Java

Java is Platform independent & Object Oriented language

Platform Independent: You can run your code on any platform without recompiling

Object Oriented: You can create applications that will have real world entities which are objects.

Object will have properties & behaviours

Ex:

Customer

properties: id, name, dob, gender, ....  
 behaviours: withdraw(), deposit(), ..

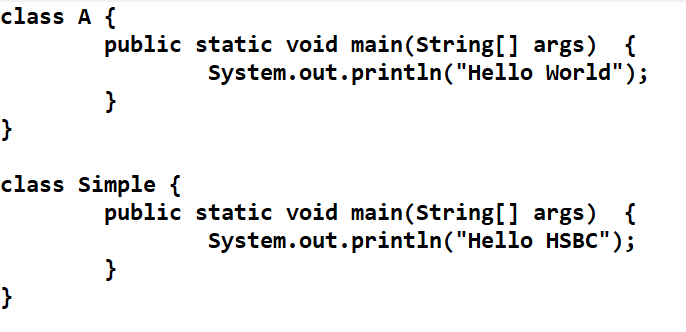
Basic Building block of OOPs

1. class: Blueprint of an object
2. object: Instance of a class

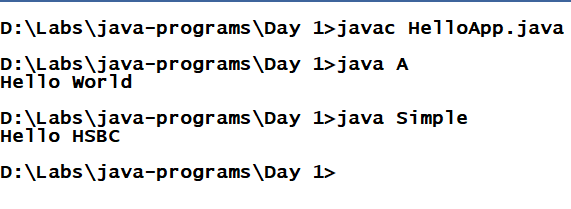
Some of the java commands:

1. javac
2. java
3. javap
4. jar

HelloApp.java



Output:



Fundamentals of Java

1. Datatypes
2. Operators
3. Conditions
4. Arrays
5. Loops
6. Keywords
7. Class & Objects

Datatypes:

Describes a variable can store what kind of value, there are two types

1. primitive type
2. derived type (user-defined type)

Primitive Datatypes:

|  |  |  |  |
| --- | --- | --- | --- |
| Integers | Floats | Boolean | Character |
| byte (1)  short (2)  int (4)  long (8) | float (4)  double (8) | boolean (1) | char (2) |

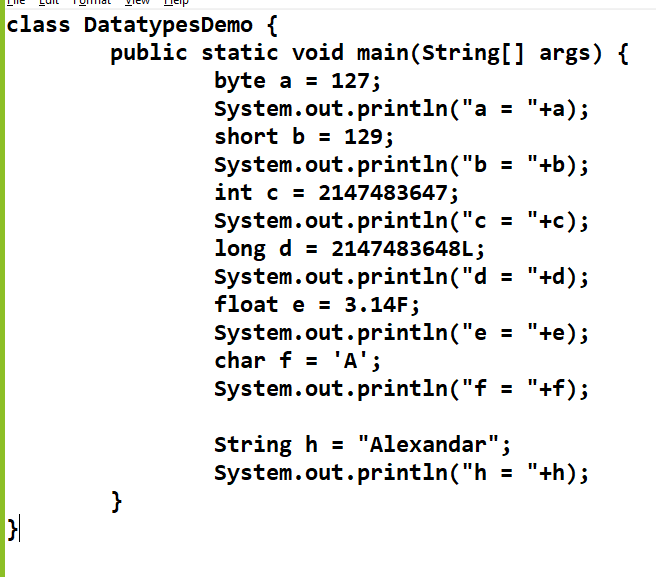
Derived Datatypes:

class, interface, array

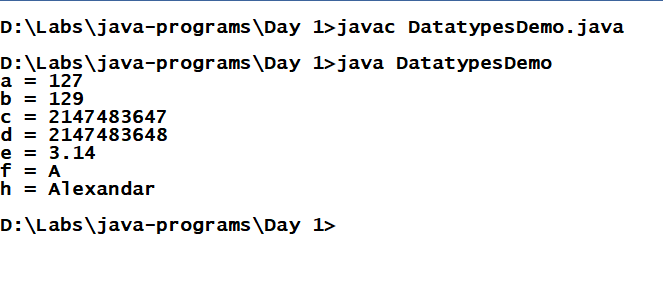
Operators:

=, +, -, \*, /, %, ++, --, <, >,<=, >=, !=, ==

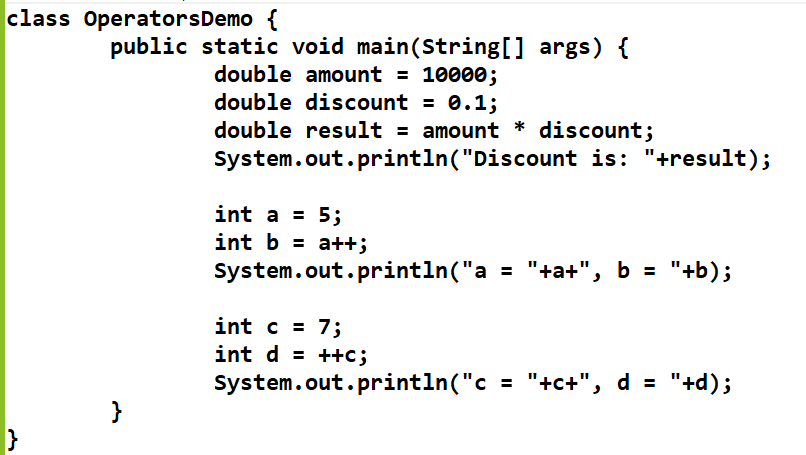
TestDatatypes.java



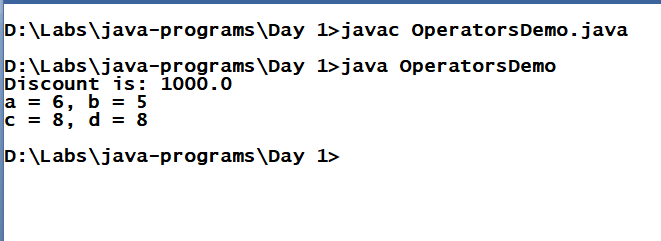
Output:



OperatorsDemo.java

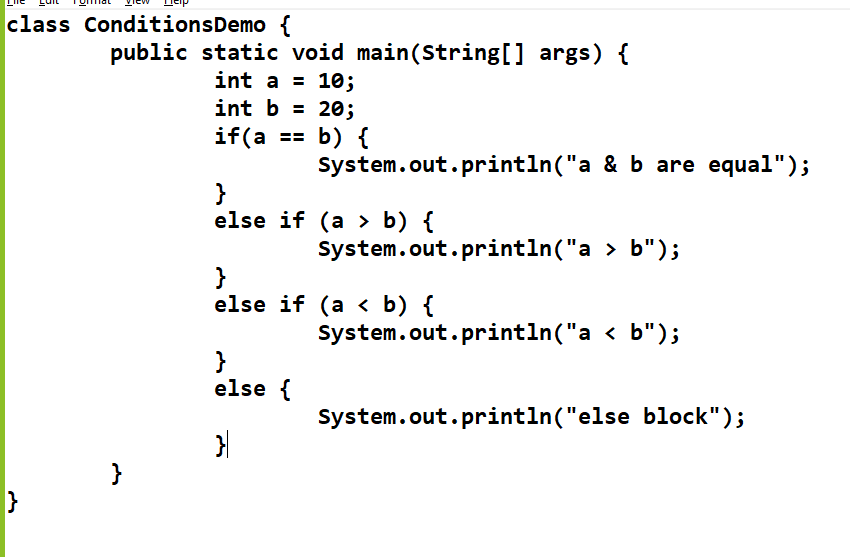


Output

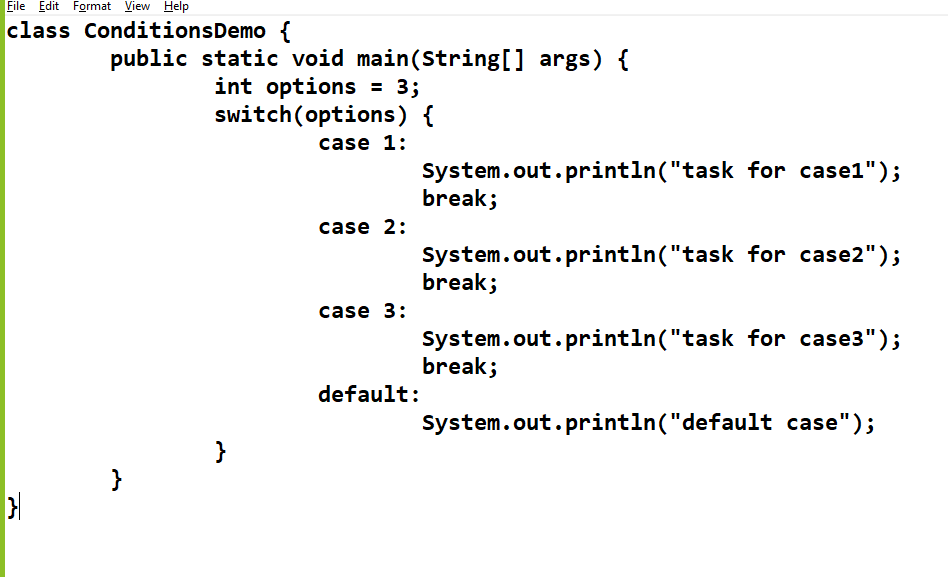


Conditional Statements

1. If
2. If Else
3. If Else If.... Else
4. Switch



Switch

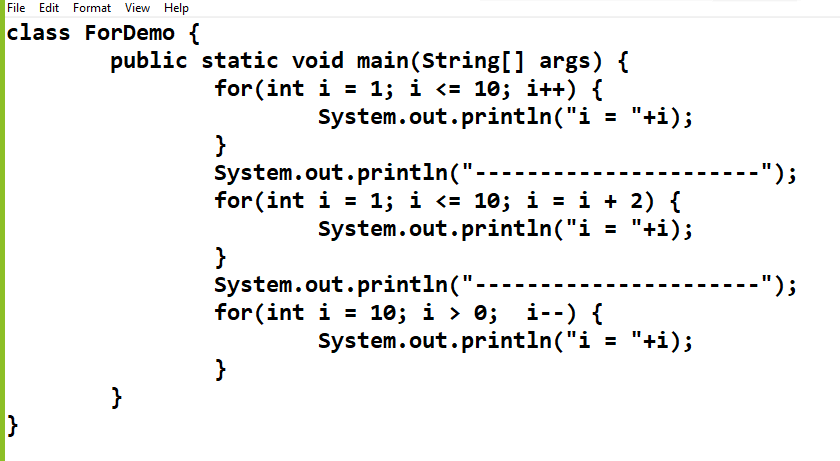


Note: Switch can be used only for numbers, strings, char & enum

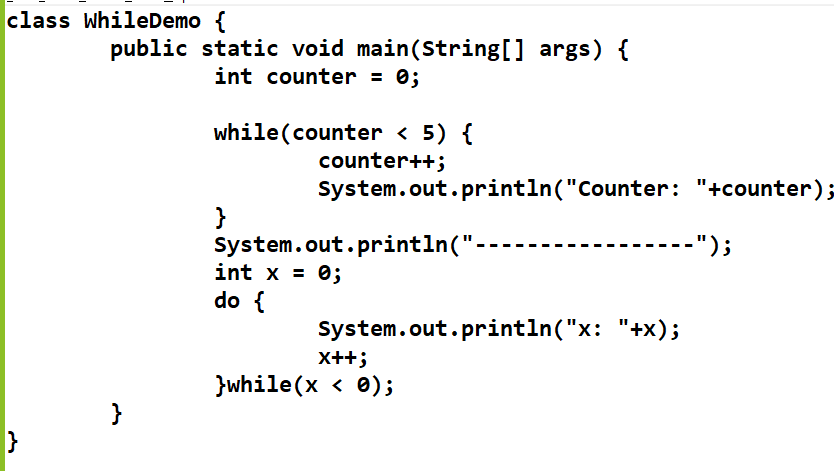
Loops:

1. For
2. While
3. Do-While

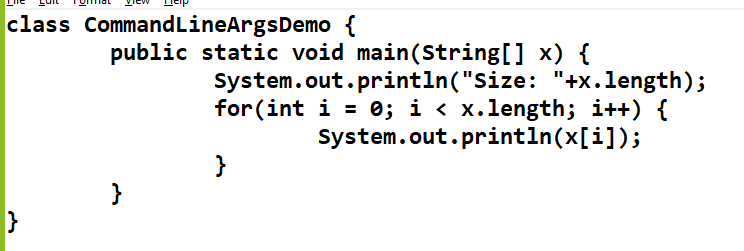
ForDemo



While & Do While Demo



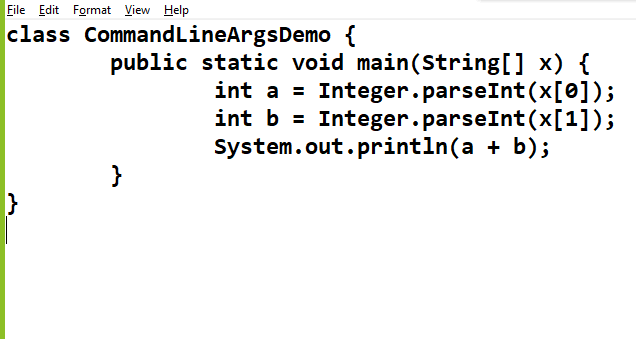
main(String[] args);



Command line argument is string type, you can convert to int or double or char or boolean using some inbuilt classes

Integer.parseInt(“10”); returns int

Double.parseDouble(“10.25”); return double



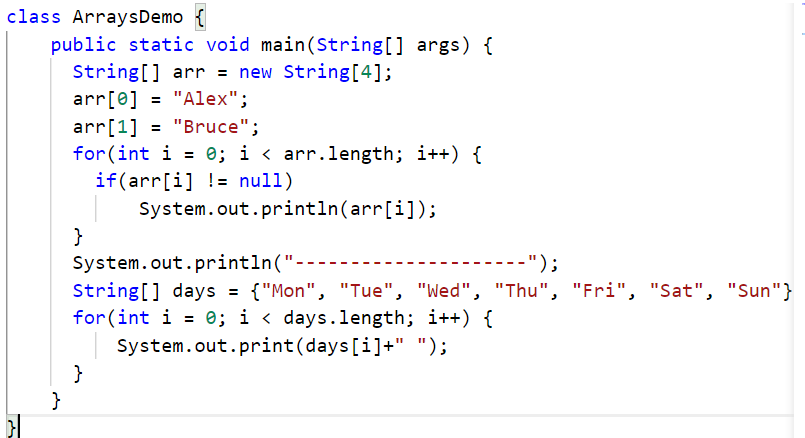
Arrays:

It stores multiple items of same types

Type[] variable = new Type[size];

Type[] variable = {value, value, .....};

ArraysDemo.java



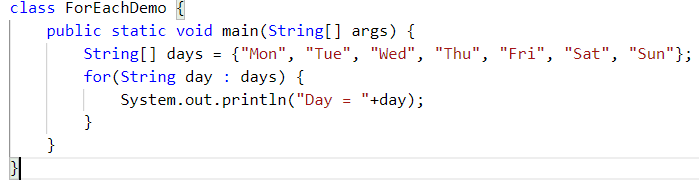
for each loop:

This is introduced in Java 5, to simplify writing the traditional for loop, it doesn’t need any variable initialization, comparison, increment statement, index access

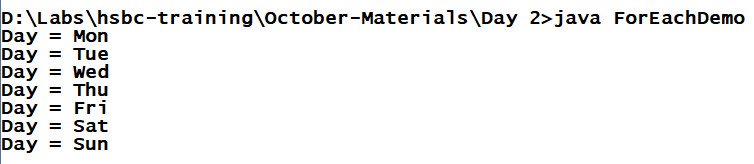
Syntax:

for(Type t : collection) { ... }

collection could be an array or any collection



Output:



Enhanced for loop:

* It iterates only in forward direction
* It iterates all the items, if you want to iterate only few items you must write extra logics

classes & objects

Class: It is a template of an object

Object: It is a real world entity or it is an instance of a class

Classname t = new Classname();

Inside class you can have

1. variables
2. methods
3. constructors

Variables are fields to store state of an object

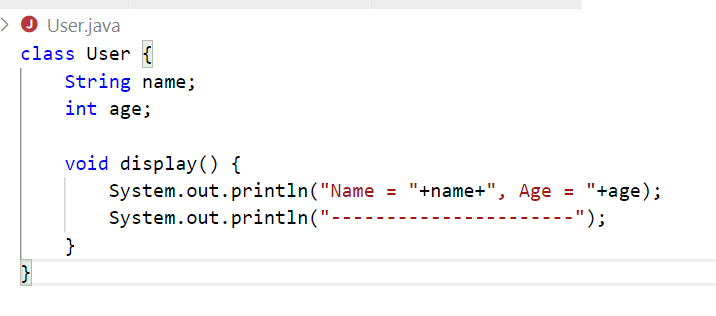
Methods will have logics

What are constructors?

