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(), ..

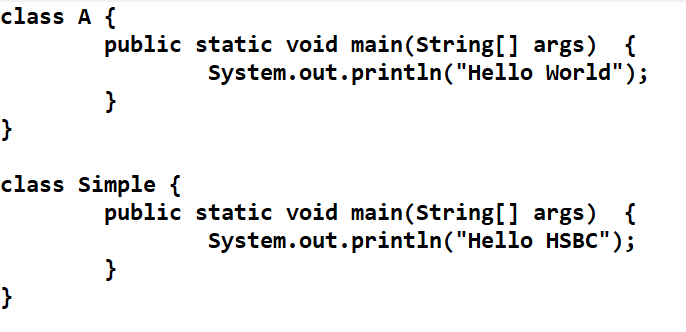
Basic Building block of OOPs

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

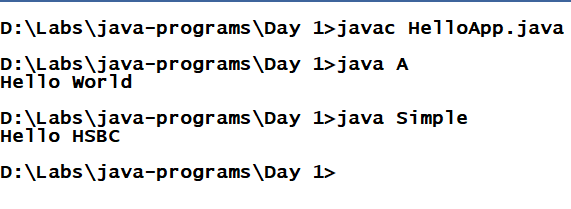
Some of the java commands:

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) |

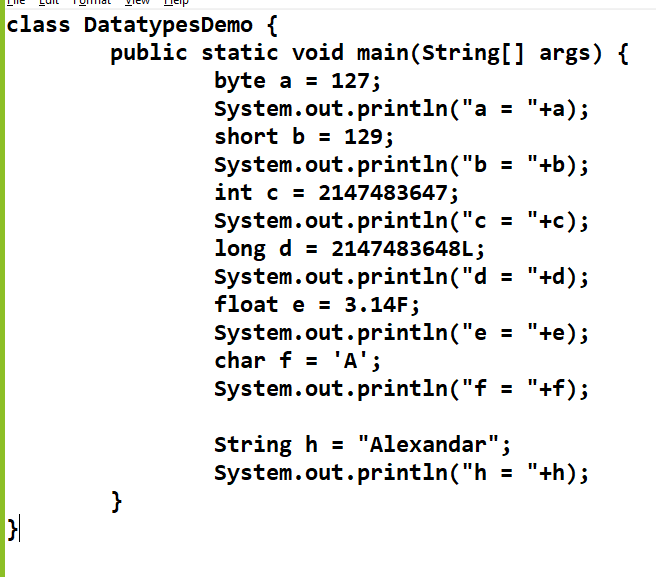
Derived Datatypes:

class, interface, array

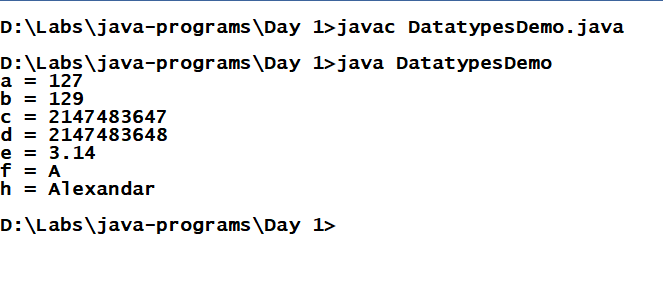
Operators:

