



# POLYPREP

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A Product by Softpro Group

**Bridging The Technology GAP**

# About Softpro

Estd : 2004

*A Company Founded By Technocrats from IIT Kanpur & IET Lucknow*

**2004**

**Softpro India Computer Technologies (P) Ltd**  
Software Development, Research & Automation

**2008**

**Softpro Learning Center**  
Training & Learning Division of the Company

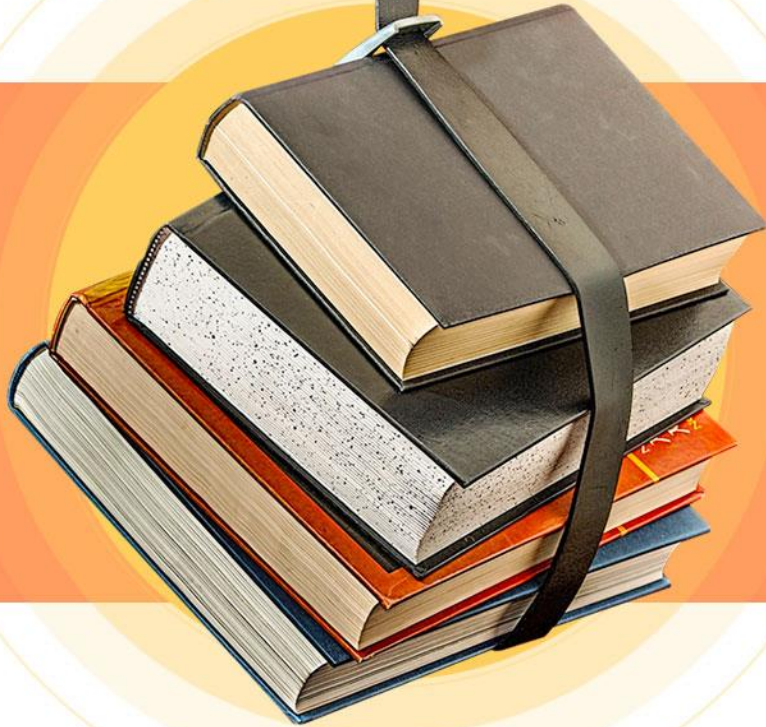
**2012**

**Softpro Foods (P) Limited**  
Deals into Agro Products

**2014**


**Softpro Technologies, Malawi (Africa)**  
Overseas Unit of the company dealing in development & training





# Training On Java

## LECTURE – 1 : TOPICS

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- A stack of five books of different colors (brown, grey, white, red, blue) tied together with a black strap, set against a circular orange glow on a solid orange background.
- Java, An Introduction
  - Execution Scenario of Java
  - JDK, JRE and JVM
  - Technologies Dependent on Java
  - Applications, which can be Developed by Using Java
  - Java Program Structure
  - First Java Program
  - Taking Inputs In Java Using Scanner/ Bufferedreader
  - Decision Controls In Java.

# Java, An Introduction

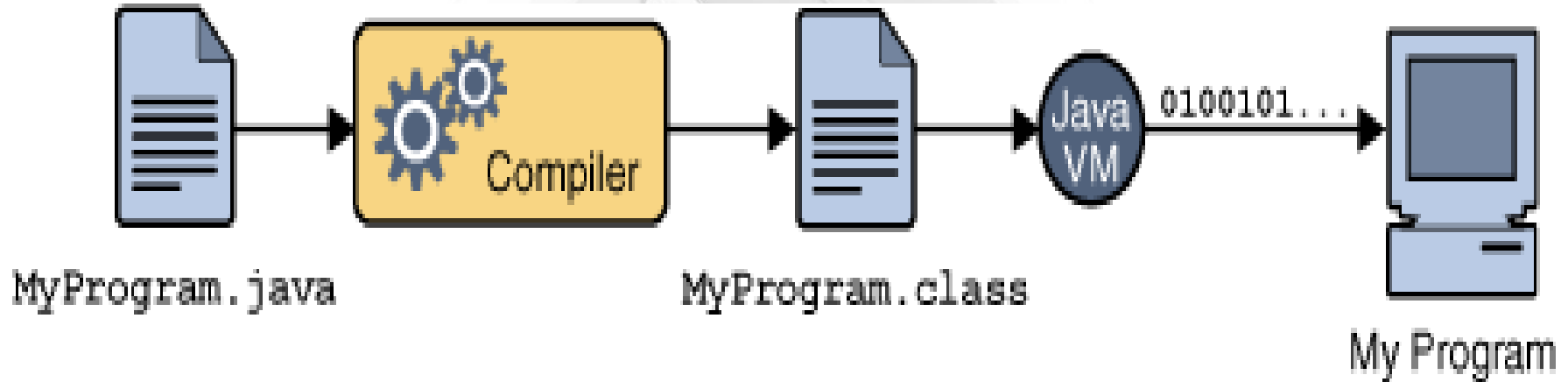
Author	James Gosling
Vendor	Sun Micro System (which has since merged into Oracle Corporation)
Project Name	Green Project
Type	Open Source & Free Software
Initial Name	OAK Language
Present Name	Java
Extensions	.java & .class & .jar
Operating System	Multi Operating System

