

Recorded -> 7 days	Demo01	
	- src	
Day01,.... -> Git	- Program.java	
	- bin	
CLASSPATH ->	- Program.class	JRE

Its a java varibale that stores the path of the .class files

	javac -d ..\bin Program.java
Why to seperate in 2 dirs	SET CLASSPATH = ..\bin
	java Program

JVM -> Program.main(null)	
	java Program 10 20

System.out.println("Hello world");
System.out

Language Fundamentals

- 1. Rules
- 2. Syntax

Naming Convention

- 1. pascal
-
- 2. camel

```
int main(){  
}  
class Program{  
public static void main(String args[])  
}
```

pascal

- Every first letter of the word shloud be capital (identifiers)
- eg -> Employee, AttendanceSystem
- class,interface,enum

camel

- Every first letter of the word should be capital except first word
- eg - salary, totalSalary, calculateTotalSalary
- variables,fields, method,parameters

final double PI = 3.4;
final String URL = "www.sunbeaminfo.com";

packages
- small case

Datatypes

- It defines 3 things
- 1. nature
 - type of data that we can store
 - eg - Number, Letter, Word, Fractional
- 2. memory
 - Amount of space required to store the data
- 3. operations
 - It differnt operations that can be carried on the given data

int -> Whole Number -> 4 bytes -> Arithmetic

char -> letter -> 1 byte -> concatenate

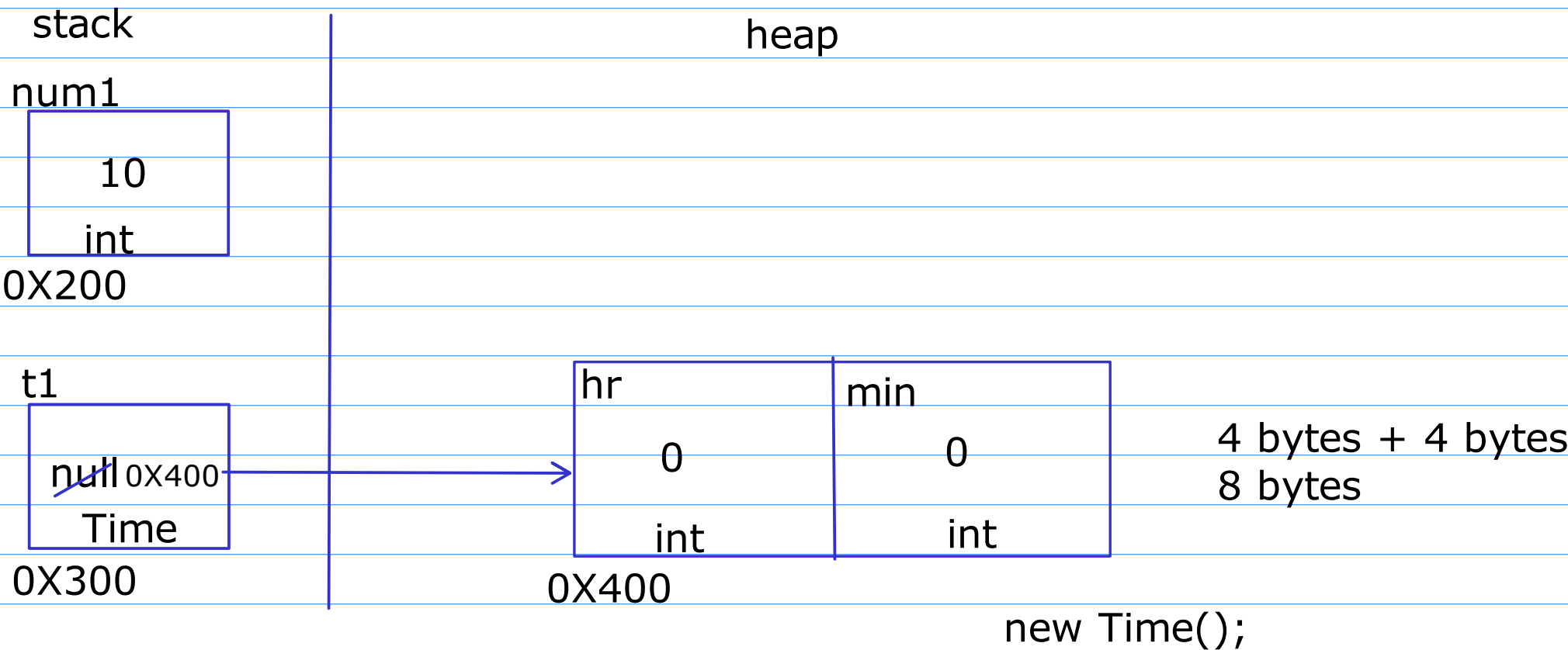
double -> Whole,Fractional -> 8 bytes -> Arithmetic