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

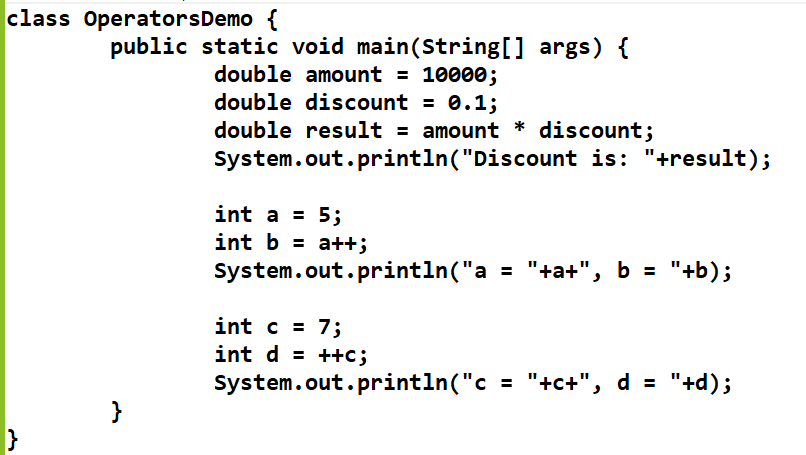
TestDatatypes.java



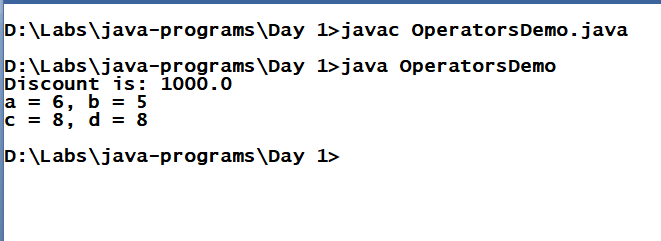
Output:



OperatorsDemo.java

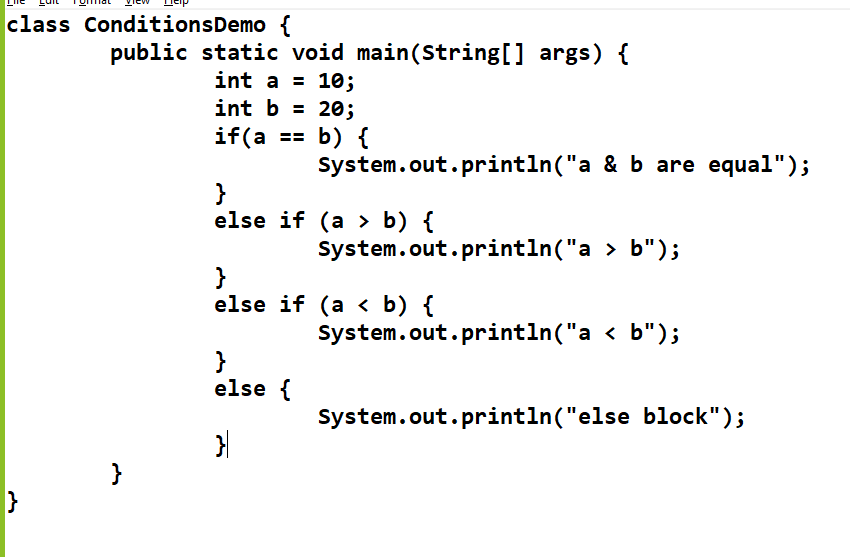


Output

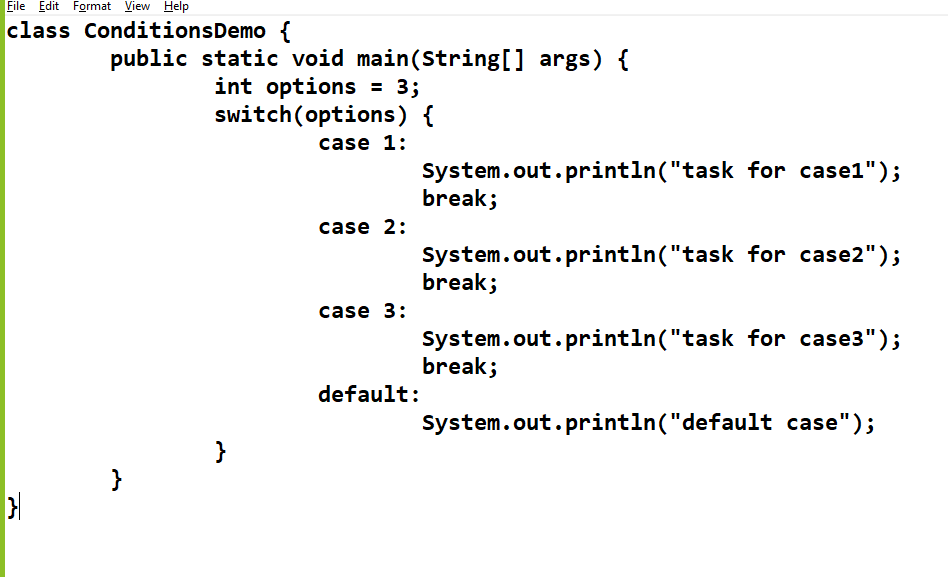


Conditional Statements

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



Switch

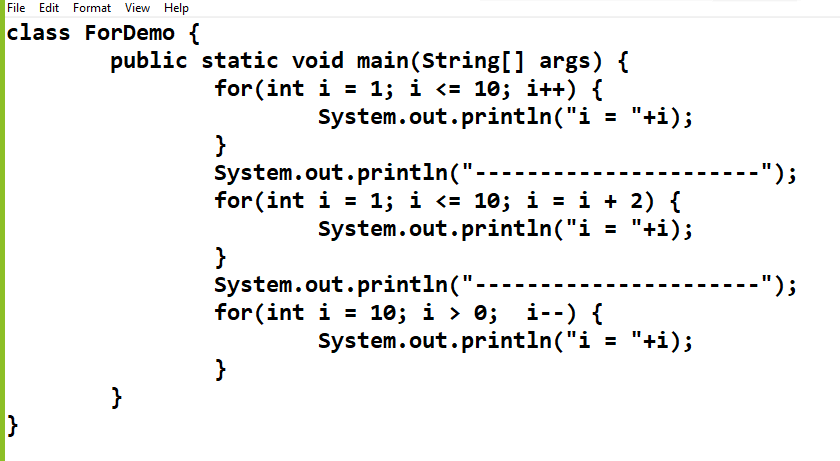


Note: Switch can be used only for numbers, strings, char & enum

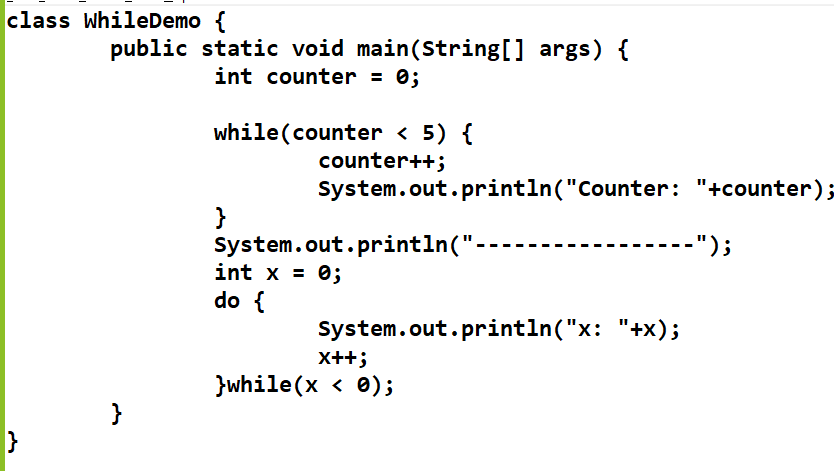
Loops:

1. For
2. While
3. Do-While

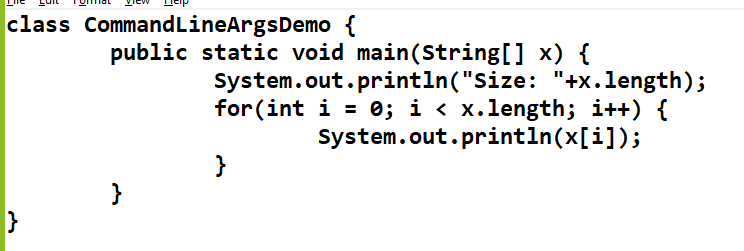
ForDemo



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

