



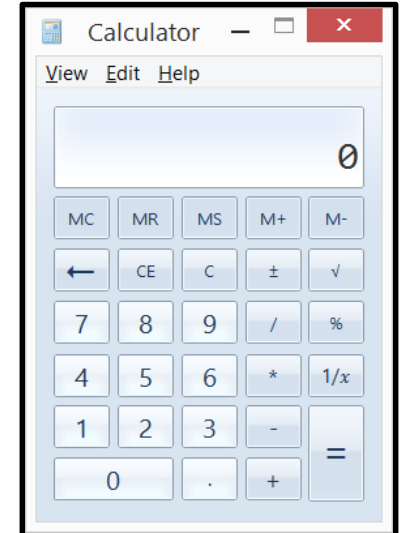
**facebook**

Log in to Facebook

Email address or phone number

Password

**Log In**



---

C

C++

C#

JAVA

Python

Perl

---

```
void calculator()
```

```
{
```

```
}
```

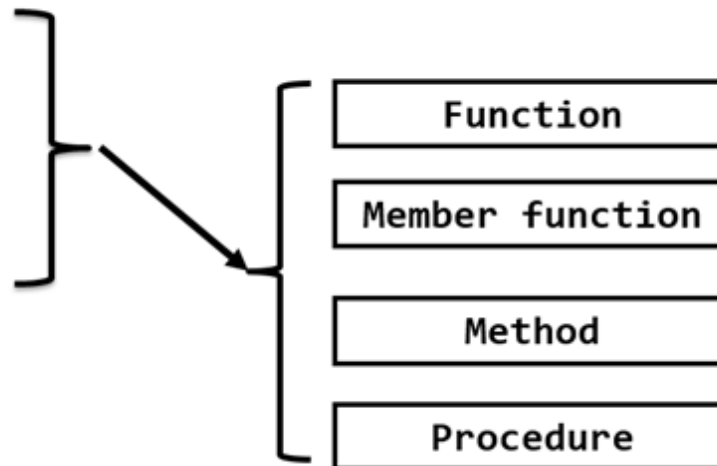
```
void scientific_calculator()
```

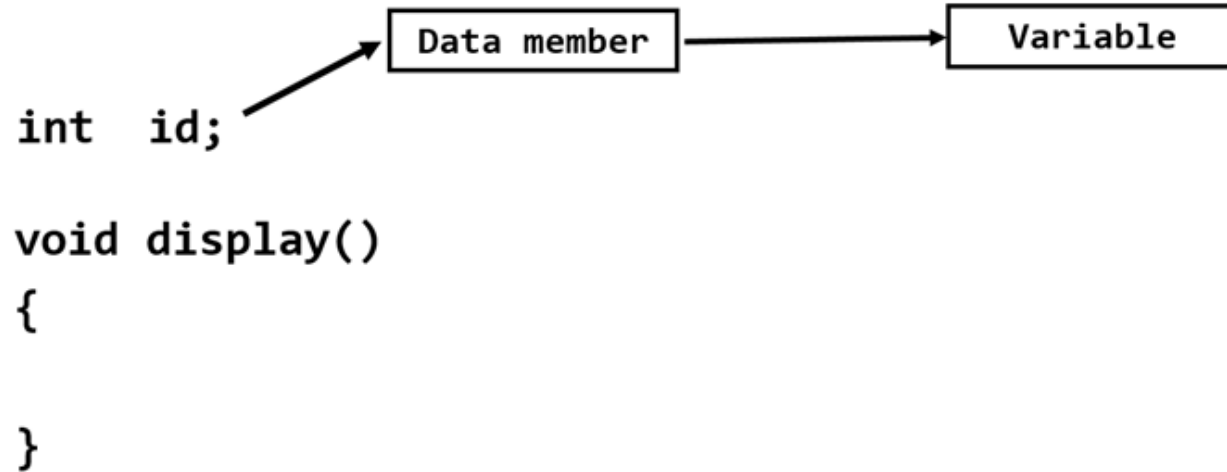
```
{
```

```
}
```

---

```
void display()  
{  
  
}
```





1. Turmeric powder - 100 gms
2. Sugar - 1 kg
3. Jaggery - 1/2 kg
4. Idli rice/Boiled rice/Salem rice - 5-7 kgs
5. Steamed rice or Raw rice/Sona masoori - 5-7 kgs
6. High quality raw rice for Pongal - 1 kg
7. Dosa rice ( optional) - 2 kgs
8. Basmati rice - 1 to 2 kgs