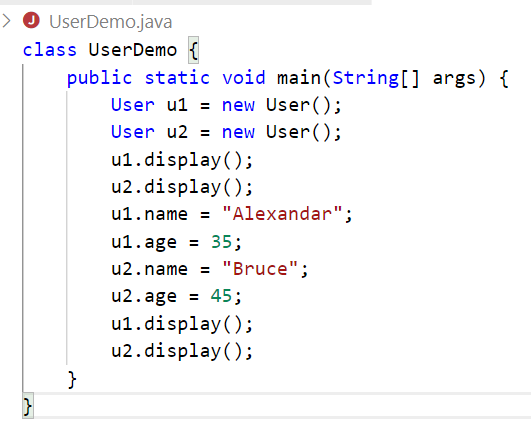
* Constructors are called when object is created
* Their name will be same as class name
* They will not have return types
* By default compile creates a constructor if class doesn’t have any constructor, which is called as default constructor
* If you provide a constructor in a class then compiler retains what is provided, it doesn’t add any default constructor

javap command can be used to check the informations of the class file

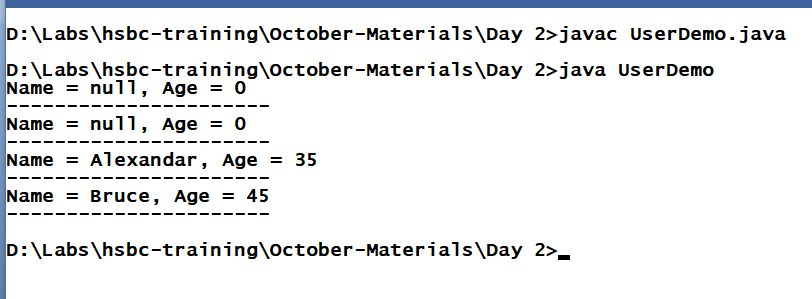
User.java



UserDemo.java

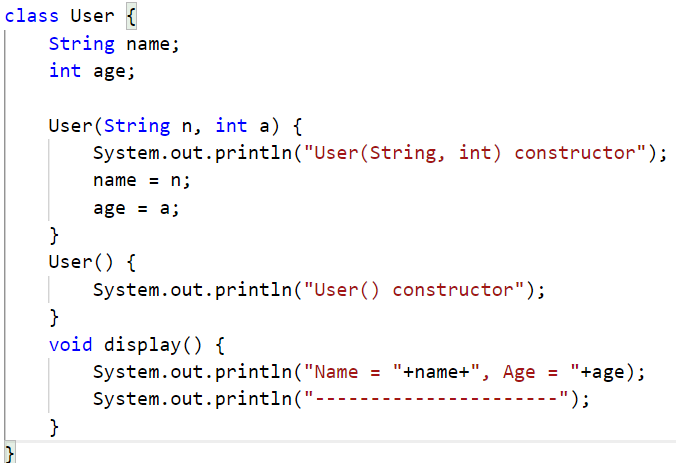


Output:

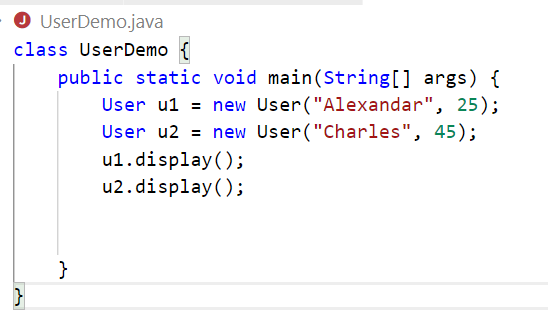


Constructor Overloading: You can have constructors with different parameters in the class, it initializes the variables at the time of object creation

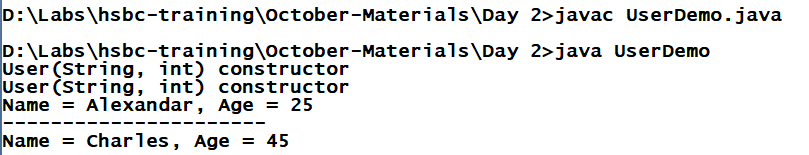
User.java



UserDemo.java

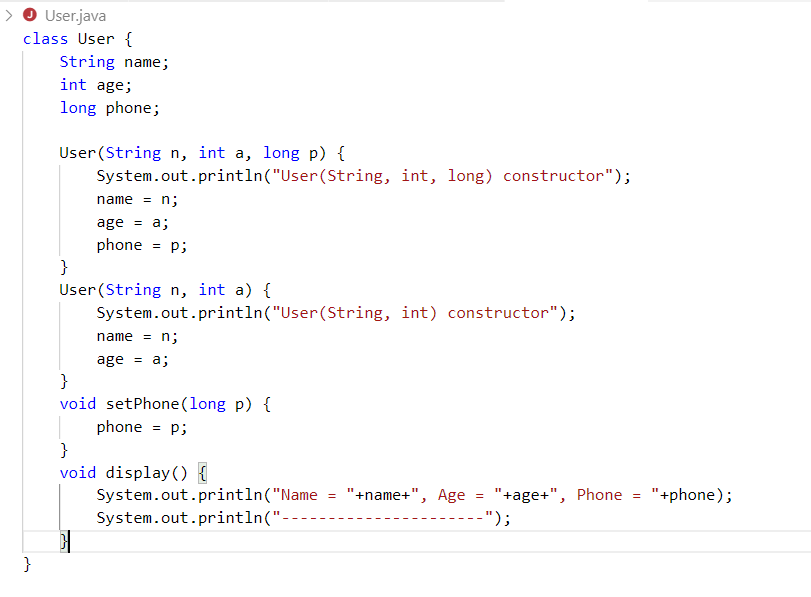


Output:

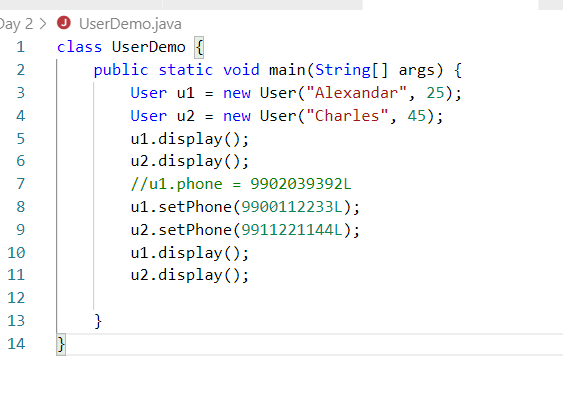


You can also initialize only few members

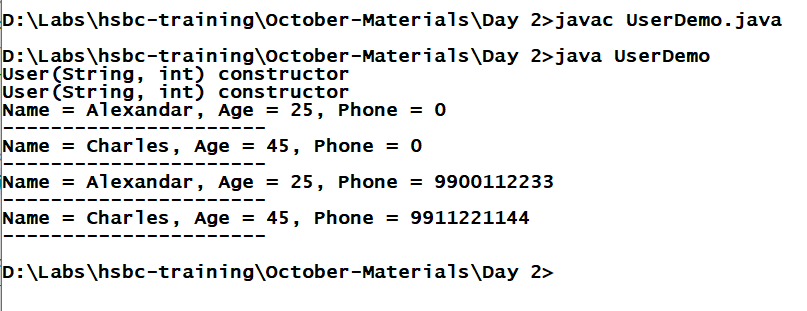
User.java



UserDemo.java



Output:



Assignment:

Create one savings account class and provide multiple constructors,

* Fields: accountNo, name, balance, ifsc, state, city, pin
* Methods: deposit(), withdraw(), display()
* Constructors:
  + Initialize accountNo, name, state, city & default value for ifsc=”HSBC001”, balance 0.0
  + Initialize accountNo, name, balance, state, city & default value for ifsc=HSBC001
* Create 5 objects for different constructors & call withdraw(), deposit() & display()

Static Members:

You can make variables & methods static

* static variables: common data for all the objects
* static methods: common logics for all the objects
* static members are loaded at the time of class loading
* static members can be accessed through class name or reference variable

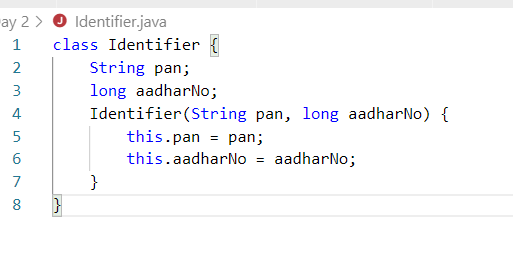
Note: Accessing through reference variable is not recommended, compiler converts reference variable to its class-name

this: It is a reference to the current object, you will use this to differentiate between instance variable & local variable when they share same name,

Another use of `this` keyword is call the constructor from another constructor

Pass by reference

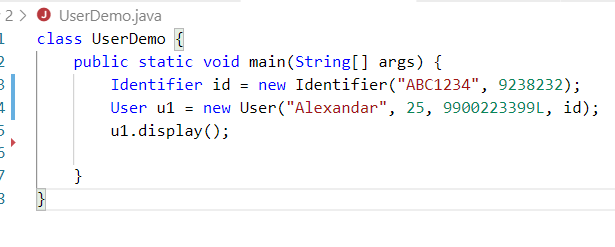
Identifier.java



User.java



UserDemo.java



Assignment:

1. Create an array of type Employee and store employee objects into the array, display only those employees who has salary > 50000 through for each loop.

Note: Atleast have 5 employee objects

1. Modify the Employee class to have Address(state, city, pin) variable with a Has-a relationship, display the employees with address

Note: You must have a constructor to take Address also as a parameter

OOPs concepts

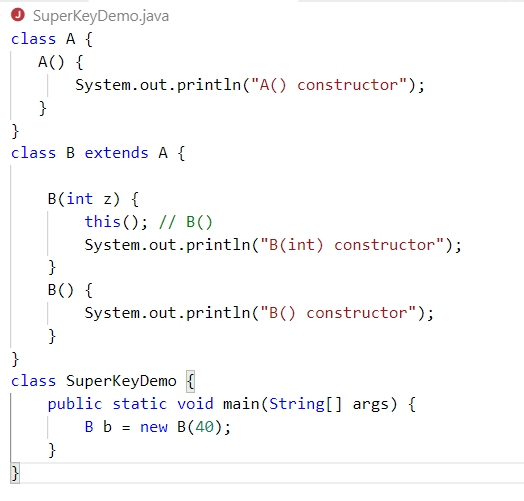
1. Inheritance
2. Polymorphism
3. Encapsulation
4. Abstraction

Inheritance:

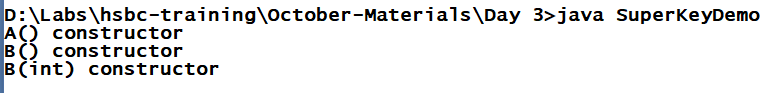
Process acquiring members from parent class to child class.

* extends keyword is used
* super class *default constructor* is automatically called from *subclass constructor*
* super() calls default constructor, super(args) calls argument constructor

