

Object-Oriented Programming



Introduction in Java

Second Stage

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Java Programming Language

Introduction

☪ Java programming language was developed by Sun Microsystems which was initiated by **James Gosling** in 1995. Java is object oriented where everything is an object.

☪ Java has been one of the most popular and widely used programming languages.

☪ Java is **Object Oriented**.

☪ Java syntax is **similar to C/C++**. But Java codes are always written in the form of classes and objects.

☪ Java is used in all kind of applications like Mobile Applications, desktop applications, web applications and client server applications. Then java is a general-purpose computer programming language.

☪ **JDK (Java Development Kit)**: JDK includes development tools such as the Java compiler, Javadoc, and a debugger.

☪ **JRE (Java Runtime Environment)**: JRE contains the parts of the Java libraries required to run Java programs.

Java Programming Language

Java Programming Steps

Step 1

Write source code

Editor

Step 2

Compile (Translate)
source code into
machine code

Java Compiler
javac Xxx.java

Step 3

Execute (Run) machine
code

Java Runtime
java Xxx

Input

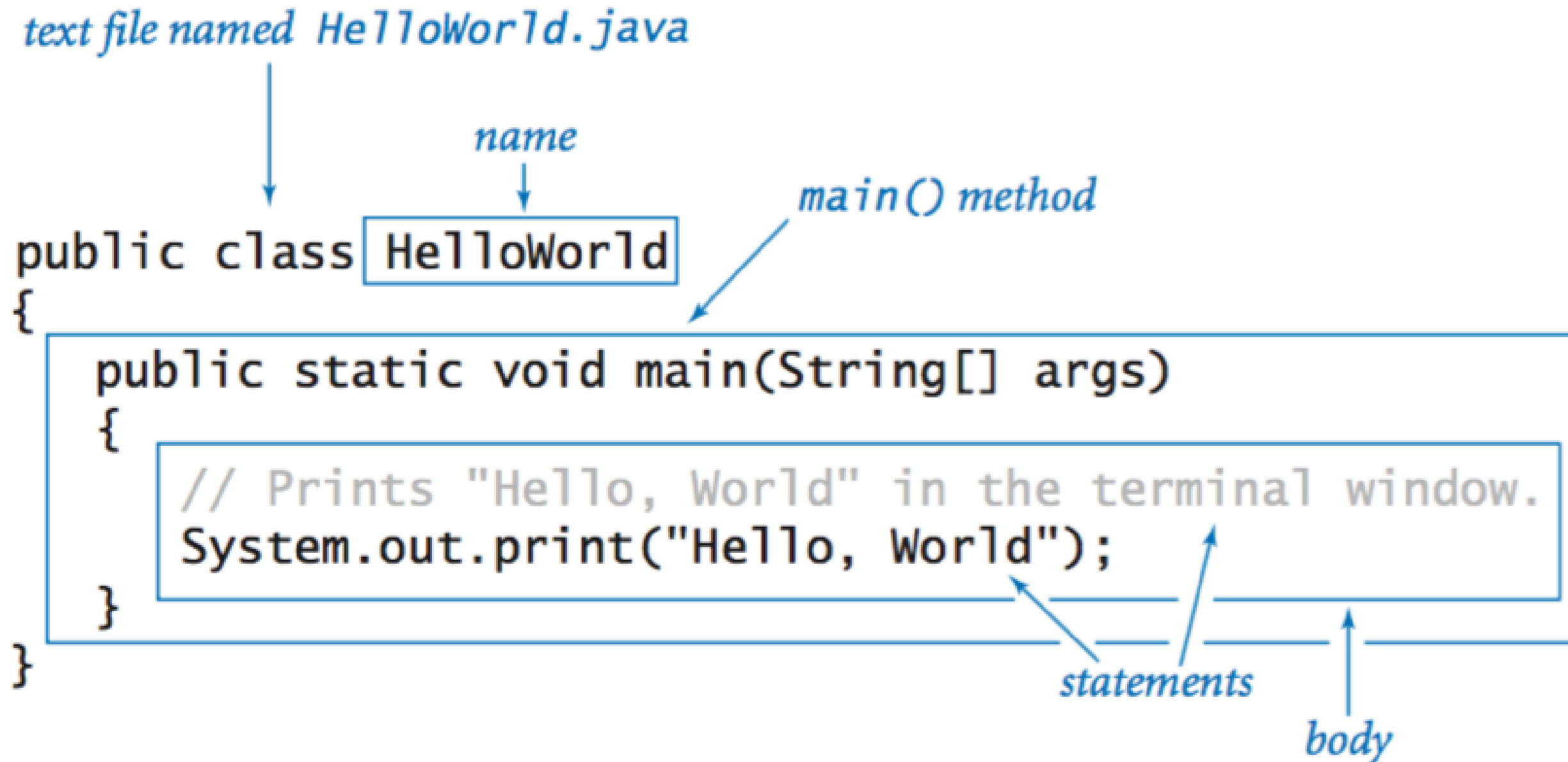
Output

Source code (Xxx.java)

Java Bytecode (Xxx.class)

Java Programming Language

A program template for Java programs



Java Programming Language

About Java program, it is very important to keep in mind the following points:

☞ **Case Sensitivity**- which means identifier Hello and hello would have **different meaning** in Java.

☞ **Class Names** - For all class names the first letter should be in Upper Case.

☞ **Method Names** - All method names should start with a Lower Case letter.

☞ **public static void main(String args[])** - Java program processing starts from the main() method which is a mandatory part of every Java program.

Java Programming Language

A Data types of Java programs

Data Type	Range	Example
byte	-128 to 127	byte myByte = 42;
short	-32,768 to 32,767	short myShort = 1000;
int	-2.1 billion to 2.1 billion	int myInt = 123456;
long	Huge range	long myLong = 1234567890L;
float	Large range, ~7 decimal places	float myFloat = 3.14f;
double	Large range, ~15 decimal places	double myDouble = 2.71828;
char	0 to 65,535 (Unicode characters)	char myChar = 'A';
boolean	true or false	boolean isJavaFun = true;