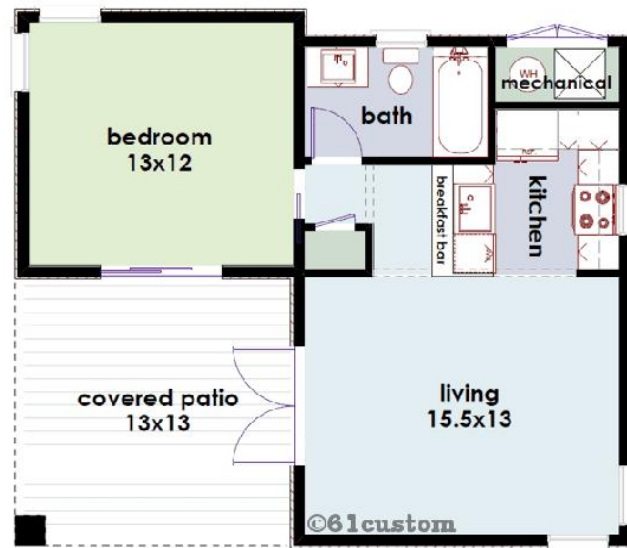


---

```
int    rollno
char    name[15];
char    city[15];
```

```
void display()
{

}
```





```
class StudentDetails
{
    int      rollno
    string   name;
    string   city;

    void display()
    {

    }
}
```

```
class StudentDetails
{
    int      rollno
    string    name;
    string    city;

    void display()
    {

    }
}
```

```
StudentDetails student1, student2, student3;

student1.rollno = 10;
student1.name   = "Ramesh";
student1.city   = "Salem";

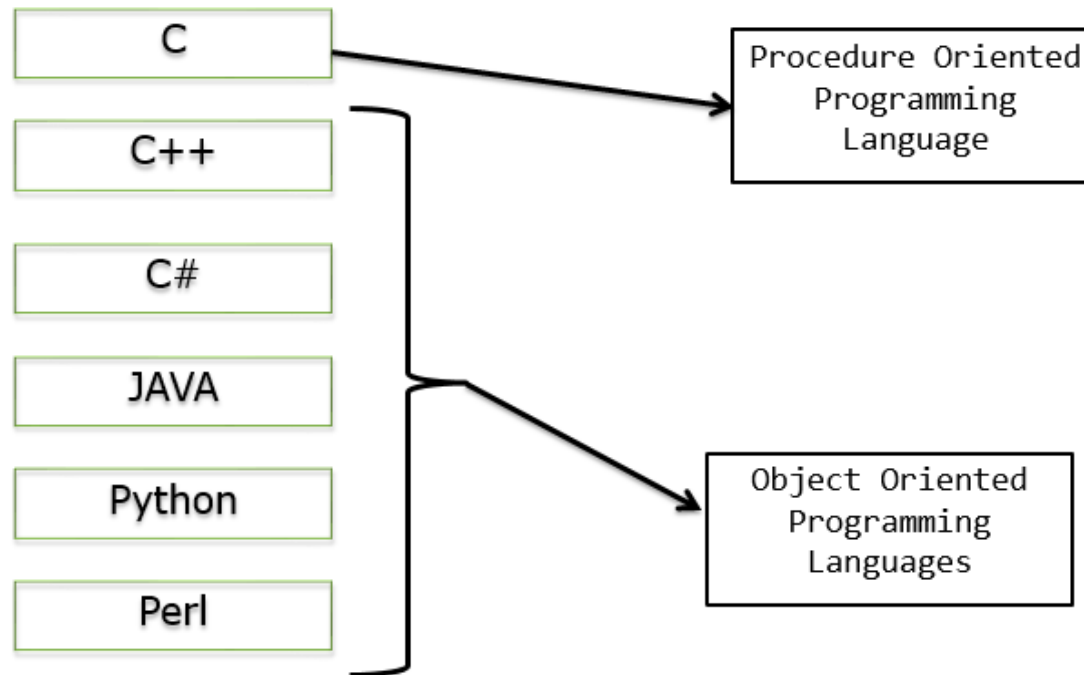
student2.rollno = 20;
student2.name   = "Ganesh";
student2.city   = "Trichy";

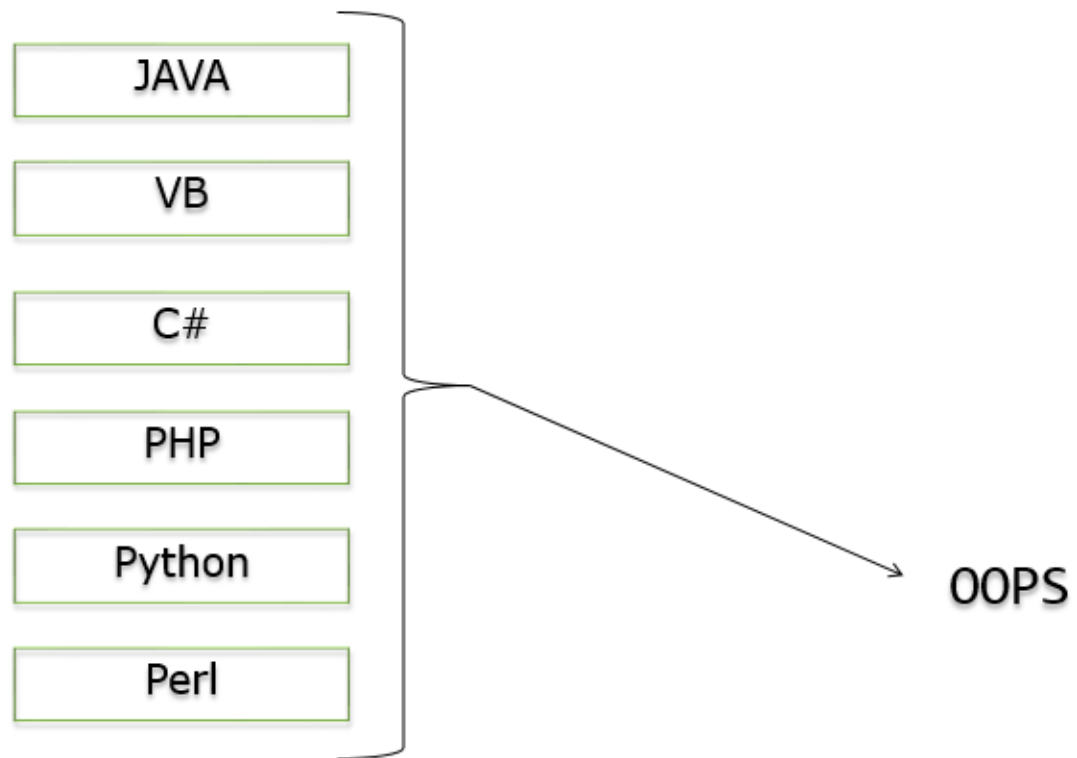
student3.rollno = 30;
student3.name   = "Karthick";
student3.city   = "Chennai";
```

---

```
int x, y, z;  
void display()  
{  
  
}
```

```
class Test  
{  
    int x, y, z;  
    void show()  
    {  
  
    }  
}
```