# Java, An Introduction (cont..)

Implementation Language	C, CPP.....
Symbol	Coffee Cup With Saucer
Objective	To Develop Web Applications
SUN	Stanford Universally Network
Slogan/Motto	WORA(Write Once Run Anywhere)
Initial version	Jdk 1.0 (Java Development Kit)
Present version	Java 14

# Execution Scenario Of Java

In the java programming language, all the source code is first written in plain text files ending with extension .java. Those source files are then compiled into .class files by the javac compiler. A class file does not contain code that is native to your preprocessor, it instead contains – bytecodes. The machine language of java (Java VM). The java launcher tool then runs your application with an instance of Java virtual machine.



# JDK, JRE & JVM

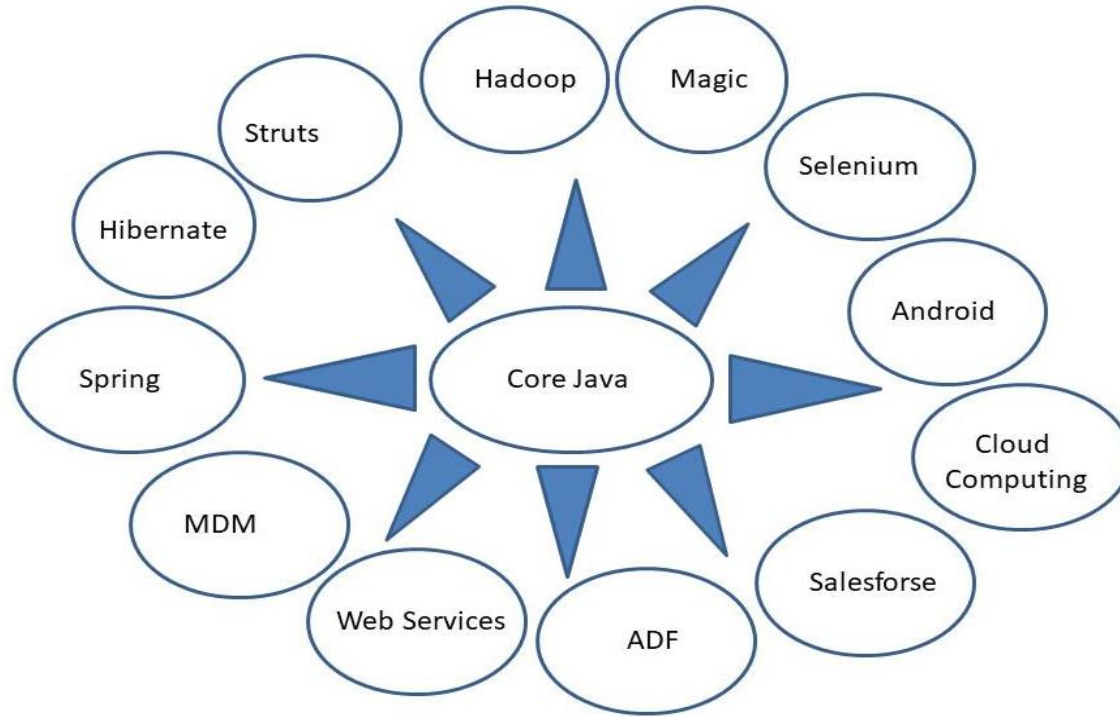
**Java Development Kit:-** The Java Development Kit (JDK) is a software development environment used for developing Java applications and applets. It includes the Java Runtime Environment (JRE), an interpreter/ loader (Java), a compiler (javac), an archiver (jar), a documentation generator (Javadoc) and other tools needed in Java development.

