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Department of Computer Applications

Course Code: 23CAT606

Course Name: Java Programming

Unit I: Java Fundamentals

Topic 3 Java Fundamentals



# Java Fundamentals: Features



# Difference between C++ and Java

| PARAMETERS               | C++   | JAVA  |
|--------------------------|---|---|
| PLATFORM DEPENDENCE      | C++ is platform- dependent                      | Java is platform-independent  |
| USAGE                    | It is used for system programming               | It is used for programming in web-based, mobile or window applications. |
| DESIGN GOAL              | It was the extension of C programming language. | It was designed for network computing.                                  |
| "GOTO" STATEMENT         | It supports goto statement                      | Java does not.  |
| MULTIPLE INHERITANCE     | Supported                                       | Java doesn't support. It can be achieved using interface.               |
| OPERATOR OVERLOADING     | Supported                                       | Not Supported   |
| POINTERS                 | Supported                                       | Supports pointers internally.   |
| COMPILER AND INTERPRETER | C++ uses compiler only.                         | Java uses compiler & interpreter both.                                  |

# Simple Java Program

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

//Output:

Hello  
World

**Member Variables:** A member variable plays a major role in a class as it is used to store a data value. When we define a class, we can declare a member variable. These variables are members of a class.

1. Local variable
2. Instance variable
3. Class/Static variable



# Member Variables

## Local Variable

```
public class Car {  
    public void display(int m){ // Method  
        int model=m; // Created a local variable model  
        System.out.println("Model of the car is"  
            +model);  
    }  
}
```

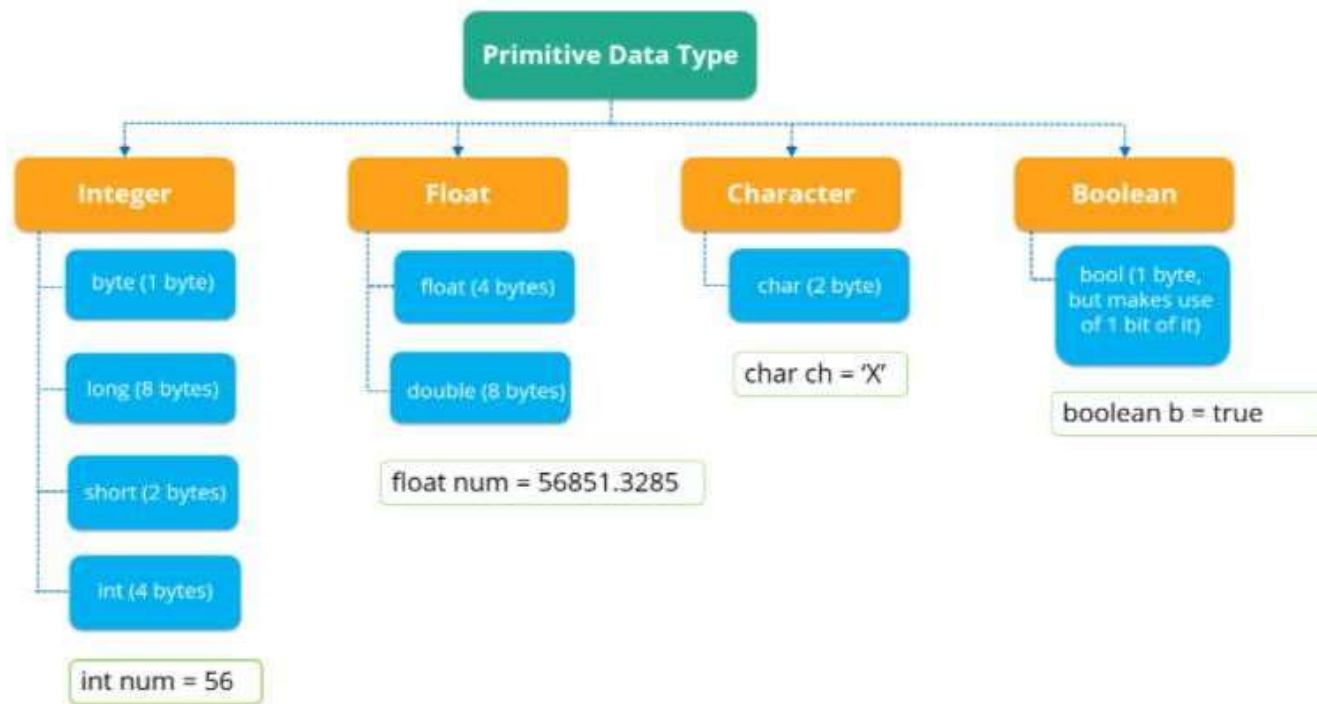
## Class Variable

```
public class Car {  
    public static int tyres; // Created a class variable tyres  
    public static void main(String args[]){  
        tyres=4;  
        System.out.println("Number of tyres  
            are"+tyres);  
    }  
}
```