# Java Features

---

- Platform Independence
- Object Oriented Programming Language

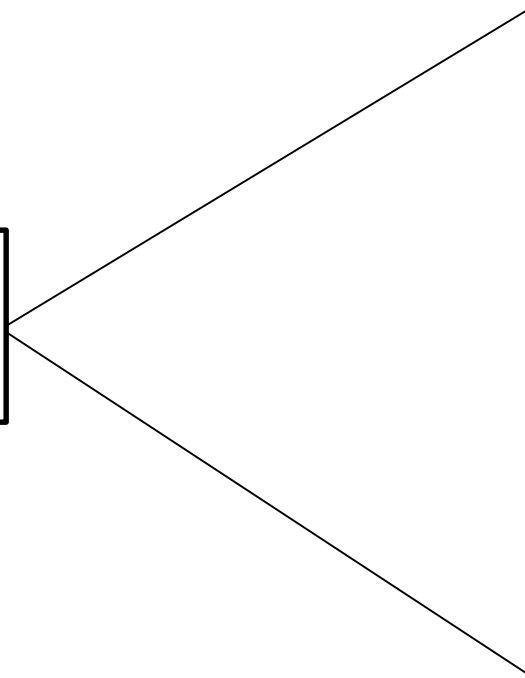
---

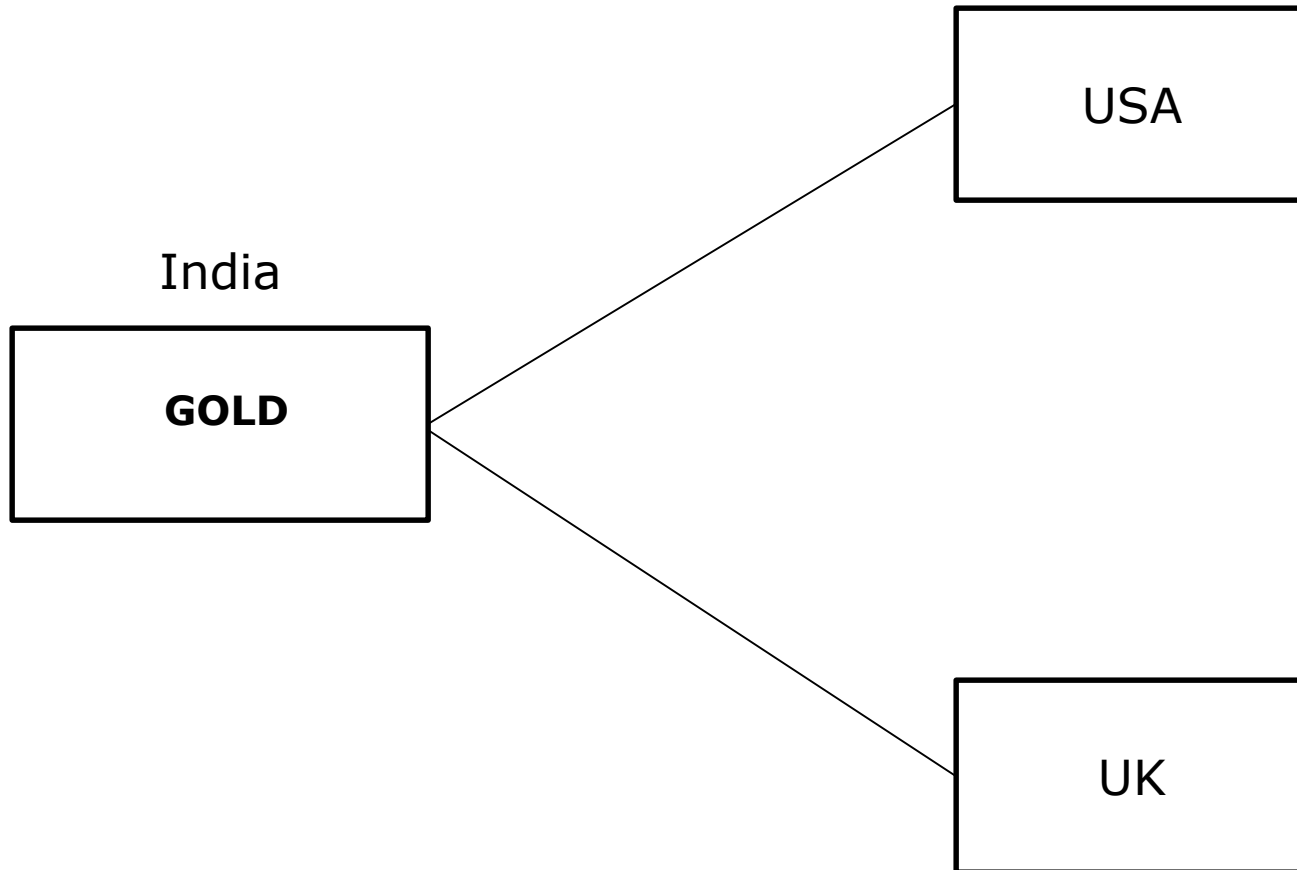
India

**Rupee**

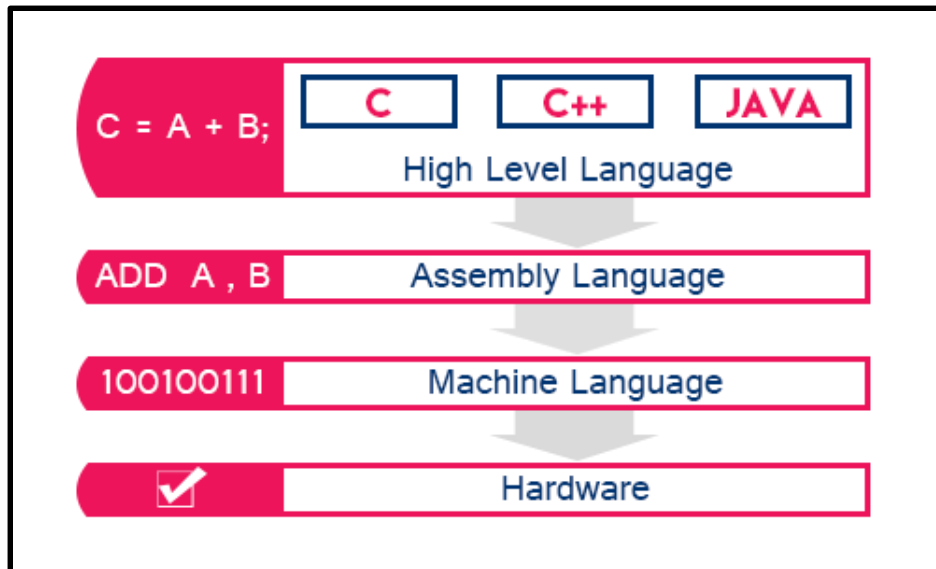
USA

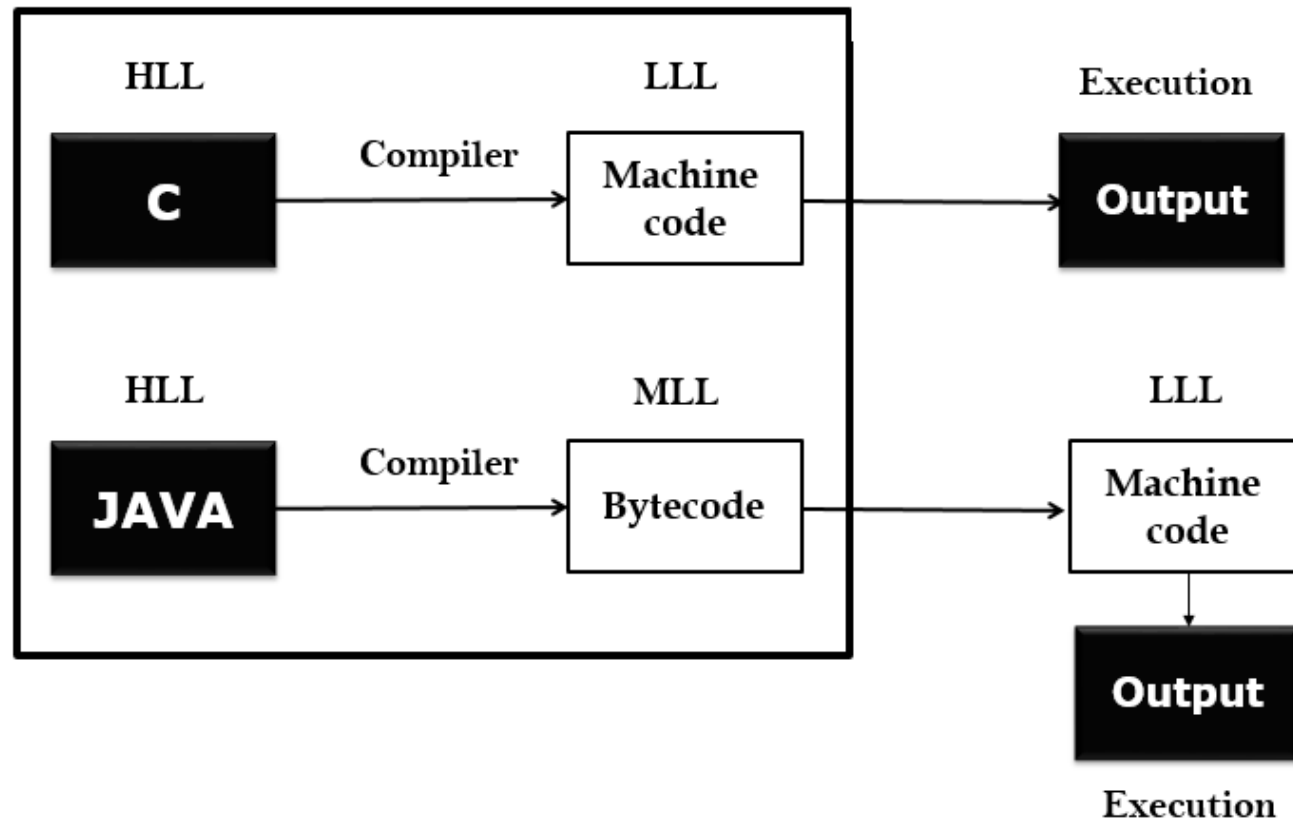
UK











---

JDK

JRE

JVM



---

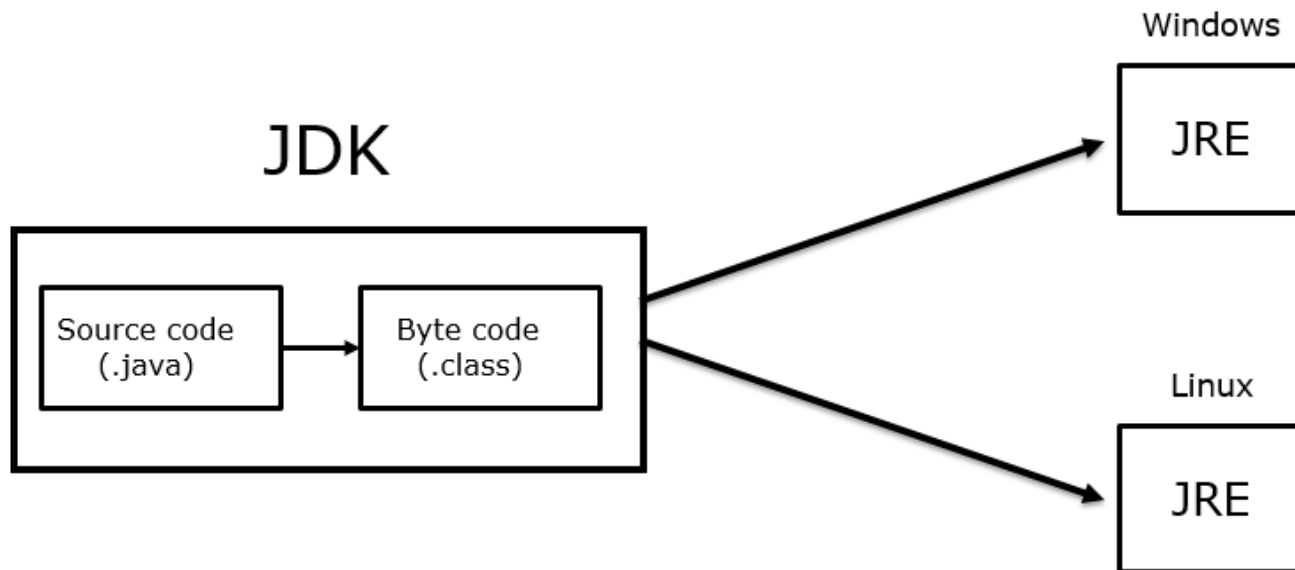
JDK → Java Development Kit

JRE → Java Runtime Environment

JVM → Java Virtual Machine

# Platform Independence

---



---

# Programming Basics

---

```
System.out.println("Welcome");
```

# Data Types

---

- ✓ boolean
- ✓ char