**Java Runtime Environment:-** JRE stands for “**Java Runtime Environment**” and may also be written as “**Java RTE.**” The Java Runtime Environment provides the minimum requirements for executing a Java application; it consists of the Java Virtual Machine (JVM), core classes, and supporting files.

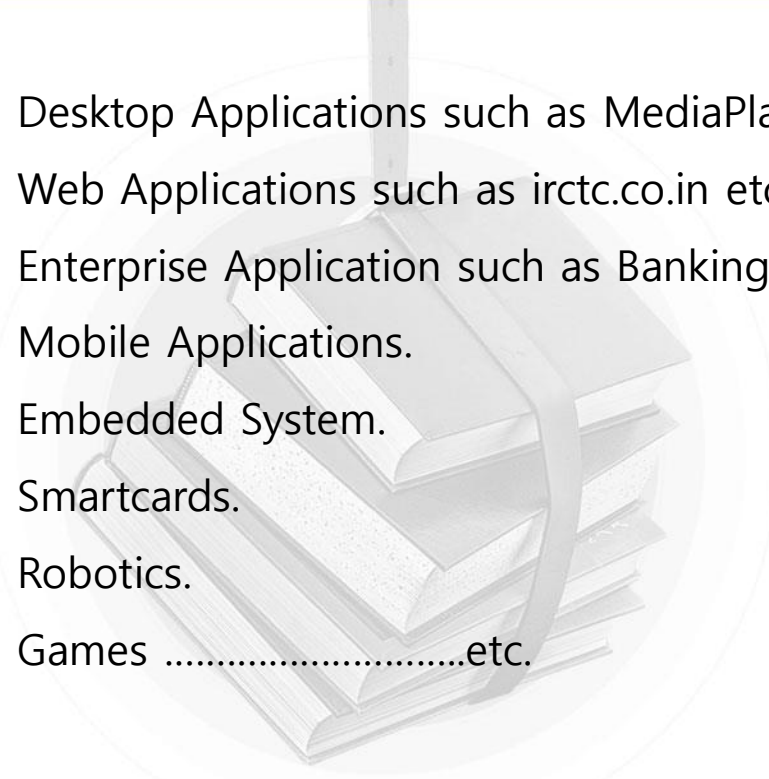
**Java Virtual Machine:-** JVM is a **specification** where working of Java Virtual Machine is specified. But implementation provider is independent to choose the algorithm. Its implementation has been provided by Sun and other companies.



# Technologies Dependent On Java



# Applications, which can be Developed by Using Java

- 
- 1) Java is used to develop Desktop Applications such as MediaPlayer, Antivirus etc.
  - 2) Java is used to develop Web Applications such as irctc.co.in etc.
  - 3) Java is used to develop Enterprise Application such as Banking Applications like Finacle.
  - 4) Java is used to develop Mobile Applications.
  - 5) Java is used to develop Embedded System.
  - 6) Java is used to develop Smartcards.
  - 7) Java is used to develop Robotics.
  - 8) Java is used to develop Games .....etc.

# Steps To Design A First Application

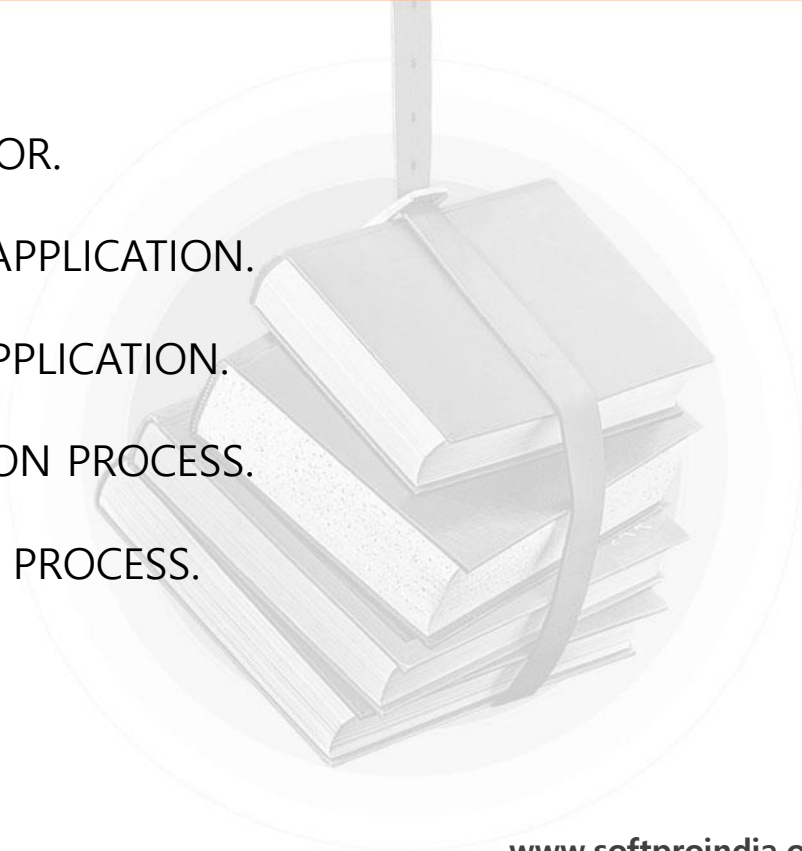
STEP-1:- SELECT EDITOR.

