**Day 3: 17-10-2025: SDLC**

1. Non primitive data types or reference data types: it is use to store value as well as reference of another data types.

In Java reference data types mainly divided into 4 types.

* 1. array
  2. class : pre defined or user defined
  3. interface : pre defined or user defined
  4. enum : pre defined or user defined

array : array is known as reference data types which is use to store more than one value of same data types or homogeneous elements.

Syntax

Array declaration

datatype arrayName[];

int []abc;

int xyz[];

int [] mno[];

int[] mmm[];

array declaration with initialization

int []num={10,20,30,40,50};

array value start with index position 0.

Creating memory for array

datatype arrayname[]=new datatype[size];

int []num1=new int[10];

num1[0]=100;

num1[1]=200;

we can take the value using Scanner class.

enhanced loop or for each loop

syntax

for(datatype variableName : arrayName) {

S.O.P(variableName);

}

2-D array

int num[][]=new int[row][cols];

Jagged Array : In Jagged array of array can be different types.

Syntax

datatype arrayname[][]=new datatype[row\_size][];

OOPs using Java

Object Oriented Programming system

object : any real world entity

property or state -🡪 have -🡪 variables / fields

Person

Behaviour -🡪 do/does -🡪 methods / functions

Bank

Car

Employee

Customer

Product

class : blue print of object or template of object.

types of variable or fields

1. instance variable:
   1. the variable which declared inside a class but outside a method including main method is known as instance variable.
   2. instance variable hold default value according to their data types. Int family –0, float family 0.0, char🡪space, Boolean 🡪 false, string 🡪null.
   3. Instance variable we can access within that class method but method must be non static.
2. local variable
   1. the variable which declared inside a method including main method is known as local variable.
   2. local variable doesn’t hold default value we need to initialized mandatory while using that variable.
   3. scope within that method where it declared.
3. static variable