- ✓ byte
- ✓ short
- ✓ int
- ✓ long
- ✓ float
- ✓ double



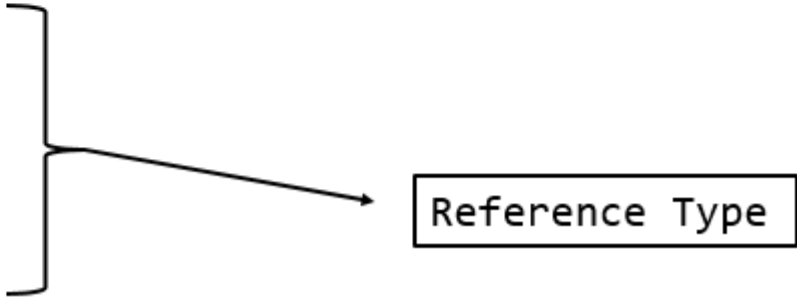
---

```
int    a    = 100;  
char   b    = 'S';  
float  c    = 20.4f;
```



Value Type

```
int    *x = &a;  
char   *y = &b;  
float  *z = &c;
```



Reference Type

---

`int        x       =    100;`

`char       y       =    'S';`

} Mapping

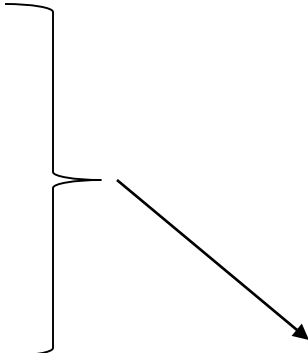
---

```
int id;
```



Data Member

```
void display()  
{  
    printf(id);  
}
```



Member Function

---

```
void calculator()
```

```
{
```

```
}
```

```
void scientific_calculator()
```

```
{
```