STEP-2:- WRITE THE APPLICATION.

STEP-3:- SAVE THE APPLICATION.

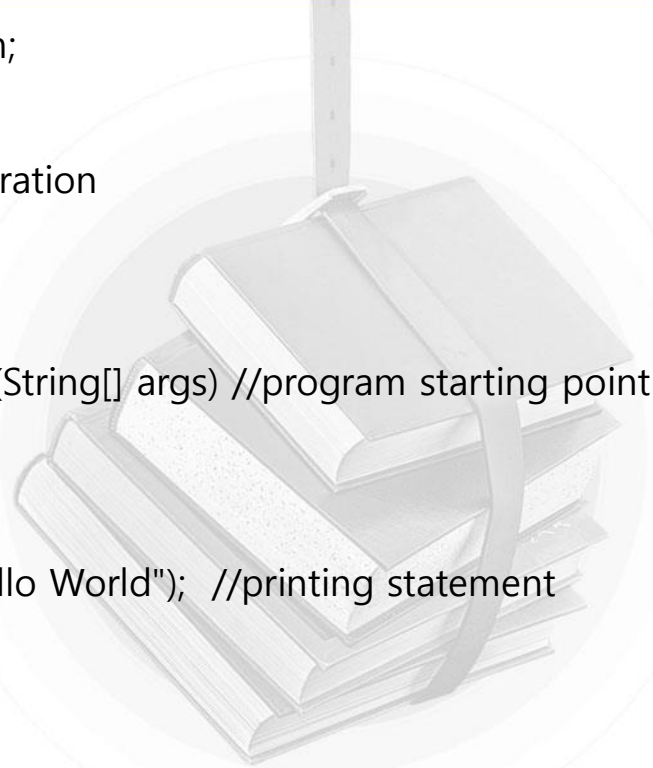
STEP-4:- COMPILATION PROCESS.

STEP-5:- EXECUTION PROCESS.



# Example Application

```
import java.lang.System;
import java.lang.String;
class Test //class declaration
{
    //class starts
    public static void main(String[] args) //program starting point
    {
        //main starts
        System.out.println("Hello World"); //printing statement
    } //main ends
} //class ends
```



# Taking Input From User Using Scanner

**Scanner** class present in **java.util** package and it is introduced in 1.5 version.

First we create the object of Scanner class as given below:-

```
Scanner s=new Scanner(System.in);
```

To get int value ----> `s.nextInt()`

To get float value ---> `s.nextFloat()`

To get byte value ---> `s.nextByte()`

To get String value ---> `s.next()`

To get single line ---> `s.nextLine()`

To close the input stream ---> `s.close()`

# Decision Controls In Java (If Statement)

If is a keyword which works like decision control. We attach a condition with if statement. If given condition is true then code will be executed and if given condition is false then it does nothing.

## Syntax:-

```
if(condition)
{
    //code
}
```

# If - Else Statement

If-else is the variation of if statement. We attach a condition with if statement. If given condition is true then if block code will be executed and if given condition is false then else block code will be executed.

## Syntax:-

```
if(condition)
{
//If block code
}
else
{
//Else block code
}
```

# Ladder If - Else Statement

If you have multiple conditions and you want to execute the code based on those conditions then you can use ladder if – else .