## Instance Variable

```
public class Car {  
    public String color; // Created an instance variable color  
    Car(String c){  
        color=c;  
    }  
    public void display() { // Method  
        System.out.println("color of the car is"+color);  
    }  
    public static void main(String args[]){  
        Car obj=new Car("black");  
        obj.display();  
    }  
}
```

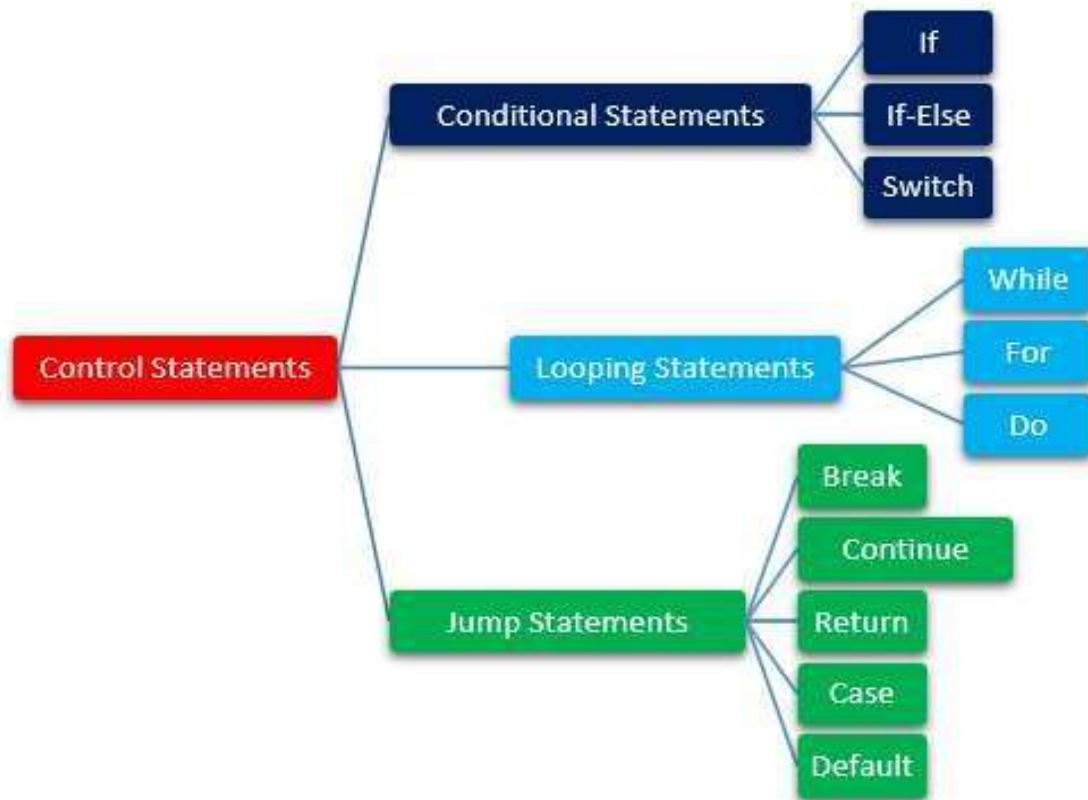
# Datatypes



# Data Operators

| Operator Type     | Category                    | Precedence  | Associativity        |
|-------------------|-----------------------------|---|----------------------|
| <b>Unary</b>      | <b>postfix</b>              | <b>a++, a--</b>   | <b>Right to left</b> |
|                   | <b>prefix</b>               | <b>++a, --a, +a, -a, ~, !</b>   | <b>Right to left</b> |
| <b>Arithmetic</b> | <b>Multiplication</b>       | <b>*, /, %</b>  | <b>Left to Right</b> |
|                   | <b>Addition</b>             | <b>+, -</b>   | <b>Left to Right</b> |