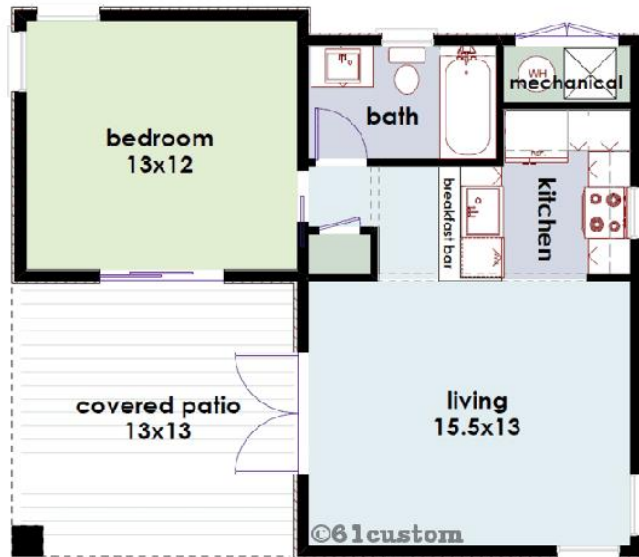
```
}
```

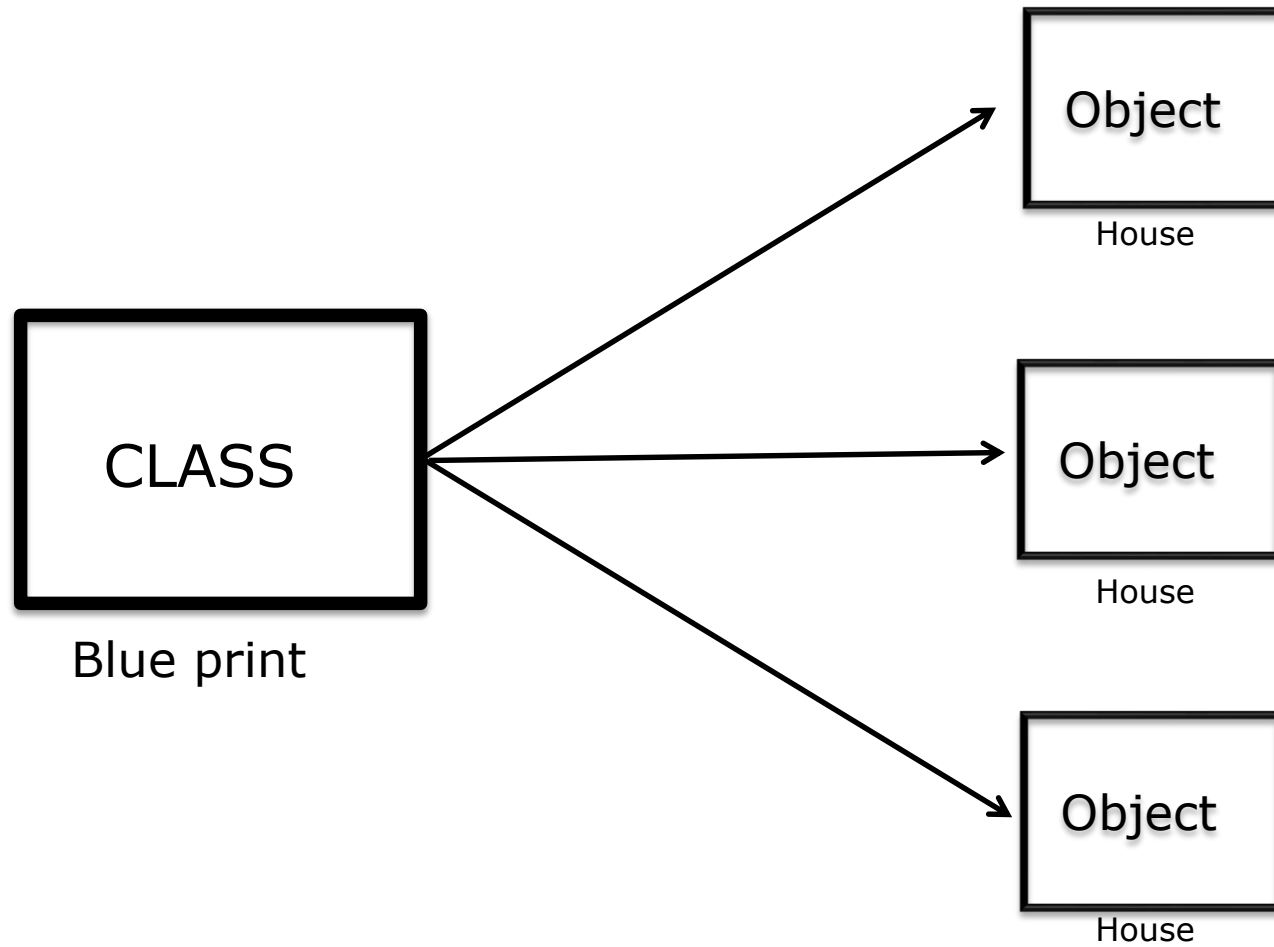
# Object Oriented Programming Language

---

- Class
- Object

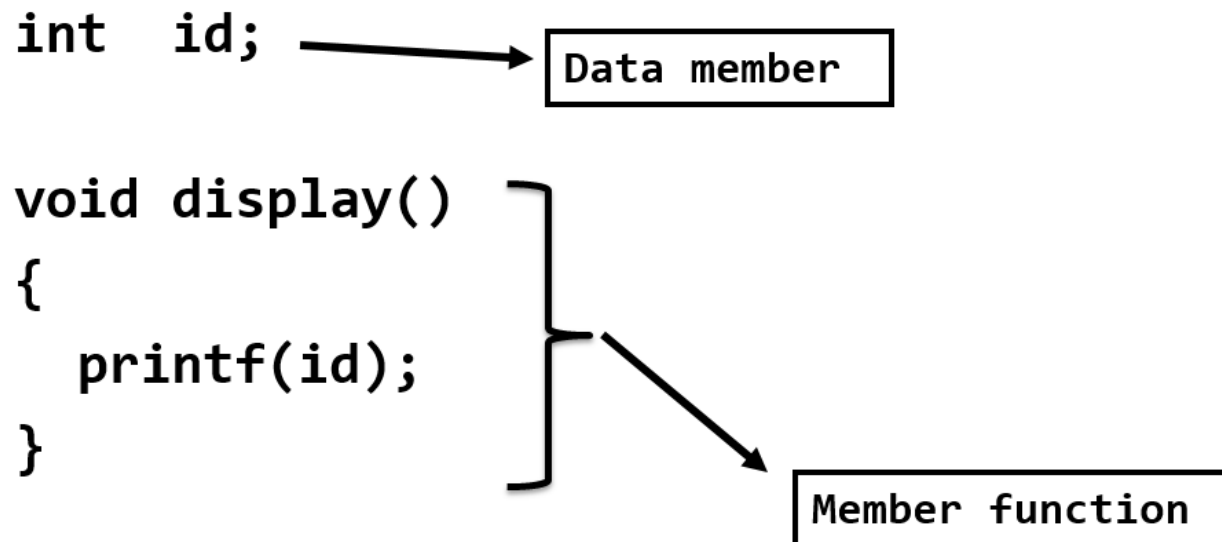
## BLUE PRINT





# C Language

---





---

```
class Student
{
    int id;
    void display()
    {
        cout<<id;
    }
}
```

---

```
class Student
{
    int id;
    void display()
    {
        cout<<id;
    }
}
```



Blue Print

---

```
class Student
```

```
{
```

```
    int id;
```

```
Student()
```

```
{  
}
```

```
void display()
```

```
{
```

```
    cout<<id;
```

```
}
```

```
}
```

```
Blue Print
```

```
class Student
{
    int id;
    Student()
    {
    }
}
```

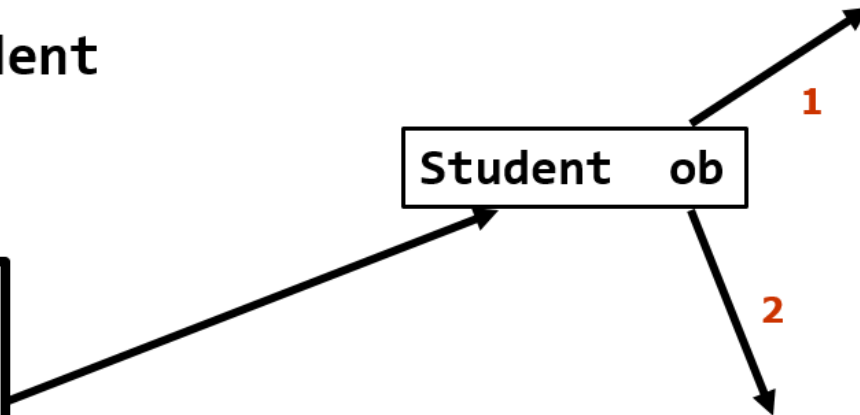
Student ob

Invoking Constructor

1

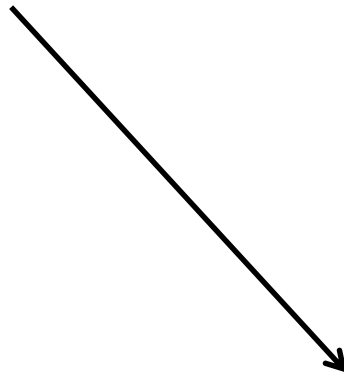
2

Creating Object



---

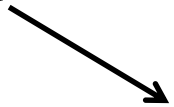
**Student ob;**



**Object or Instance**

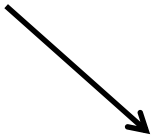
---

**int                      x;**



Pre-defined data type

**Student      ob;**



User-defined data type

---

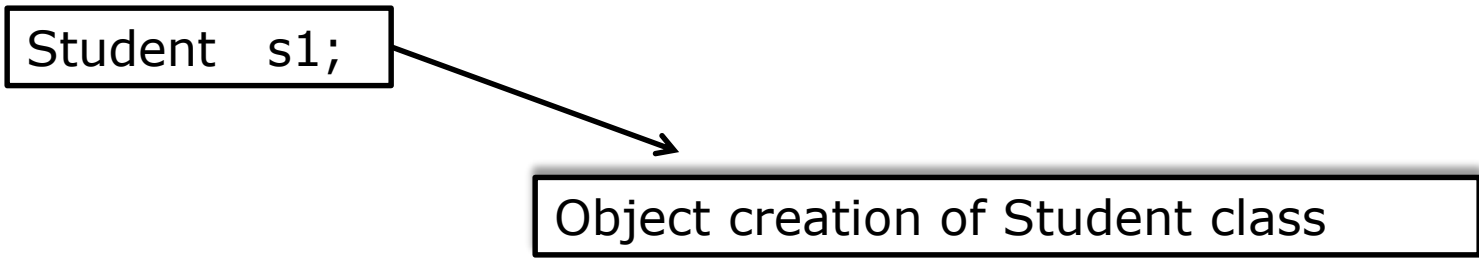
```
class Demo
{
    int    x;
}
```

---

```
class Student
{
    int      rno;
    String   name;
}
```

```
class String
{
}
```

```
Student s1;
```



Object creation of Student class

The diagram illustrates the process of object creation. A box containing the code 'Student s1;' has an arrow pointing to a box containing the text 'Object creation of Student class'.