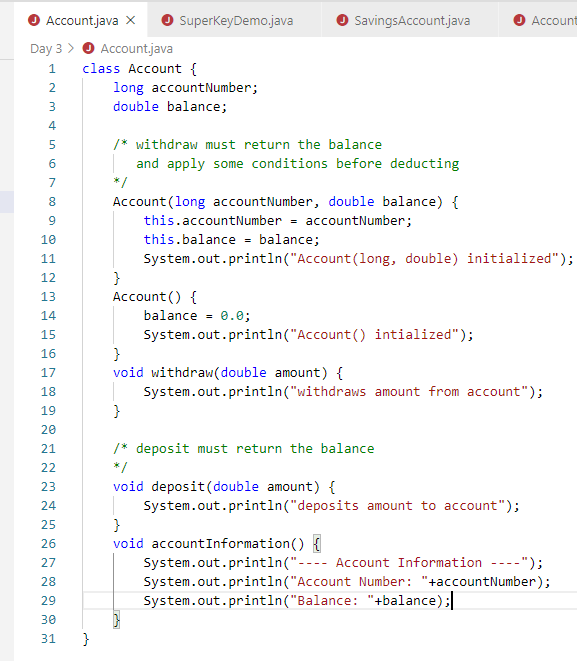
Inheritance forms a is-a relationship



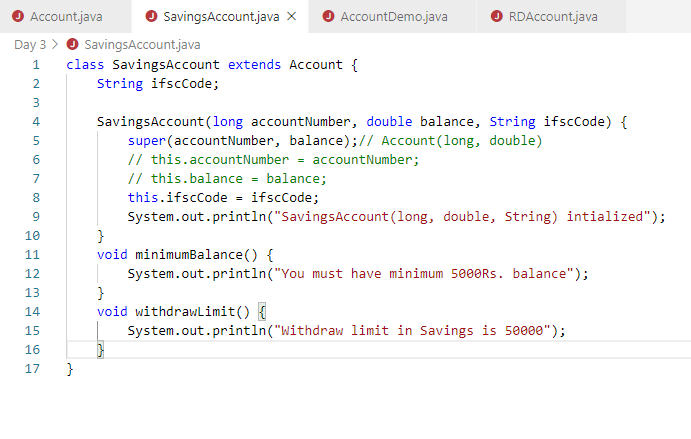
Output:



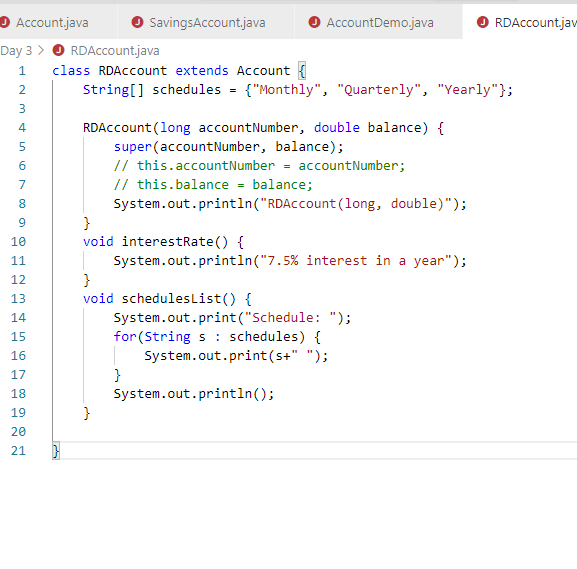
Account.java



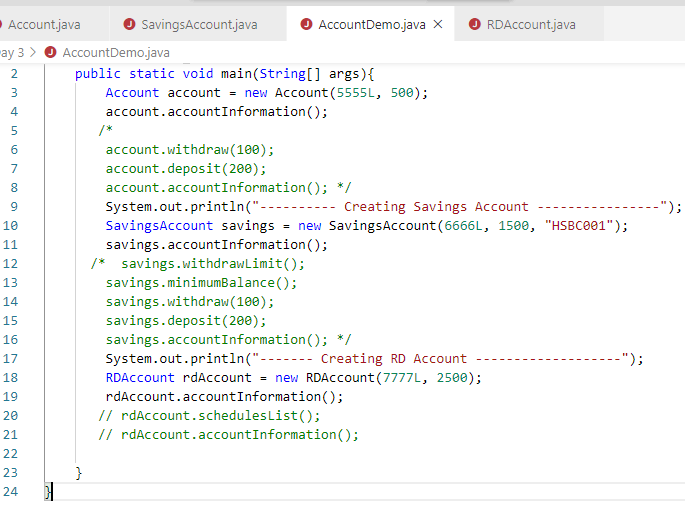
SavingsAccount.java



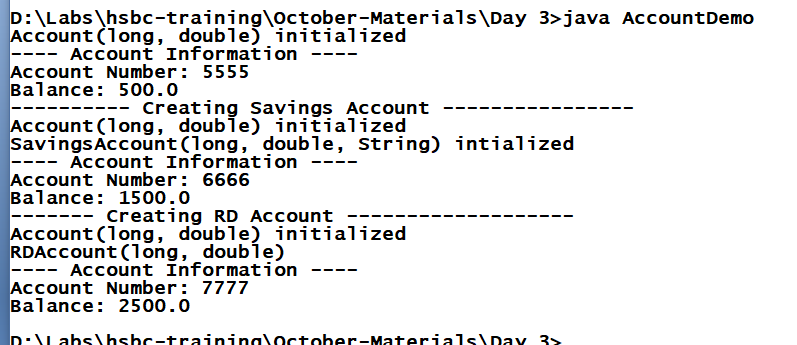
RDAccount.java



AccountDemo.java



Output:

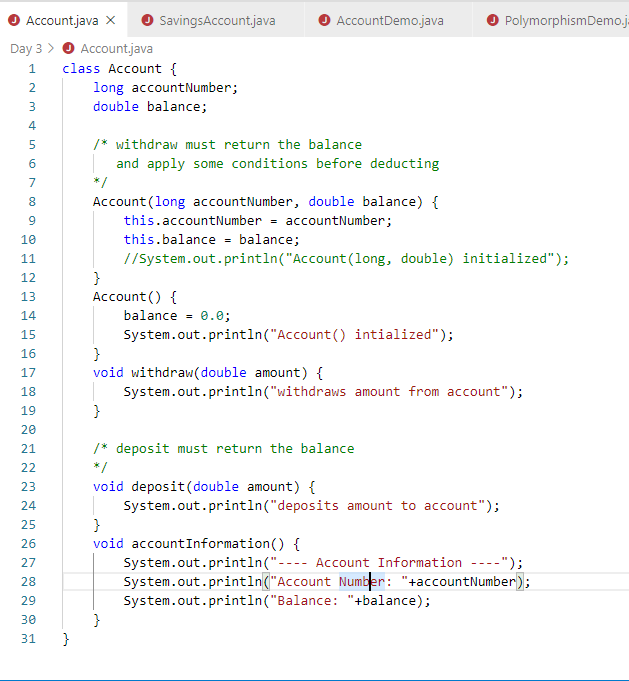


Polymorphsim:

Polymorphism means ability of a method to have many forms

1. compile time - method overloading
2. runtime - method overriding

Account.java



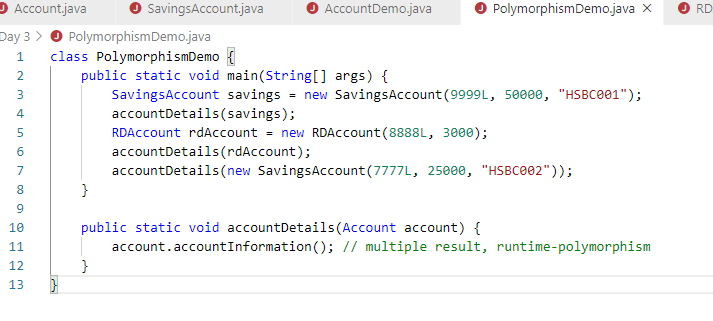
SavingsAccount.java



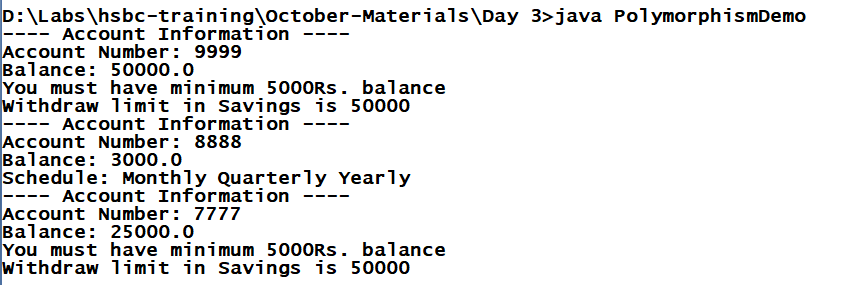
RDAccount.java

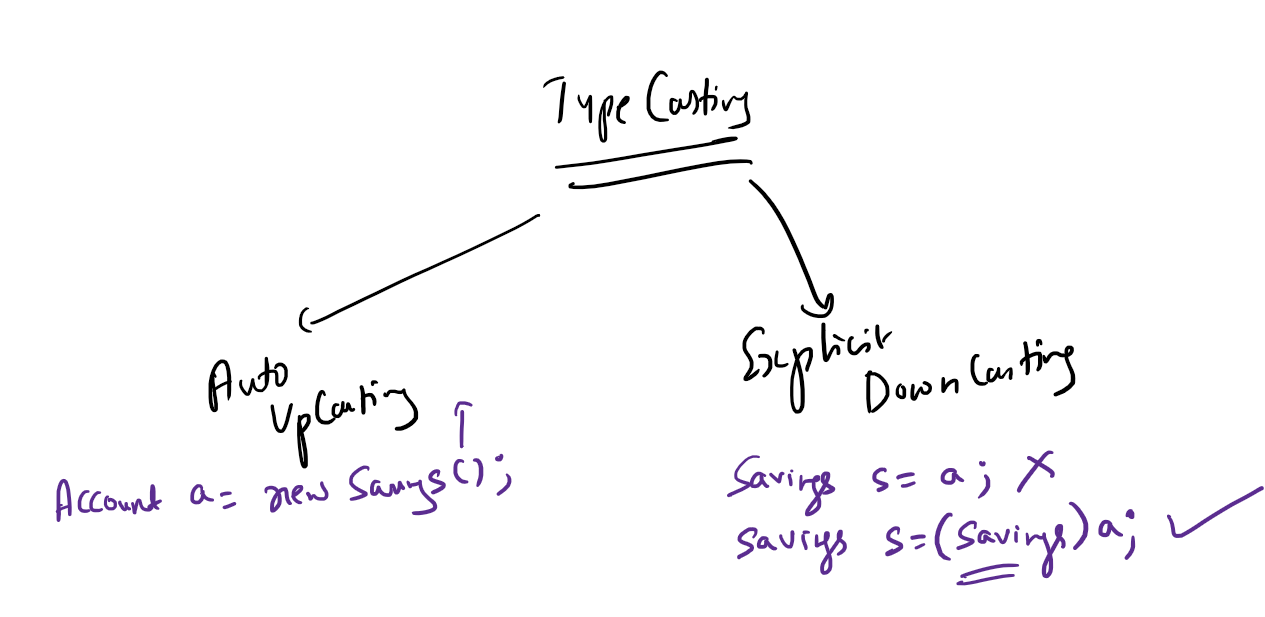


PolymorhismDemo.java



Output:

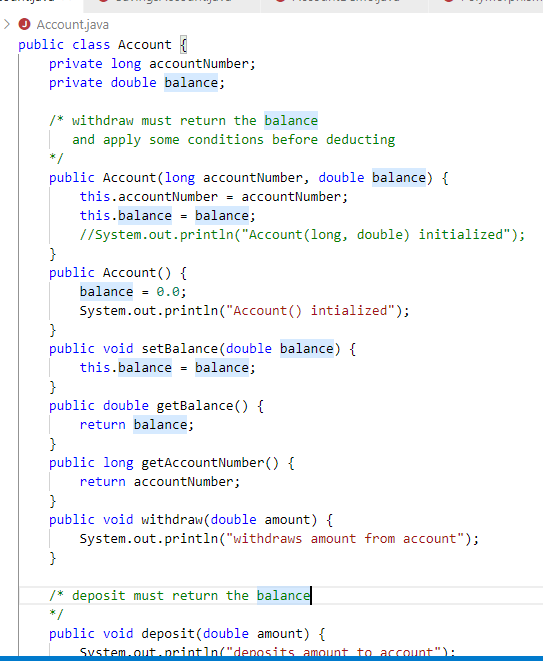




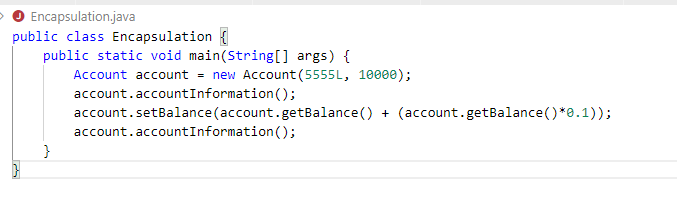
Encapsulation:

Hiding the data and accessing through public members, it gives control over the data.