| <b>Shift</b>      | <b>Shift</b>                | <b>&lt;&lt;, &gt;&gt;, &gt;&gt;&gt;</b>   | <b>Left to Right</b> |
| <b>Relational</b> | <b>Comparison</b>           | <b>&lt;, &gt;, &lt;=, &gt;=, instanceof</b>                                       | <b>Left to Right</b> |
|                   | <b>equality</b>             | <b>==, !=</b>   | <b>Left to Right</b> |
| <b>Bitwise</b>    | <b>Bitwise AND</b>          | <b>&amp;</b>  | <b>Left to Right</b> |
|                   | <b>Bitwise exclusive OR</b> | <b>^</b>  | <b>Left to Right</b> |
|                   | <b>Bitwise inclusive OR</b> | <b> </b>  | <b>Left to Right</b> |
| <b>Logical</b>    | <b>Logical AND</b>          | <b>&amp;&amp;</b>   | <b>Left to Right</b> |
|                   | <b>Logical OR</b>           | <b>  </b>   | <b>Left to Right</b> |
| <b>Ternary</b>    | <b>Ternary</b>              | <b>? :</b>  | <b>Right to Left</b> |
| <b>Assignment</b> | <b>assignment</b>           | <b>=, +=, -=, *=, /=, %=, &amp;=, ^=,  =, &lt;&lt;=, &gt;&gt;=, &gt;&gt;&gt;=</b> | <b>Right to Left</b> |