---

**int**

**\*x;**

**Reference**

**Student**

**\*ob;**

**Reference**

---

**Student ob;**



**Object creation**

**new Student()**



**Object creation**

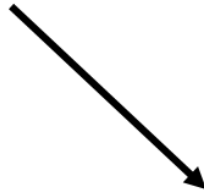
---

Student ob;



Value Type

Student \*ptr = new Student();



Reference Type

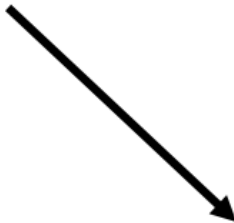
---

Student ob;



Value Type

Student \*ptr = &ob;



Reference Type

---

Student \*ob1;

Reference creation in C++

Student ob2;

Object creation in C++

Reference creation in JAVA

---

**Student \*ob1;**



Reference in C++

A diagram illustrating a pointer variable in C++. The text 'Student \*ob1;' is shown. An arrow points from the asterisk '\*' to a rectangular box containing the text 'Reference in C++'.

**Student ob2;**

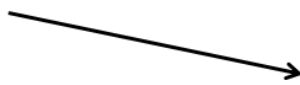


Reference in JAVA

A diagram illustrating a reference variable in Java. The text 'Student ob2;' is shown. An arrow points from the variable name 'ob2' to a rectangular box containing the text 'Reference in JAVA'.

---

**Student**    **\*ob;**



Reference

**new Student()**



Object creation

# Java

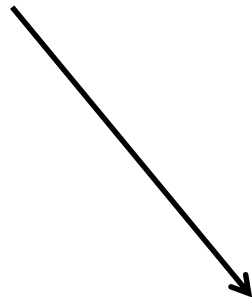
---

**Student ob;**



Reference

**new Student()**



Object creation



---

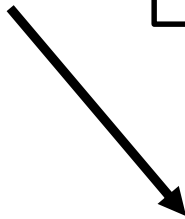
Student    ob = new Student();

---

Student

ob = new Student();

Object



Reference

# Object

---

```
class Student
{
    int id;
    Student()
    {
    }
}
```

```
Student ob = new Student();
```



Instance (or) Object

```
int    x;  
float  y;
```

```
x = 100;  
y = 205.f;
```

```
StudentDetails sd1;  
StudentDetails sd2;
```

```
sd1 = new StudentDetails();  
sd2 = new StudentDetails();
```

---

```
int    x  = 100;  
float  y  = 20.5f;
```

```
StudentDetails sd1 = new StudentDetails();  
StudentDetails sd2 = new StudentDetails();
```

```
class Employee
{
    int      id   = 100;
    Address  ob = new Address();
}
```

```
class Address
{
}
```

---

```
class Student
```

```
{
```

```
    int id;
```

```
    void display()
```

```
    {
```

```
        cout<<id;
```

```
    }
```

```
}
```

The diagram illustrates the concept of a class as a blueprint. A large right-facing curly brace groups the entire C++ class definition, from 'class Student' down to the final closing brace. An arrow points from the middle of this brace to a rectangular box labeled 'Blue Print'.

```
Blue Print
```

# Types of Variables and Methods

---

- Instance variable and Instance Method (non-static).
- Class variable and Class Method (static).
- Local Variable