Datatypes

- 1. Primitive Types (Value)
 - Boolean : boolean (1 bit) : true or false
 - Character : char (2 bytes) -> Unicode
 - Integral : byte(1 byte),short(2 bytes),int(4 bytes),long(8 bytes)
 - Floating-point : float(4 bytes), double(8 bytes)
- 2. Non Primitive Types (Reference)
 - Class
 - Interface
 - Enum
 - Array

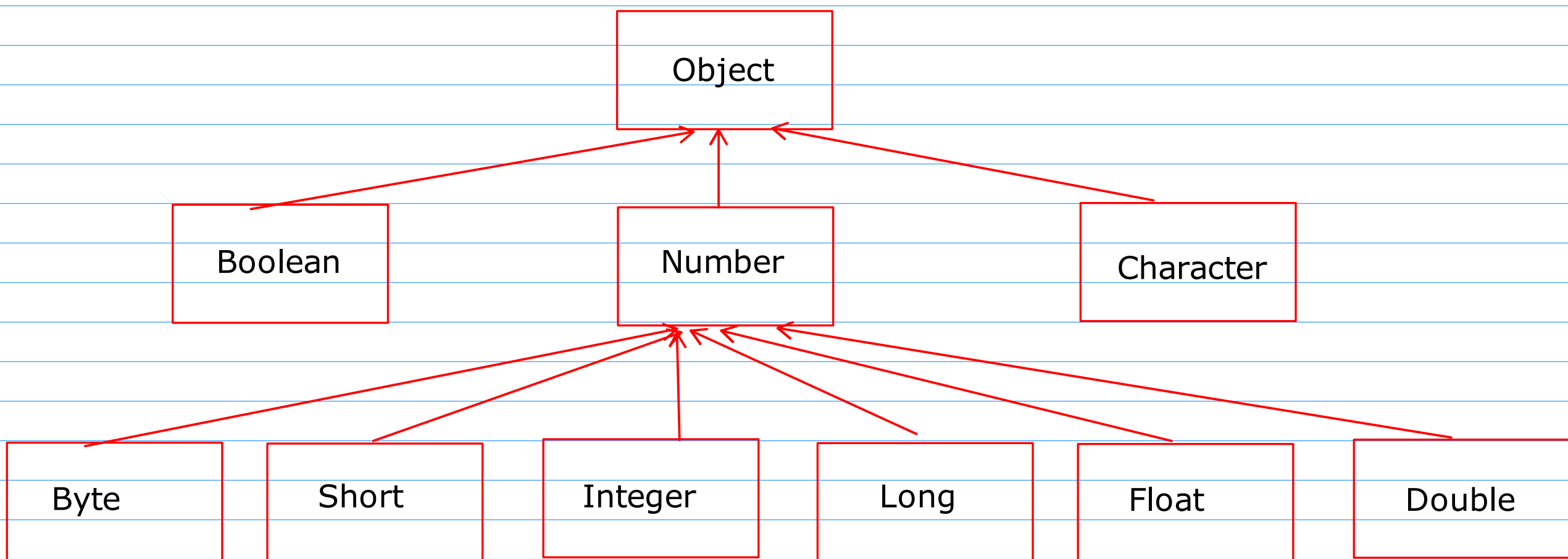
sizeof()

int num1 = 20;



Wrapper class

- the class that is designed for ever single primitive type
- To treat the primitive types as non primitive types
- Java collection cannot be used for the primitive types
- Provides some helper methods



cmd line compilation and execution using src and bin

```
1. javac -d ..\bin Program.java
SET CLASSSPATH=..\bin
java PROGRAM
```

Language Fundamentals

- naming conventions (pascal, camel,)
- Datatype

Class	class Test{	new Test();
Object	int num1;	0
Reference	Time t1;	null
	}	

```
java Program 10 20
```

Wrapper class