7. Java Enumeration

Enumeration (enum) is a special data type introduced in Java 1.5 to define a collection of constants. It is used to define variables that can only take one out of a predefined set of values.

Key Features: - Strongly typed constants. - Provides type safety. - Can include methods and fields. Example Program: enum Day { MONDAY, TUESDAY, WEDNESDAY, THURSDAY, FRIDAY, SATURDAY, SUNDAY; public class EnumExample { Output: public static void main(String[] args) { Today is: MONDAY Day today = Day.MONDAY; Days of the week: **MONDAY** System.out.println("Today is: " + today); // Print the value **TUESDAY** WEDNESDAY // Loop through all enum values **THURSDAY** System.out.println("Days of the week:"); **FRIDAY** for (Day day : Day.values()) **SATURDAY** System.out.println(day); **SUNDAY** } 8. Class Math The Math class provides methods for performing basic numeric operations like trigonometric, logarithmic, and exponential calculations. Common Methods: - Math.abs(): Absolute value. - Math.sqrt(): Square root. - Math.pow(): Power. - Math.random(): Generates a random number between 0.0 and 1.0. Example Program: Output: public class MathExample { Absolute value: 25.5 public static void main(String[] args) { Square root: 4.0 double num = -25.5; Power (2³): 8.0 Random number: (varies) System.out.println("Absolute value: " + Math.abs(num)); System.out.println("Square root: " + Math.sqrt(16)); System.out.println("Power (2^3) : " + Math.pow(2, 3)); System.out.println("Random number: " + Math.random()); } 9. Wrapper Classes Wrapper classes in Java provide a way to use primitive data types as objects. Examples include Integer, Double, Character, and Boolean. Purpose: - Required for collections like ArrayList. - Useful for converting between primitives and objects. Example Program: Output: public class WrapperExample { Wrapped value: 10 public static void main(String[] args) { Unwrapped value: 10 int num = 10; Integer wrappedNum = Integer.valueOf(num); // Boxing int unwrappedNum = wrappedNum.intValue(); // Unboxing

System.out.println("Wrapped value: " + wrappedNum); System.out.println("Unwrapped value: " + unwrappedNum);

}

}

10. Auto-boxing and Auto-unboxing

Auto-boxing and auto-unboxing simplify the process of converting between primitive types and their

corresponding wrapper classes. - Auto-boxing: Primitive → Wrapper - Auto-unboxing: Wrapper → Primitive Example Program: Output: import java.util.ArrayList; Stored number: 5 public class AutoBoxingExample { public static void main(String[] args) { ArrayList<Integer> numbers = new ArrayList<>(); // Auto-boxing numbers.add(5); // primitive is automatically converted to Integer // Auto-unboxing int num = numbers.get(0); // Integer is automatically converted to int System.out.println("Stored number: " + num); } 11. Temporal Adjusters Class Temporal Adjusters is a utility class in the java.time package that adjusts a Temporal object (e.g., Local Date) to a different date based on certain rules. Common Adjusters: - firstDayOfMonth() - lastDayOfMonth() - next() and previous() Example Program: Output: import java.time.LocalDate; Today's date: 2024-11-07 import java.time.temporal.TemporalAdjusters; First day of the month: 2024-11-01 Last day of the month: 2024-11-30 public class TemporalAdjusterExample { Next Sunday: 2024-11-10 public static void main(String[] args) { LocalDate today = LocalDate.now(); // First day of the month LocalDate firstDay = today.with(TemporalAdjusters.firstDayOfMonth()); // Last day of the month LocalDate lastDay = today.with(TemporalAdjusters.lastDayOfMonth()); // Next Sunday LocalDate nextSunday = today.with(TemporalAdjusters.next(java.time.DayOfWeek.SUNDAY)); System.out.println("Today's date: " + today); System.out.println("First day of the month: " + firstDay); System.out.println("Last day of the month: " + lastDay); System.out.println("Next Sunday: " + nextSunday); }

}