---

```
class Demo
```

```
{
```

```
    static int a;
```

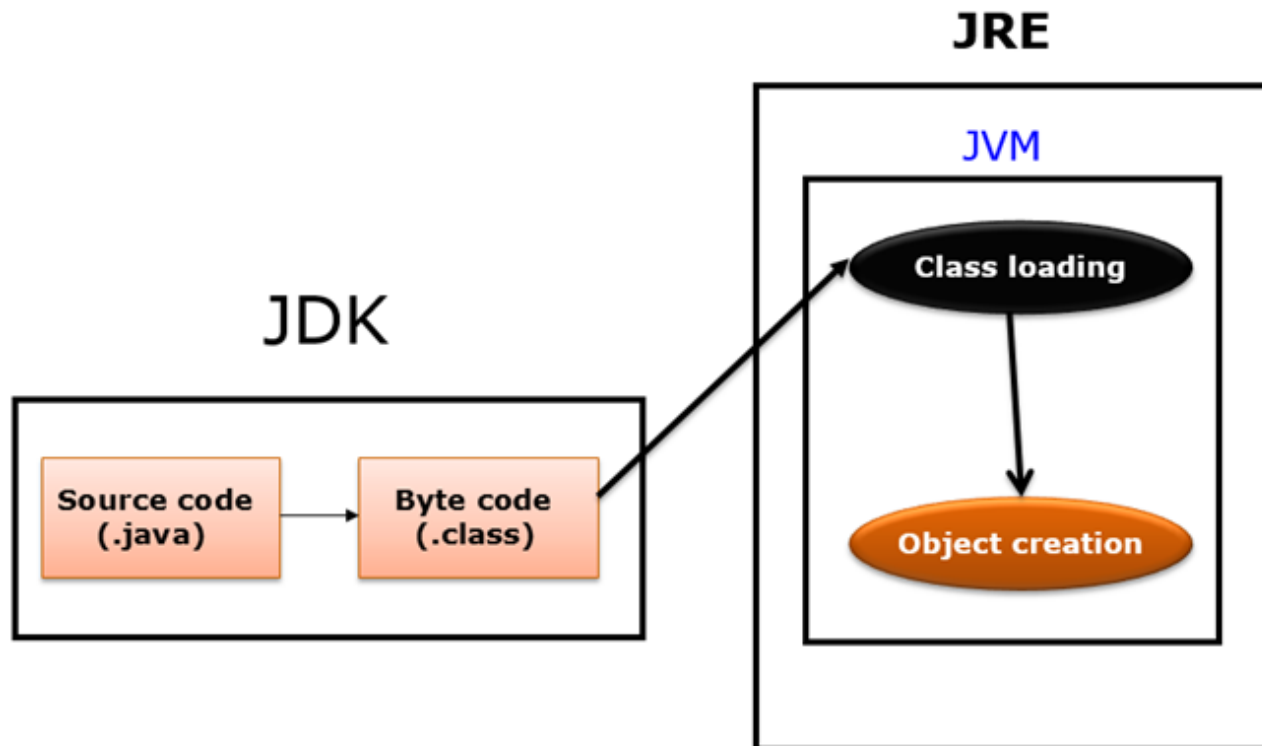
```
    int b;
```

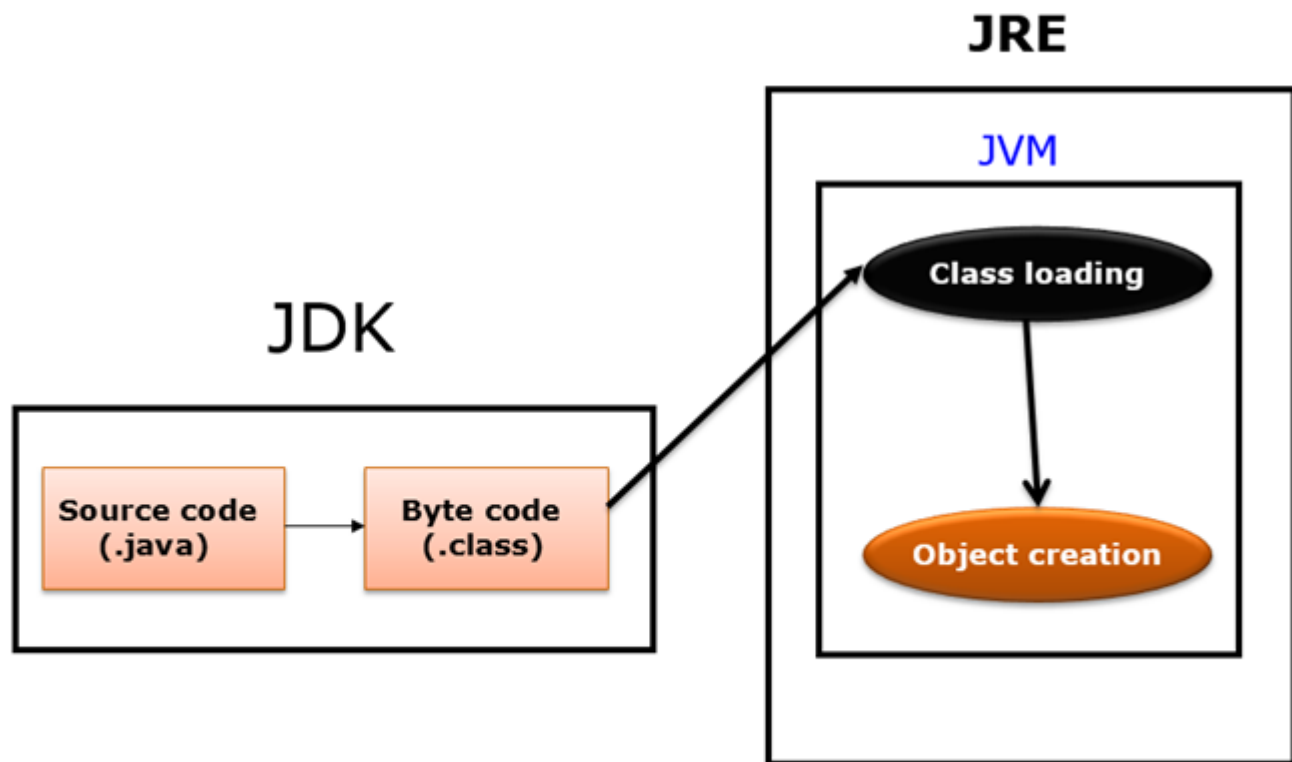
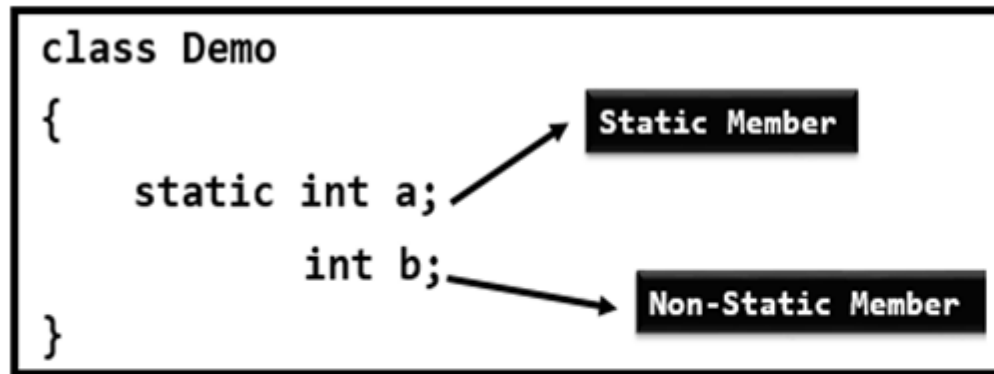
```
}
```



Static Member

Non-Static Member





---

```
class Demo
```

```
{
```

```
    static int a;
```

```
        int b;
```

```
}
```

```
Demo.a = 5000;
```

```
Demo obj=new Demo();
```

```
obj.b=1000;
```

```
class Demo
{
    int a;
    void sum()
    {
        cout<<a;
    }
}
```

```
Demo o1=new Demo();
```

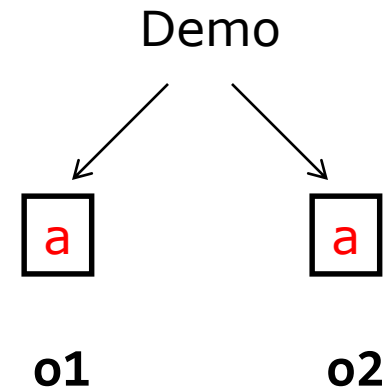
```
o1.a=1000;
```

```
o1.sum();
```

```
Demo o2=new Demo();
```

```
o2.a=3000;
```

```
o2.sum();
```



---

```
class Demo
```

```
{
```

```
    int a;
```

```
    void sum()
```

```
    {
```

```
        cout<<a;
```

```
    }
```

```
}
```

**Instance Variable**

**Instance Method**

---

```
class Demo
```

```
{
```

```
    static int a;
```

```
    static void sum()
```

```
    {
```

```
        cout<<a;
```

```
    }
```

```
}
```

```
Demo.a = 5000;
```

```
Demo.sum();
```

---

```
class Demo
```

```
{
```

```
    static int a;
```

Class Variable

```
    static void sum()
```

```
    {
```

```
        cout<<a;
```

```
    }
```

```
}
```