String	Sequence of characters	String myString = "Hello, Java";

Java Programming Language

Write a java program to calculate the area of circle where the radius equal 5 ?

```
package javaapplication1;

public class Main {

    public static void main(String[] args) {

        int r = 5;
        double pi;
        pi = 3.14;
        double area = pi * r * r;
        System.out.println("area = " + area);

    }

}
```

Output (F6)

```
run:
the area of circle is 78.5
BUILD SUCCESSFUL (total time: 0 seconds)
```

Java Programming Language

Write a java program to calculate your birth year from your age?

```
package javaapplication1;

public class Main {

    public static void main(String[] args) {

        int age = 27;
        int birth = 2023 - age ;
        System.out.println("your Birth year is " + birth);

    }

}
```

Output (F6)

```
run:
your Birth year is 1996
BUILD SUCCESSFUL (total time: 0 seconds)
```


Java Programming Language

Write a java program to calculate the sum, sub, multi, div and avg when $x = 6$ and $y = 4$?

```
package javaapplication1;

public class Main {

    public static void main(String[] args) {

        int x = 6;
        int y = 4;
        int sum = x + y;
        int sub = x - y;
        int multi = x * y;
        double div = y / (x + 0.4);
        System.out.println("sum = " + sum);
        System.out.println("sub = " + sub);
        System.out.println("multi = " + multi);
        System.out.println("div = " + div);
        System.out.println("avg = " + sum / 2);

    }

}
```

Output (F6)

```
run:
sum = 10
sub = 2
multi = 24
div = 0.625
avg = 5
BUILD SUCCESSFUL (total time: 0 seconds)
```

Java Programming Language

Input in java

To input from the keyboard, at first must create scanner object as follows:

```
🔥 import java.util.Scanner ;
```

```
🔥 Scanner read = new Scanner(System.in) ;
```

```
🔥 int num = read.nextInt() ;
```

Java Programming Language

Write a java program to calculate your age from your birth year ?

```
package javaapplication1;

import java.util.Scanner;

public class Main {

    public static void main(String[] args) {
        Scanner read = new Scanner(System.in);
        System.out.print("Enter your Birth year ");
        int birth = read.nextInt();
        int age = 2023 - birth;
        System.out.println("your age is " + age);
    }
}
```

Output (F6)

```
run:
Enter your Birth year 2001
your age is 22
BUILD SUCCESSFUL (total time: 17 seconds)
```

