Another method for declaring a string: String name = new  
String("Daniel");
```

```
String firstName = "", lastName = ""; // initializing variables for later  
use
```

```
/* ----- Relational Operators ----- /
```

```
* Operator *
```

```
* Result *
```

	==	equal to
	!=	not equal to
	>	greater than
	<	less than
equal to	>=	greater than or
equal to	<=	less than or

/* ----- Boolean Operators ----- /

	* Operator *	* Result *
	&	logical AND
		logical OR
	^	logical XOR
		short-circuit OR
AND	&&	short-circuit
	!	logical NOT

// Short-circuit AND, &&, only checks the second condition if the first is true.

// Short-circuit OR, ||, only checks the second condition if the first is false.

/* ----- Operator Precedence ----- /

* Operator *	* Associativity *
--------------	-------------------

	Highest	()	[]	.		left to right
			++	--	!	right to
left			*	/	%	left to
right			+	-		left to
right			>	>=	<	<=
right			==	!=		left to
right			&			left to
right			^			left to
right						left to
right			&&			left to
right						left to
	Lowest	=				right to left

When there are two operators with the same precedence the expression is evaluated according to its associativity.

/ ----- */

```

        /***** 1.0 - Ask user for a valid full name
        *****/

        // initialize Scanner class to getting input from user

        Scanner scan = new Scanner(System.in); // create an instance of the
        Scanner class named as scan

        // Loops allow your program to do the same thing again and again and
        again and again.
        // The following loop will ask the user for thier name until they enter a
        valid name.
        // the variable validName is currently false. We will set it to true when
        we get a valid name.
        while(!validName)
        {
            // this loop that will run until the user enters a valid name.

            // ask user to enter their name
            System.out.println("What's your full name?");

            // scan the next line that the user enters and store it in the
            variable 'name'.
            name = scan.nextLine();

```

```

/* other important scanner methods:

int scan.nextInt(); // reads in the next token as an
an float scan.nextFloat(); // reads in the next token as
as an double scan.nextDouble(); // reads in the next token
an String scan.nextLine(); // reads in the next token as
another int to read in scan.hasNextInt(); //returns true if there is
another float to read in scan.hasNextFloat(); //returns true if there is
another double to read in scan.hasNextDouble(); //returns true if there is
another String to read in scan.hasNextLine(); //returns true if there is
*/

```

```

// check if the user has entered their full name
// we are checking where the space character appears in the
name
// we will get -1 if the character does not exist
// use == to compare
if(name.indexOf(' ') == -1)
{

```

```

// there is no space in the name, so user has not
entered their full name

```



```
        validName = false; // it's not necessary to set this to
false here again since we have not changed it since initializing it
```

```
        System.out.print("Oops! Looks like you forgot to enter
your full name... ");
```

```
    }
    else
    {
        // there is a space in the name, so the name must be
valid
        validName = true;
        // setting this variable to true will exit out of the while
loop
    }
}
```

```

/*****
*****/
```

```

    /******* 1.1 - Split the full name to first and last name
    *****/

    // indexOf() Returns the index within the string of the first occurrence
    // of the specified character or -1 if the character does not occur
    int spaceIndex = name.indexOf(' ');

    // Strings are indexed starting from 0
    // get the characters from 0 to where the space is
    firstName = name.substring(0, spaceIndex);

    // consider everything after the first space as the last name
    // get the characters one place after space to the end
    lastName = name.substring(spaceIndex + 1);

```

```
/*****  
*****/
```

```
/* 1.2 - Capitalize the first char of the names  
*****/
```

```
// lowercase all the char in name  
name = name.toLowerCase();
```

```

        // capitalize the first letter of the names

        // get the first char and change that to upper case and then get the
rest of the characters after the 1st char
        firstName = firstName.substring(0, 1).toUpperCase() +
firstName.substring(1); // .toUpperCase() converts a String to uppercase chars
        lastName = lastName.substring(0, 1).toUpperCase() +
lastName.substring(1);

        // greet the user with their first name...

        System.out.println("\nHello there " + firstName + "! I hope to help you
revise some Java...");


        // ----- let's find some interesting things about the name...