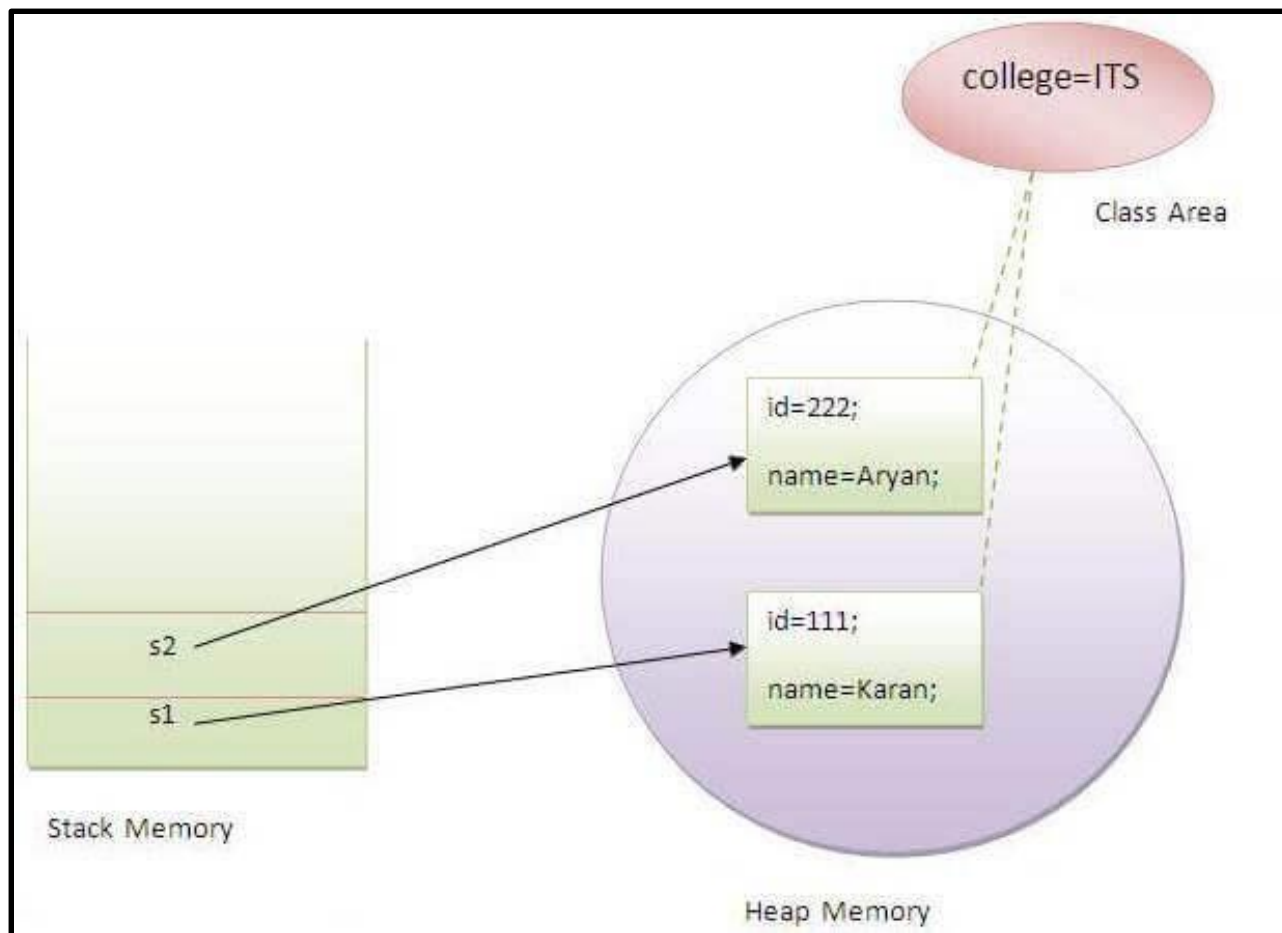
Class Method



---

```
class Student{  
  
    int rollno;  
    String name;  
    String college="ITS";  
  
}
```

```
class Student{  
  
    int rollno;  
    String name;  
    static String college="ITS";  
  
}
```



---

```
class Demo
```

```
{
```

```
    void sum()
```

```
    {
```

```
        int a;
```

```
        cout<<a;
```

```
    }
```

```
}
```



Local Variable


The diagram illustrates the scope of a local variable. An arrow points from the variable 'a' in the code snippet to a rectangular box labeled 'Local Variable', indicating that the variable is local to the function.

# Packages

---

```
package yahoo;
```

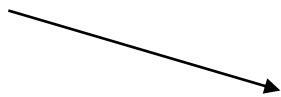
```
class Registration  
{  
}
```



**Sub packages**  
**Classes**  
**Interfaces**

---

`java.lang.*;`



Object  
System

---

```
System.out.println("Welcome");
```

# System Class

---

```
class System
{
    int x;
    int y;
}
```

```
System ob1 = new System();
```

```
ob1.x = 100;
ob1.y = 200;
```

# System Class

---

```
class System
```

```
{
```

```
    static int x;
```

```
    static int y;
```

```
}
```

```
System.x = 100;
```

```
System.y = 100;
```



---

```
class PrintStream
{
    void println(int);
    void println(String);
}
```

---

```
class System
```

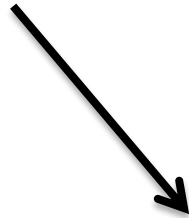
```
{
```

```
    static PrintStream out = new PrintStream();
```

```
}
```

---

```
PrintStream out = new PrintStream();
```



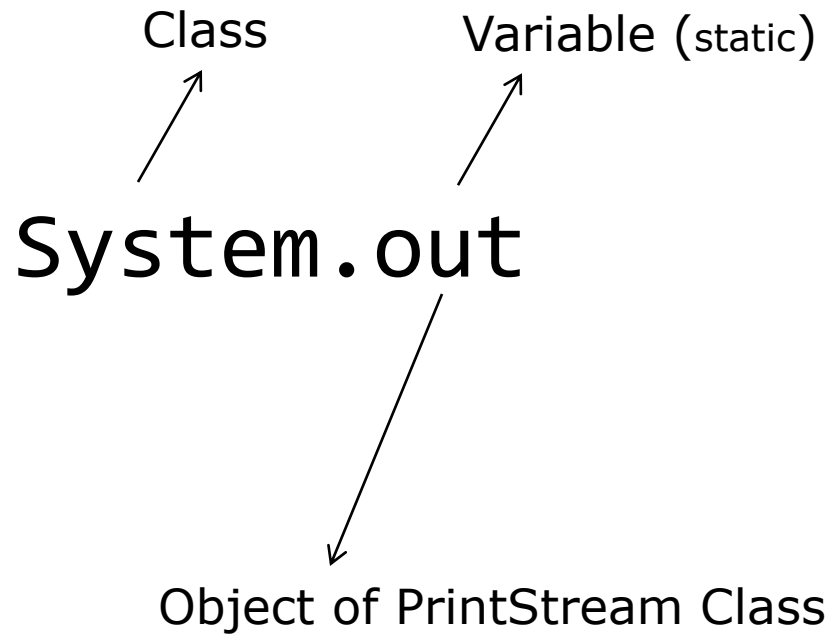
Object of PrintStream class

---

Class      Variable (static)

↗      ↗

System.out



---

```
class PrintStream
{
    void println(int);
    void println(String);
}
```

---

Class  
1 ↗

Variable (static)  
2 ↗

System.out.println("Welcome");

3 ↘  
Object of PrintStream Class

4 ↘  
Method

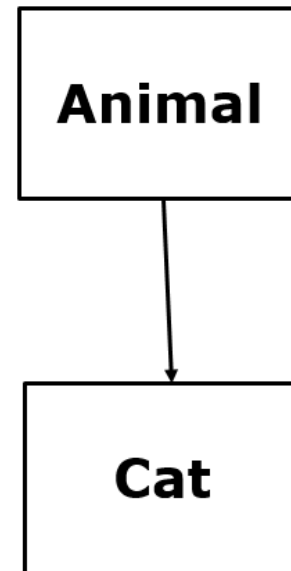
```
graph TD; C[Class] -- 1 --> S[System]; V[Variable static] -- 2 --> out[out]; O[Object of PrintStream Class] -- 3 --> dot[.println]; M[Method] -- 4 --> str[\"Welcome\"]
```

---

```
class Animal
{

}
class Cat extends Animal
{

}
```





---

```
class Demo
```

```
{
```

```
}
```

---

```
class Demo extends Object
{

}
```

---

```
import java.lang.*;
```

```
class Demo extends Object  
{  
    Demo()  
    {  
    }  
}
```

---

```
class Demo
```

```
{
```

```
}
```

## Demo.java

---

```
class Demo
{
    public static void main(String args[])
    {
        System.out.println("Welcome");
    }
}
```

## Java Program Execution Steps

1. Type the Java Program in Notepad and save in any user directory

eg. E:\Test\Demo.java

2. Go to Command Prompt and change the directory location

eg. cd E:\Test

3. Set Path to Java Installed Directory

E:\>Test> set path = c:\Program Files\Java\jdk1.8.0\_111\bin

4. Compile and Run the Java Program

E:\>Test> javac Demo.java

E:\>Test> java Demo