# Control statements

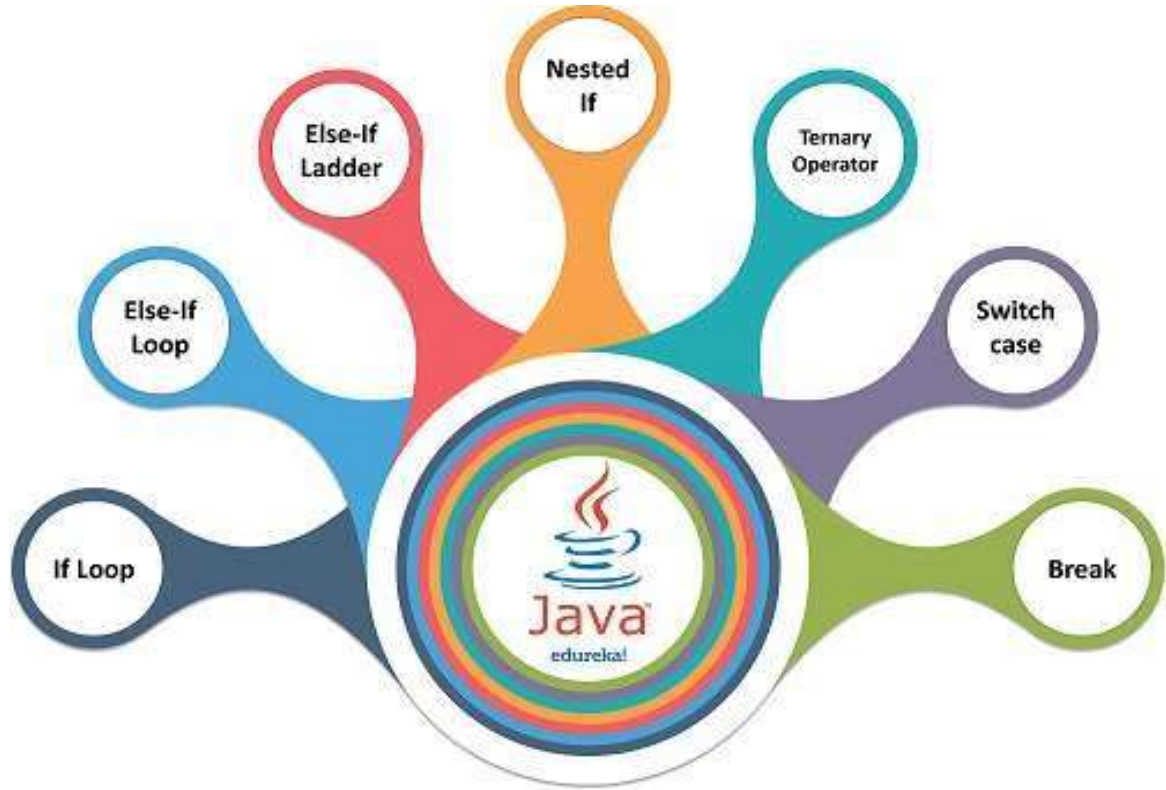




# Control statements

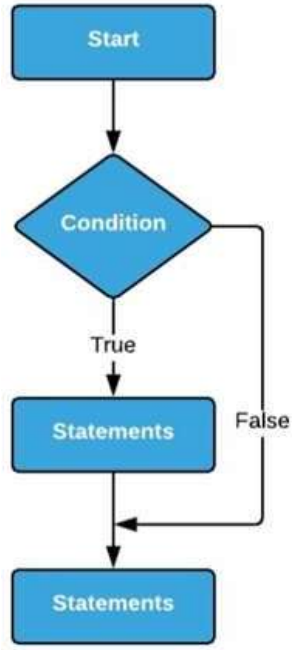
- 1. Conditional statements** are used to decide if a specific set of statements to be executed or skipped  
based on the condition written in the program.
- 2. Looping statements** are used to repeat specific set of statements until the condition specified remains true.
- 3. Jumping statements** are used to abruptly exit from a particular statement, these are generally used in  
conjunction with conditional constructs.