Java Programming Language

Input in java

Method	Description	Example
<code>next()</code>	Reads and returns the next token as a String.	<code>Scanner.next()</code>
<code>nextInt()</code>	Reads and returns the next token as an int.	<code>Scanner.nextInt()</code>
<code>nextDouble()</code>	Reads and returns the next token as a double.	<code>Scanner.nextDouble()</code>
<code>nextLine()</code>	Reads and returns the next line as a String.	<code>Scanner.nextLine()</code>
<code>nextFloat()</code>	Reads and returns the next token as a float.	<code>Scanner.nextFloat()</code>
<code>nextByte()</code>	Reads and returns the next token as a byte.	<code>Scanner.nextByte()</code>

Java Programming Language

Control Structures

1. If

Syntax:

```
If (condition){  
    //conditional code }
```

```
int age = 25;  
if (age >= 18) {  
    System.out.println("this is if statements"); }
```

2. If ... Else

Syntax:

```
If (condition){  
    //if code }  
else{  
    // else code }
```

```
int age = 25;  
if (age >= 18) {  
    System.out.println("this is if statements"); }  
Else {  
    System.out.println("this is else statements"); }  
}
```

Java Programming Language

Write a java program to login the system when user =admin & password = admin ?

```
package javaapplication1;

import java.util.Scanner;

public class Main {

    public static void main(String[] args) {
        String user, pass;
        Scanner read = new Scanner(System.in);
        System.out.print("Enter your username ... ");
        user = read.next();
        System.out.print("Enter your password ... ");
        pass = read.next();
        if (user.equals("admin") && pass.equals("admin")) {
            System.out.println("Access Login *_* ");
        } else {
            System.out.println("user / password invalid T_T ");
        }
    }
}
```

Output (F6)

```
run:
Enter your username ... admin
Enter your password ... admin
Access Login *_*
BUILD SUCCESSFUL (total time: 8 seconds)
```

```
run:
Enter your username ... admin
Enter your password ... sam
user / password invalid T_T
BUILD SUCCESSFUL (total time: 8 seconds)
```

Java Programming Language

Control Structures

3. If ... if ... else

Syntax:

```
If (condition){  
    If (condition){  
        //conditional code ; }  
}
```

```
int num = 25;  
if (num > 0) {  
    if (num % 2 == 0 ) {  
        System.out.println("this is even positive ");  
    }  
}
```

4. If ... else ... if

Syntax:

```
If (condition){  
    //if code }  
Else If (condition){  
    //conditional code ; }  
else {  
    Else code ; }
```

```
int num = 5;  
if (num == 0 ) {  
    System.out.println("num is zero"); }  
Else if (num > 0 ) {  
    System.out.println("num is positive"); }  
Else {  
    System.out.println("num is negitive"); }
```

Java Programming Language

Write a java program to login the system when user =admin & password = admin with error details?

```
package javaapplication1;
import java.util.Scanner;
public class Main {
    public static void main(String[] args) {
        String user, pass;
        Scanner read = new Scanner(System.in);
        System.out.print("Enter your username ... ");
        user = read.next();
        System.out.print("Enter your password ... ");
        pass = read.next();
        if (user.equals("admin")) {
            if (pass.equals("admin")) {
                System.out.println("Access Login *_* ");
            } else {
                System.out.println(" password invalid ");
            }
        } else {
            System.out.println(" user not found ! ");
        }
    }
}
```

Output (F6)

```
run:
Enter your username ... admin
Enter your password ... admin
Access Login *_*
BUILD SUCCESSFUL (total time: 12 seconds)
```

```
run:
Enter your username ... admin
Enter your password ... abcl23
password invalid
BUILD SUCCESSFUL (total time: 20 seconds)
```