        // \n prints a new line

        System.out.println("\nHere are some interesting facts about your
name:");


        System.out.println("* Your first name: " + firstName);

        System.out.println("* Your last name: " + lastName);


        /*****
        *****/

```

```

/***** 1.3 - Find the length of the name *****/

// check how long the string is
// .length() gives the length of a String as an <int>
System.out.println("Your name is " + name.length() + " characters
long.");
```

```

/***** 1.4. Check if firstName == lastName
*****/

// check if the first name is the same as the last name
// short hand if statement without the {} brackets
if(firstName.equals(lastName)) System.out.println("* Your first name
and last name is the same!");

/*****
*****/
```

```

    /******* 1.5 - Find how many vowels are in the name
    *****/

```

```

    // create an array with all the vowels.
    // An array is a collection of variables.
    char vowels[] = new char[5]; // declare and allocate memory for the
array
    vowels[0] = 'a'; // arrays are indexed from 0.
    vowels[1] = 'e';
    vowels[2] = 'i';
    vowels[3] = 'o';
    vowels[4] = 'u';

    // declare and initialise together
    char vowelsCaps[] = {'A', 'E', 'I', 'O', 'U'};

    /* Arrays have three important properties:
        - represent a group of related data.
        - all data within an array have the same type.
        - size of an array is fixed once it is created.
    */

```

vowels `int vowelsCount = 0; // counter that will keep track of the number of`

`// create a new string and store the name into this`

`String highlightedName = name;`

`// for loop: (initialisation; condition; update)`

`for(int letter = 0; letter < name.length(); letter++) // outer loop`

`{`

`// this outer loop will run for the length of the name`

`// to get the length of an array, use .length - Note that there`
are no () in the end.

`for(int i = 0; i < vowels.length; i++) // inner loop`

`{`

`// this inner loop will run for the length of the array (5`
times) everytime the outer loop runs.

`// check if char at outer loop count (letter) is equal to`
the char in vowels array at position of the inner loop count

`if(name.charAt(letter) == vowels[i])`

`{`


```

// increase the count of vowels we have in the
name
++vowelsCount; // Increment variable

// capitalize the vowels to highlight them
// replace lowercase vowels in the name with
uppercase vowels
// .replace() Replaces the first char specified
with the second character specified
highlightedName =
highlightedName.replace(vowels[i], vowelsCaps[i]);

}

} // END of inner loop

} // END of outer loop

System.out.println("* Your name has " + vowelsCount + " vowels (" +
highlightedName + ").");

/*****
*****/

```

```

/***** 1.6 - Check if name is palindromic
*****/

// palindrome: a word, phrase, or sequence that reads the same
backwards as forwards.

// assume that the name is palindromic - we will set this to false if we
find that it is not
boolean palindrome = true;

// convert all char to the same case as A is not equal to a.
String nameUpper = firstName.toUpperCase(); // .toUpperCase()
convert a String to uppercase chars
```

```

        // loop through the name
        for(int count = 0; count < nameUpper.length(); count++)
        {
            // check if the char at count is the same as the char at the
other end
            if(nameUpper.charAt(count) !=
nameUpper.charAt(nameUpper.length() - 1 - count))
            {
                // if the corresponding char is not the same, set
boolean to false
                palindrome = false;

                // break out of the loop once we have found a char
that is not palindromic
                break;
            }
        }

        if(palindrome)
        {
            System.out.println("* Your first name is palindromic (reads the
same backwards as forwards)!");
        }
        else
        {
            System.out.println("* Your first name is not palindromic.");
        }

    }

    /*****
    *****/

```

```

/***** 2.0 - Ask user for a valid month and year
*****/
```

```
// while loop to keep asking user for a valid month
while(month == 0)
{
    // ask for name of the month
    System.out.print("\nName the month were you born in: ");
    String monthName = scan.nextLine();

    // ----- get the number of the month

    // convert user input to lowercase so we can match uppercase
and lowercase input
    monthName = monthName.toLowerCase(); // convert String
to lowercase chars

    // A switch statement gives us the option to test for a range of
values for our variables.
    // They can be used instead of long, complex if ... else if
statements.

    switch(monthName)
    {
        case "january": month = 1; break;
        case "february": month = 2; break;
        case "march": month = 3; break;
        case "april": month = 4; break;
        case "may": month = 5; break;
        case "june": month = 6; break;
        case "july": month = 7; break;
        case "august": month = 8; break;
        case "september": month = 9; break;
```

```
        case "october": month = 10; break;
        case "november": month = 11; break;
        case "december": month = 12; break;
        default: month = 0; break; // if we cannot find a valid
month
    }
```

```
        // print out error message if not a valid month
        if(month == 0) System.out.println("Emmm... that doesn't look
like a valid month...");
    }
```

```
        // ----- [ Ask for a valid birth year ]
        ----- //
```

```
        int count = 0; // control variable to keep track of how many times the
loop has run
```

```
        // this is a do-while loop. it will run at least once and then check the
condition at the bottom to determine if it needs to run again
        do
        {
```

```

// if we are in the loop again...
if(count > 0){
    System.out.println("\nEmmm... That doesn't look like a
year you could be born in! ");
    System.out.println("Try a year between 1930 and
2010... ");
}

```

```

// ask for the birth year
System.out.println("What year were you born in?");
year = scan.nextInt();

```

and before 2011.