# Conditional statements

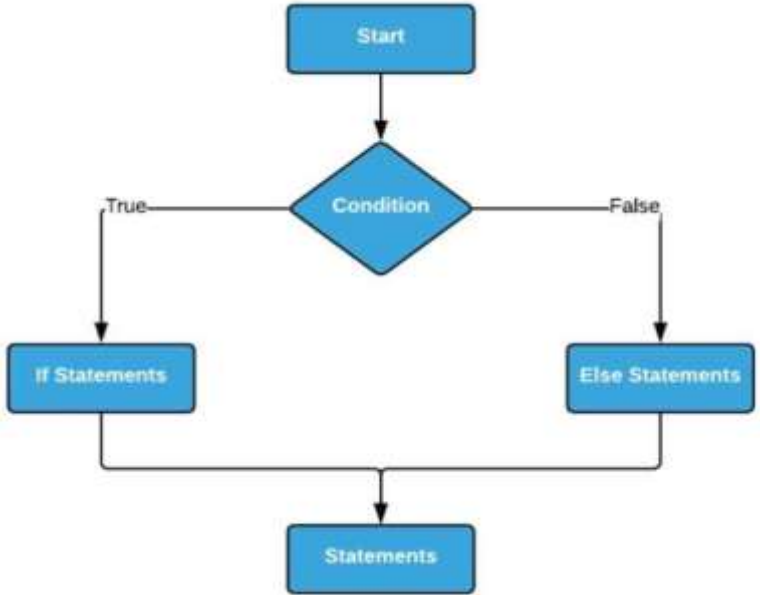


# Conditional Statements

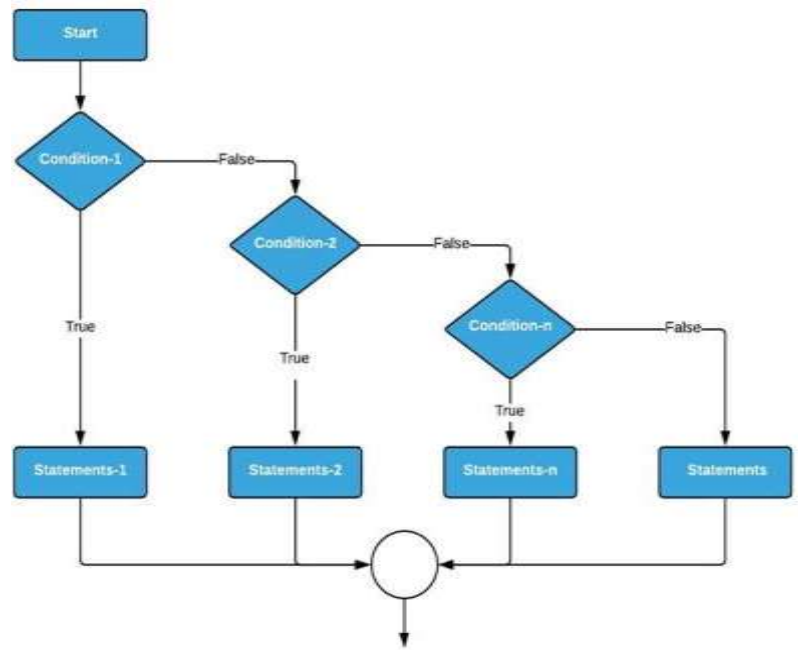
If Condition