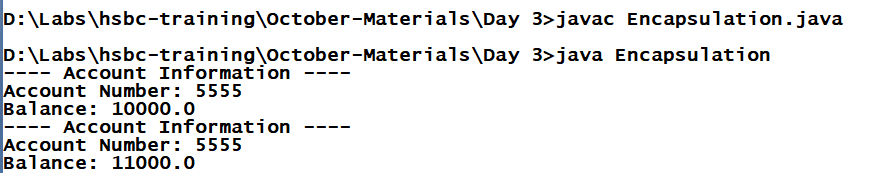
Account.java



Encapsulation.java

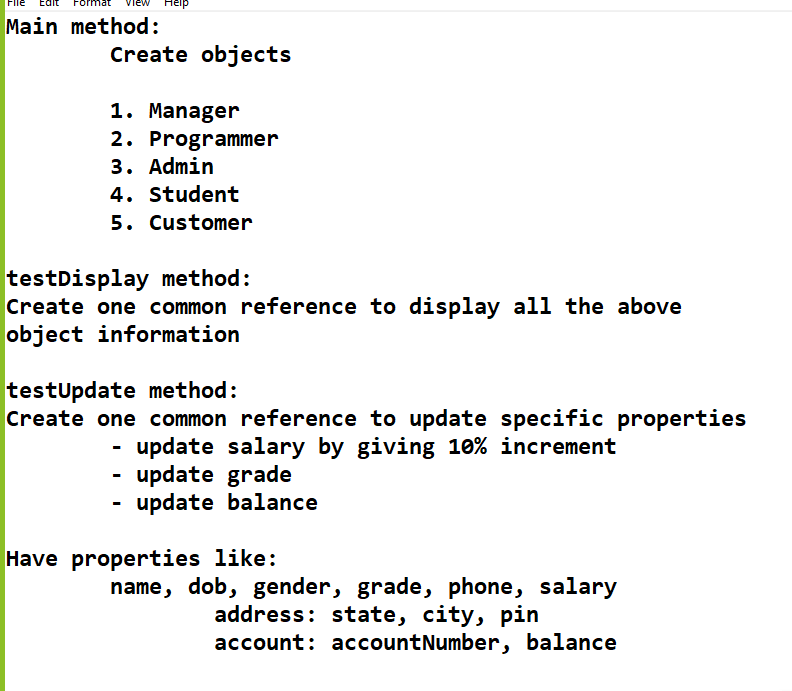


Output:



Abstract class & abstract methods:

When you don’t want a class to be instantiated and when you want to force subclass to override methods you will use them.

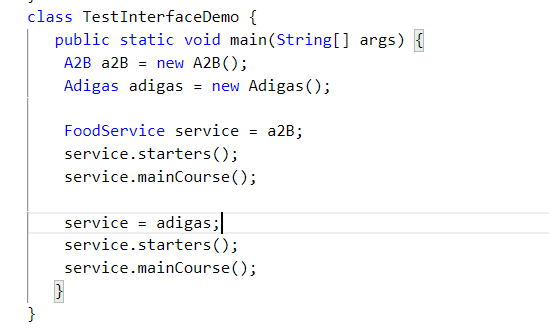


Abstraction: Hiding the implementation & showing only the necessary details to the user.

Abstraction can be achieved in 2 ways:

1. Abstract class: partial abstraction
2. Interface: 100% abstraction

TestInterfaceDemo.java



Some important points on interface

1. It is used to connect multiple programs
   1. Banking transactions can be done through IRCTC, PhonePay, PayTM, GooglePay, Amazon
2. It allows you to complete hide implementations from the caller
3. All the members of interface are public by default
4. You can’t have constructors inside interface
5. You can’t create object of interface, but you can create reference of interface
6. Methods are abstract by default
7. Variables are constants (static & final)
8. You can achieve multiple inheritance, i.e, an interface can extend one or more interfaces

interface A { }   
interface B { }   
interface C extends A, B { }

1. A class can also implement more than one interface at a time

class Impl implements A, B, C { }

1. A class can extend one class and implement more than one interface

class Impl extends Thread implements A, B, C { }

final keyword:

final keyword can be applied on variables, methods & classes

final variables can’t be modified

final methods can’t be overridden

final classes can’t be inherited

Access specifiers

There are 4 access specifiers

1. private: visible within the class
2. no keyword: visible within the package
3. protected: visible within the package & outside the package only to sublcass
4. public: visible to all

Predefined packages:

1. java.lang: by default all the classes of lang package you can use without importing
2. java.util
3. java.io
4. java.sql

java.lang:

String, System, Thread, Object, Exception, Integer, Double, Float, RuntimeException, NumberFormatException, NullPointerException,....

java.util:

Scanner, List, ArrayList, Set, HashSet, TreeSet, LinkedList, Map, HashMap, TreeMap,...

Object: It is the root class in java, some of the commonly used methods of Object

* toString()
* equals()
* hashCode()

toString(): it is a method which is called automatically whenever you print any object, you can override to represent custom description, by default it represents memory address

Exception:

It is an event that will disturb the normal flow of execution, you need to handle it

Five keywords used in Exception Handling

try, catch, finally, throws & throw

Exceptions are of two types

1. Checked Exceptions: Has to be handled at compilation time
2. Unchecked Exceptions: Recognized at runtime

try: statements that cause exceptions must be kept.

catch: to handle the exception

finally: to execute some mandatory statements even if exception is not handled

throws: propagates the exception to the caller when the code doesn’t know how to handle the exception

throw: you want to manually create & throw an exception

Factory Pattern:

It is a design pattern used to create object for different classes