```

validYear = (year >= 1930 && year < 2011) ? true : false; //

```

The ternary operator

```

// if condition is true, set boolean variable validYear to true or

```

else false.

```

/* The ternary operator takes three arguments:

```

- a condition, a true value and a false value.

- It tests the condition and then returns one of two values to the variable based on the result of the condition.

```

*/

```

```

// keep track of how many times we are in the loop

```

```

count++; // update

```

```

/* ----- difference between i++ and ++i

```

++i will increment the value of i, and then return the incremented value:

```
i = 1;
j = ++i;
(i is 2, j is 2)
```

i++ will increment the value of i, but return the original value that i held before being incremented:

```
i = 1;
j = i++;
(i is 2, j is 1)
```

```
----- */
```

```
} while(!validYear); // condition
```

```
/******
*****/
```



```

/***** 2.1 - Calculate how old you are
*****/

// ----- Find some more interesting facts...
System.out.println("\nSome interesting facts about your birthday:");

// print out which month they were born in
if(month == 1)
{
    System.out.println("* You were born on the 1st month.");
}
else if(month == 2)
{
    System.out.println("* You were born on the 2nd month.");
}

```

```

    }
    else if(month == 3)
    {
        System.out.println("* You were born on the 3rd month.");
    }
    else
    {
        System.out.println("* You were born on the " + month + "th
month.");
    }

    // calculate their age
    age = 2013 - year;
    System.out.println("* You are " + age + " years old.");

    // check how old they are in different units :P
    System.out.println("* You are " + (age * 12) + " months old.");
    System.out.println("* You are around " + (age * 52) + " weeks old.");
    System.out.println("* You are approximately " + (age * 365) + " days
old.");
    System.out.println("* You are over " + (age * 356 * 24) + " hours
old.");

    /*****
    *****/

```

```

/***** 2.2 - Odd or Even month? *****/

```

```

// check if the age is an odd or even number

```

```

if(age % 2 == 0)

```

```

{

```

```

    System.out.println("Your age is an even number.");

```

```

}

```

```

else

```

```
{  
  
    System.out.println("* Your age is an odd number.");  
  
}
```

```
/****** 2.3 - Were you born on a leap year?  
******/
```

```
// check if the year is divisible by 400 OR (is divisible by 4 AND is NOT  
divisible by 100)
```

```
if((year % 400 == 0) || ((year % 4 == 0) && (year % 100 != 0)))  
{  
  
    System.out.println("* The year " + year + " is a leap year!");  
  
}  
  
else  
{  
  
    System.out.println("* You were not born on a leap year.");  
  
}
```

```
/******  
******/
```

```

    /******* 2.4 - Lucky number
    *****/

    // initialize Random class to generate random number

    Random randomNumber = new Random(); // create an instance of the
    Random class named as randomNumber

    // get a random number between 1 to 12
    int luckyNumber = randomNumber.nextInt(12);

    // get the digits in the ones, tens, hundreds and thousands place of
the birth year
    // % means modulus (mod) in Java and it calculates the remainder
after division
    // e.g. if the year = 2013
    int onesDigit = year % 10; // onesDigit = 3

```

```
int tensDigit = year / 10 % 10; // tensDigit = 1
int hundredsDigit = year / 100 % 10; // hundredsDigit = 0
int thousandsDigit = year / 1000 % 10; // thousandsDigit = 2
```

```
// raise number to the power of 4
double powerDigit = Math.pow(thousandsDigit, 4);
```

```
// add and subtract some digits from the birth year
int result = onesDigit - hundredsDigit + tensDigit;
```

```
// add result with the randomly generated number
luckyNumber += result; // Addition assignment. Same as:
luckyNumber = luckyNumber + result;
```

```
System.out.println("* Your lucky number is: " + luckyNumber);
```

```
/*
*****
*/
```

```

    /******* 2.4 - Lucky Dates
    *****/

    // create an int array of length 3
    int luckyDates[] = new int[3];