Else-If Condition

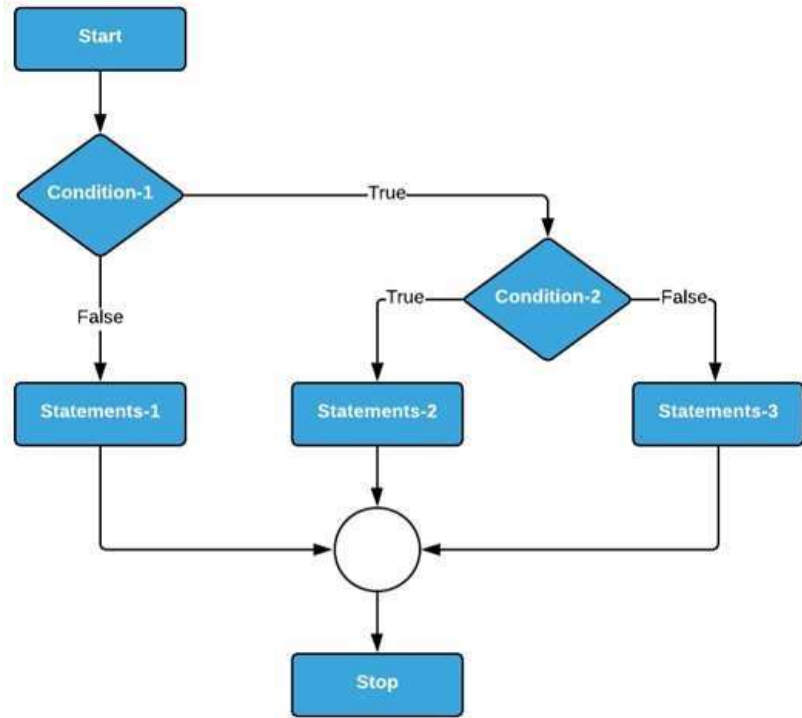


Else-If Ladder

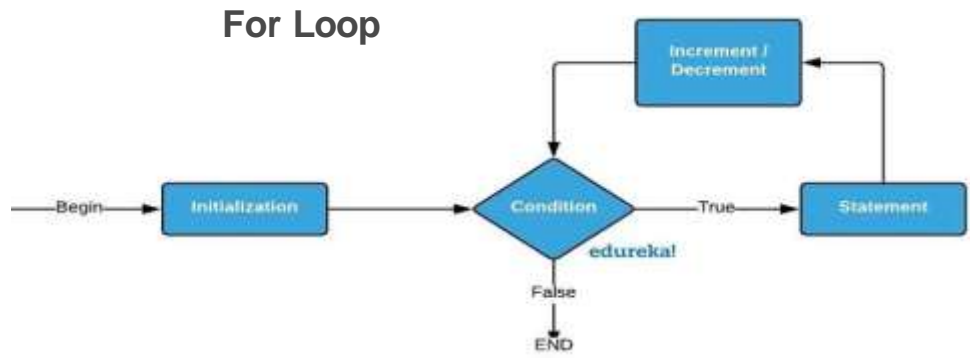
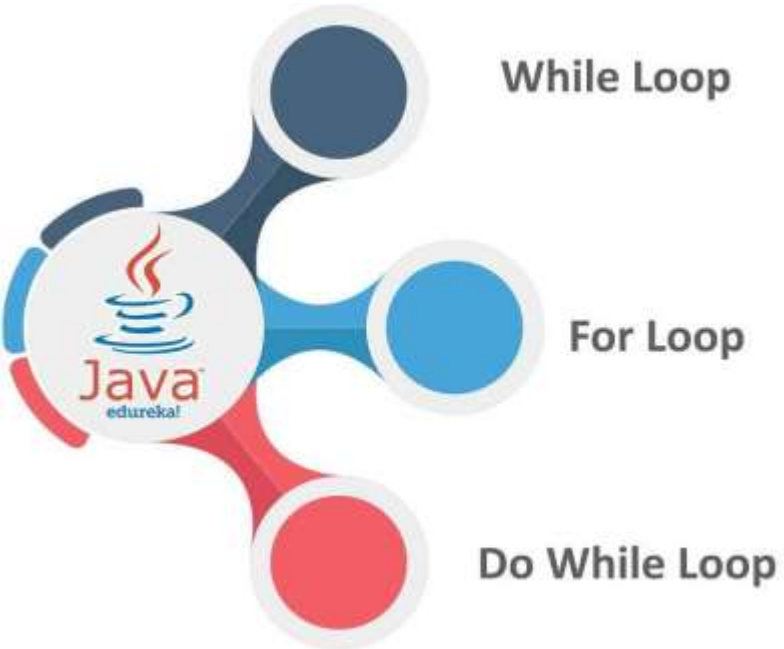


