Shortcuts : -

To create the project to left of the project files and press :- Alt + Shift + n

To create the package and class :- ctrl + n on the project

To write the code of the main :- main and press :- ctrl+space

To write the print statement :- syso and press ctrl +space

To run the program Alt+shift+x+j

To run write and command write the first two letter and press :- ctrl+space

To comment :- ctrl +/

Getters and setters:-

These are used the fetch and add the data to data are user

Getters are used to get the data

Setters are used to add the data

Interface of java :-

An interface is a blueprint of the class

It is used to achieve the abstract methods and static constants

Strings:-

. It refered as the collection of characters

. Strings are classified into 2 categories

1. Mutable strings :- these strings can be altered once their are created
2. Immutable strings :-these strings cannot be altered once if there are created