    // fill array with random numbers
    for(int i = 0; i < luckyDates.length; i++)
    {
        // generate a random number between 0 and 30 and add 1 so
        // we dont get 0
        int randomDate = randomNumber.nextInt(30) + 1;
    }
}
```

```

        // store the randomly generated number to array
        luckyDates[i] = randomDate;
    }

    System.out.print("* Your lucky dates are: ");

    // loop through the array again and get the values stored
    for(int i = 0; i < luckyDates.length; i++)
    {
        // if we are on the last array position
        if(i == luckyDates.length - 1)
        {
            // print '&' before and full stop in the end.
            System.out.print("& " + luckyDates[i] + ". \n\n");
        }
        else
        {
            // print number with ',' in the end
            System.out.print(luckyDates[i] + ", ");
        }
    }
}

```

```

/*****
*****/

```



```
} // END main
```

```
} // public class
```

```
/*
```

```
-----[ Some Programming Theory ]-----
```

* A computer program is a collection of instructions that describes a task, or set of tasks, to be carried out by a computer.

* A quality program is...

- * Readable

- Other programmers should be able to easily read and understand what your code does.

- You should indent your code.

- Add comments to explain what the program does.

- * Modular

- Programs should be broken down into component parts, where each part is subdivided as necessary.

- * Robust

- A program should gracefully handle cases when the input is not as expected or some other error has occurred.

- A program should never crash.

-----[Things you need to know about Java]-----

- * Java is a programming language. It can be used to write applications and applets.

- * It is an object-oriented language.

- * Platform-independent because of the JVM (Java Virtual Machine).

- "Write once, run anywhere"

-----[Writing a Java Program]-----

- * Written in plain text format and saved with a .java file extension (like this file).

- * But, the machine won't understand this.

- * So, we need to compile the program to turn it into Java bytecode.

- The bytecode is stored in .class file (this file will be created if you build this java program).

- Bytecode is a highly optimised set of instructions designed to be executed by a JVM (Java Virtual Machine).

- * A JVM interprets the bytecode and runs it on the machine.

- * The compiler is called javac and the JVM interpreter is called java.

- * JVM = Java Virtual Machine

- * JVM is just a software program that allows the same .java files to run on many machines.

- * Java is portable because it relies on a layer of Software and Hardware. Each layer only interacts with neighbouring layers.

- Your Java Program <-> JVM <-> Operating System/Embedded Software <-> Hardware of PC/Mobile Phone

- * Java is case sensitive.

- * All statements in Java end with a semi-colon.

-----[Steps to writing a program]-----

1. Develop an algorithm.
2. Write a software implementation of the algorithm - a software program.
3. Compile it.
4. Fix any compilation errors.
5. Test it - try to run it.
6. Fix any runtime errors.

*/

/*

What does this program do?

1.0. Asks for your full name until you enter your full name. Then finds interesting things with your name.

- uses scanner, while loop, boolean variable, if statement.

1.1. Splits your first and last name to separate strings.

- uses for loop, strings, substrings, if statement.

1.2. Capitalize the first char of the names.

- uses strings, substrings and string functions - `<string>.toUpperCase();` and `<string>.toLowerCase();`.

1.3. Finds how long the name is.

- uses string, `<string>.length()` function.

1.4. Check if your first name is equal to your last name.

- uses `<string1>.equals(<string2>);` function.

1.5. Finds how many vowels are in your name with a nested loops and arrays of vowels.

Then replaces the the vowels in your name with the same capital char to highlight them.

- uses char arrays, nested for loops, if statement, `<string>.replace(<char>, <char>);` function.

1.6. Checks if your first name is palindromic.

- uses a for loop, if statement and loop break;

2.0. Repeatedly asks for the month you were born in and for the year until you enter a valid year.

Match the month name to find the month's number.

- uses while loop, do-while loop, scanner, if statement, switch statement, string, int variables.

2.1. Calculates how old you are in different units.

- uses if, else if statements, multiplying numeric operator

2.2. Checks if your age is an odd or even number.

- uses modulus, if statement

2.3. Check if your birth year was a leap year.

- uses modulus, if statement

2.4. Gets each digit of your birth year and randomly finds your lucky number.

- uses random class, modulus to find a single digit, double variables, numeric operators and `math.pow(<x>,<y>)` function.

2.5. Randomly fills an array with numbers from 1 to 31. These display as your lucky dates.

- uses array, for loop, if else statements.

----- That just about covers everything we have learned in programming so far... -----

*/