# Conditional Statement

## Nested-If

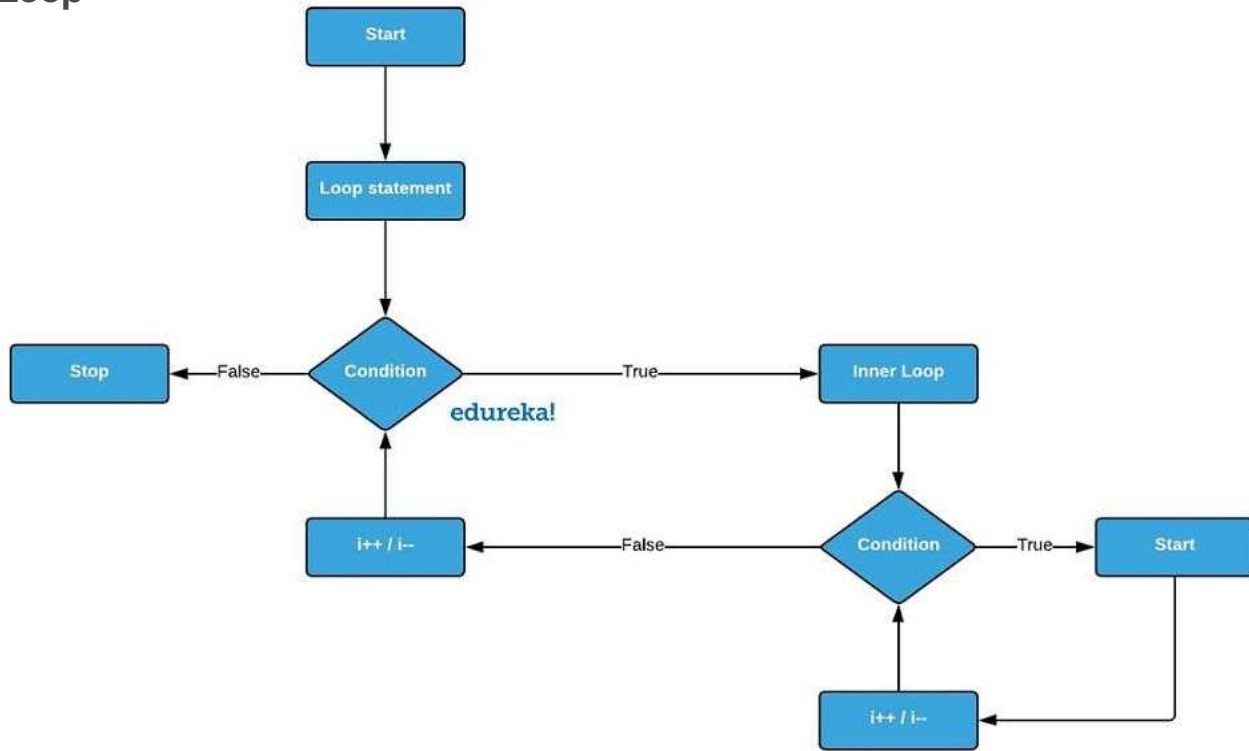


# Looping Statements



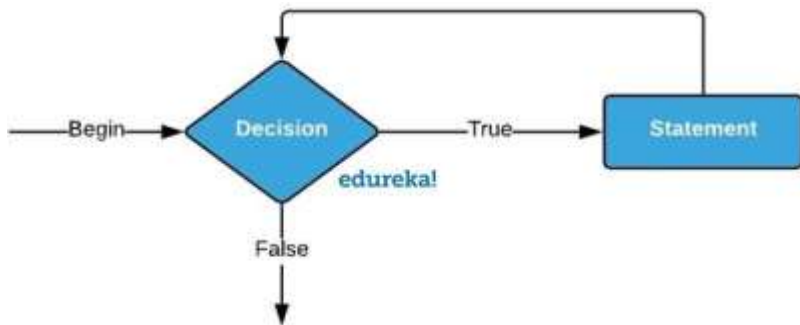
# Looping Statements

## Nested For Loop

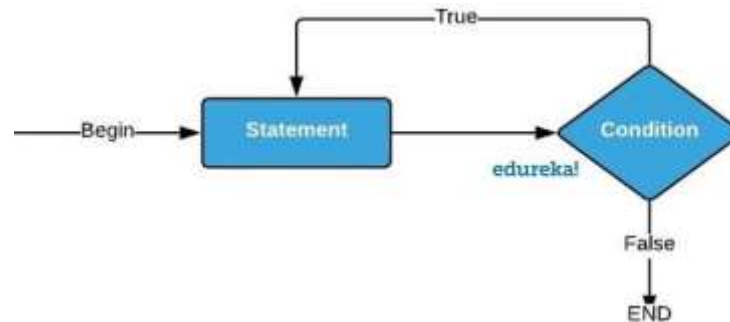


# Looping Statements

## While Loop



## Do While Loop



# Conditional Statement: Example



```
// sample if condition
if( i % 2 == 0 )
{
    i = i * i;
}
```

```
//sample if else condition
if(i%2==0)
{
    i = i*i; // square of the number
}
else
{
    i = i*i*i; // cube of the number
}
```

```
public void printNumber(int num)
{
    switch(num)
    {
        case 0:      System.out.println(" Zero ");      break;
        case 1:      System.out.println(" One ");       break;
        case 2:      System.out.println(" Two");        break;
        case 3:      System.out.println(" Three");      break;
        case 4:      System.out.println(" Four");       break;
        case 5:      System.out.println(" Five");       break;
        case 6:      System.out.println(" Six");        break;
        case 7:      System.out.println(" Seven");      break;
        case 8:      System.out.println(" Eight ");     break;
        case 9:      System.out.println(" Nine");       break;
        default:     System.out.println("Invalid Number");
    }
}
```



# Conditional Statement: Example

## if-else-if ladder Statement

The if-else-if ladder statement executes one condition from multiple statements.

```
Syntax:  if(condition1){
           //code to be executed if condition1 is true
         }else if(condition2){
           //code to be executed if condition2 is true
         }
         else if(condition3){
           //code to be executed if condition3 is true
         }
         ...
         else{
           //code to be executed if all the conditions are
           false
         }
         }
```

```
public class IfElseIfExample {
public static void main(String[] args)
{
    int marks=65;
    if(marks<50){
        System.out.println("fail");
    }
    else if(marks>=50 && marks<60){
        System.out.println("D grade");
    }
    else if(marks>=60 && marks<70){
        System.out.println("C grade");
    }
    else if(marks>=70 && marks<80){