## Syntax:-

```
if(condition)
{
//code1
}
else if
{
//code2
}
else
{
//code3
}
```

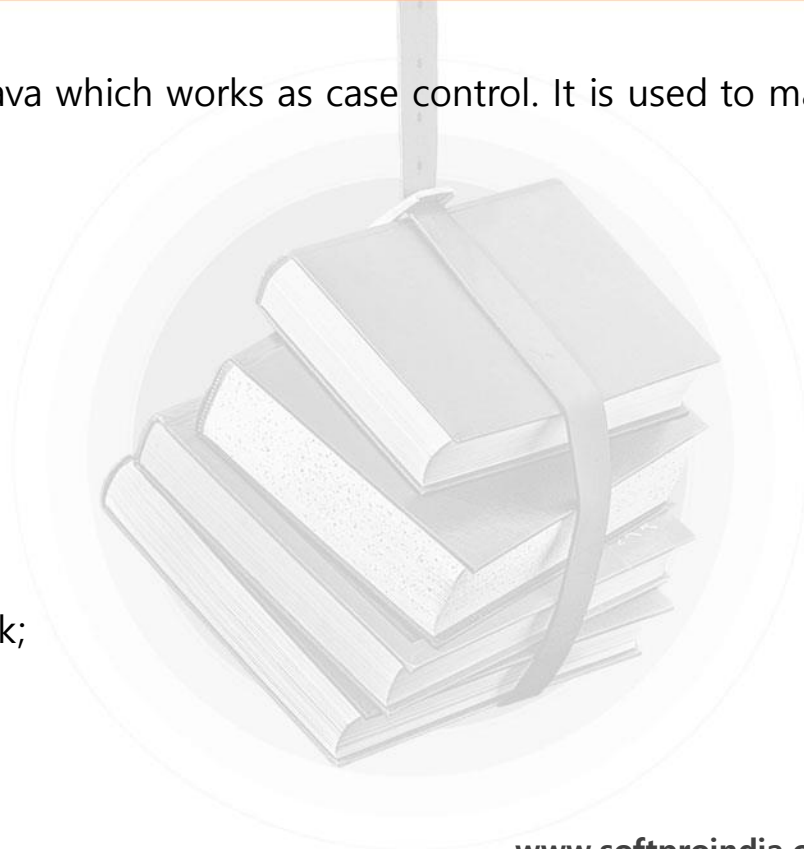


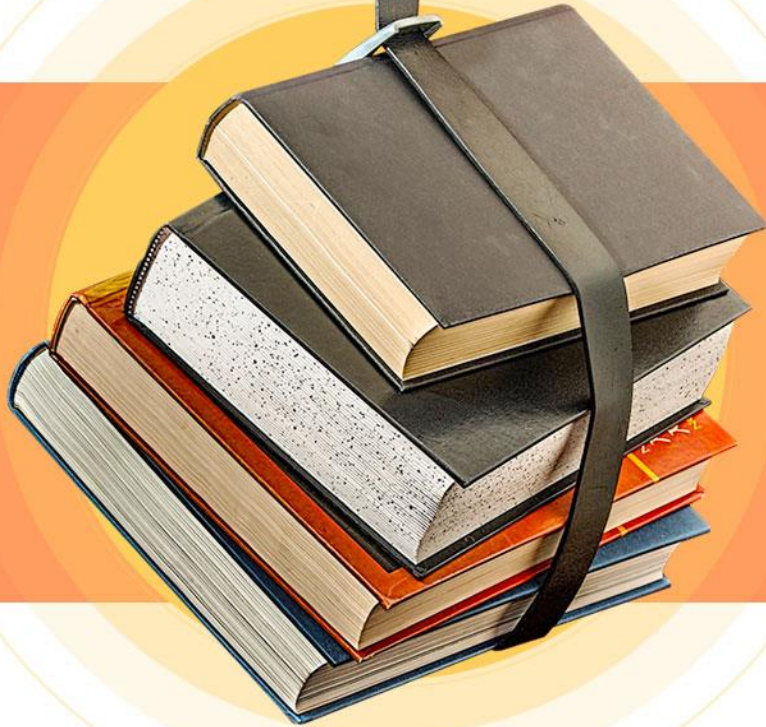
# Switch Statement

Switch is a keyword in java which works as case control. It is used to make menu based program.

## Syntax:-

```
switch(argument)
{
    case label1 :
        sop(" ");break;
    case label2 :
        sop(" ");break;
    |
    |
    default : sop(" "); break;
}
```





# THANK YOU