        System.out.println("B grade");
    }
    else if(marks>=80 && marks<90){
        System.out.println("A grade");
    }else if(marks>=90 &&
        marks<100){
        System.out.println("A+ grade");
    }else{
        System.out.println("Invalid!");
    } }
}
```

# Conditional Statement: Example

## Java Nested if statement

```
if(condition){
    //code to be executed
    if(condition){
        //code to be executed
    }
}

public class JavaNestedIfExample {
    public static void main(String[] args) {
        //Creating two variables for age and weight
        int age=20;
        int weight=80;
        //applying condition on age and weight
        if(age>=18){ if(weight>50){
            System.out.println("You are eligible to donate blood");
        }
        }
    }
}
```

# Using Ternary Operator: Example

We can also use ternary operator (? :) to perform the task of if...else statement.

```
public class IfElseTernaryExample {  
    public static void main(String[] args) {  
        int number=13;  
        //Using ternary operator  
        String output=(number%2==0)?"even number":"odd number";  
        System.out.println(output);  
    }  
}
```

Output: odd number

# Looping Statement: Example

```
//sample while condition
while ( i < 10 )
{
i = i + 1;
System.out.println( "Value of i:" +
i);
}
```

```
//sample for loop
for (int i=0;i< 10;i++)
{
System.out.println("Value of i:"+
i);
}
```

```
// sample for continue statement
for(int i=2;i<10;i++)
{
System.out.println("I:" + i);
if( i % 3 == 1) // if the value of i
is
{
continue;
// skips the steps for this iteration and moves to
next
// iteration in the loop
}
}
System.out.println("after statement");
}
```

```
//sample for do while
int i = 1;
// this loop will execute the statements inside the loop even
// if the condition does not evaluate to true for the first
time.
do
{
System.out.println("Value of i:" + i) ;
i++;
} while( i < 1) ;

// sample for break
statement for(int
i=2;i<10;i++)
{
System.out.println("I:" + i);
if( i % 3 == 1) // if the value of i is
{
break; // exits from the for loop
}
System.out.println("after
statement");
}
```

# Summary

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