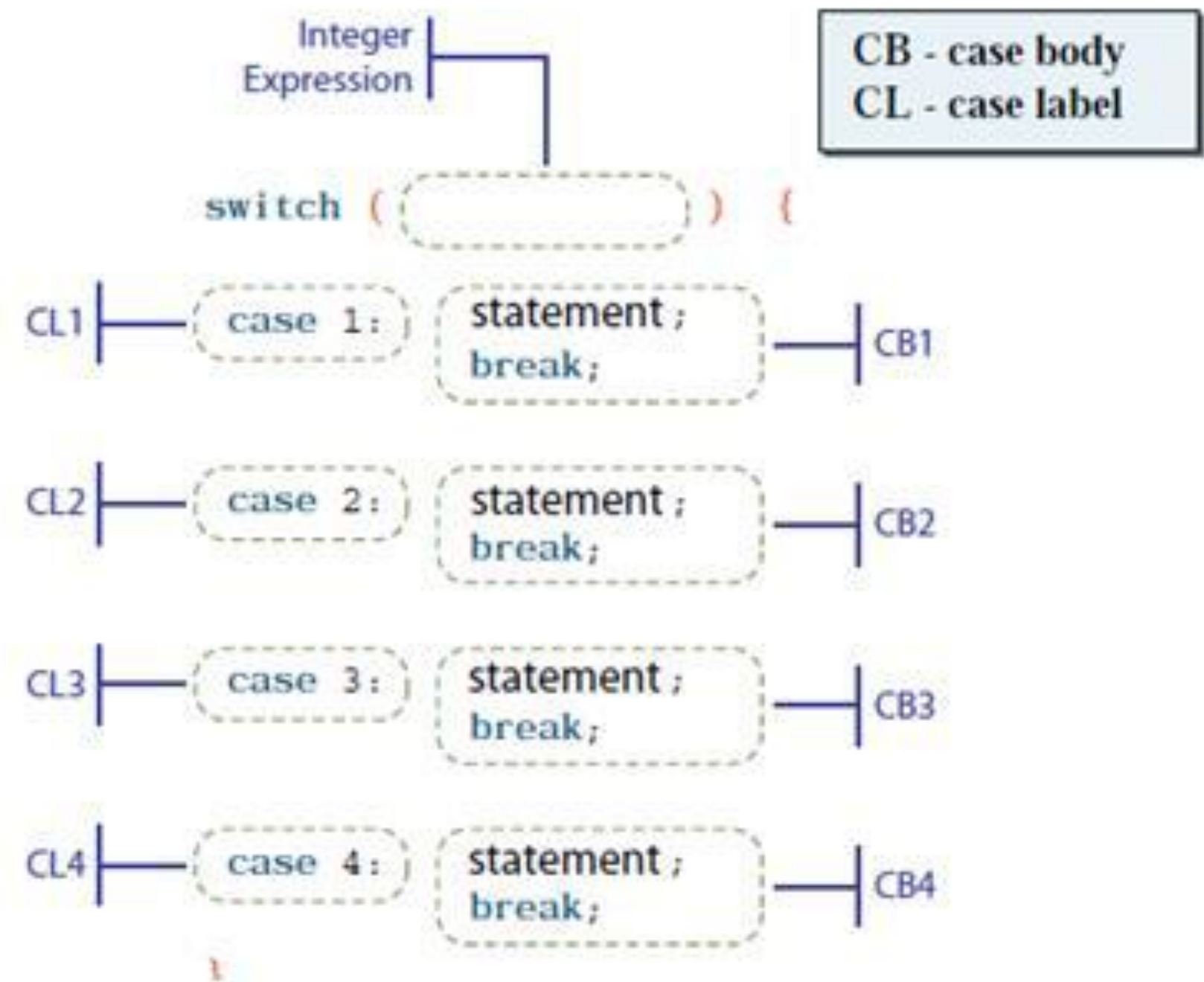
```
run:
Enter your username ... sauc
Enter your password ... admin
user not found !
BUILD SUCCESSFUL (total time: 1 minute 13 seconds)
```


Java Programming Language

Control Structures

3. switch

```
switch(expression){  
    case value : // Statements  
                break; //optional  
  
    case value : // Statements  
                break; //optional  
  
    //You can have any number of case  
    statements.  
  
    default: //Optional  
            // Statements  
}
```



Java Programming Language

```
package javaapplication1;
public class Main {
    public static void main(String[] args) {

        char grade = 'C';
        switch (grade) {
            case 'A':
                System.out.println("Excellent!");
                break;
            case 'B':
                System.out.println("very good");
            case 'C':
                System.out.println("Well done");
                break;
            case 'D':
                System.out.println("You passed");
            case 'F':
                System.out.println("Better try again");
                break;
            default:
                System.out.println("Invalid grade");
        }
        System.out.println("Your grade is " + grade);
    }
}
```

Output (F6)

```
run:
Well done
Your grade is C
BUILD SUCCESSFUL (total time: 0 seconds)
```

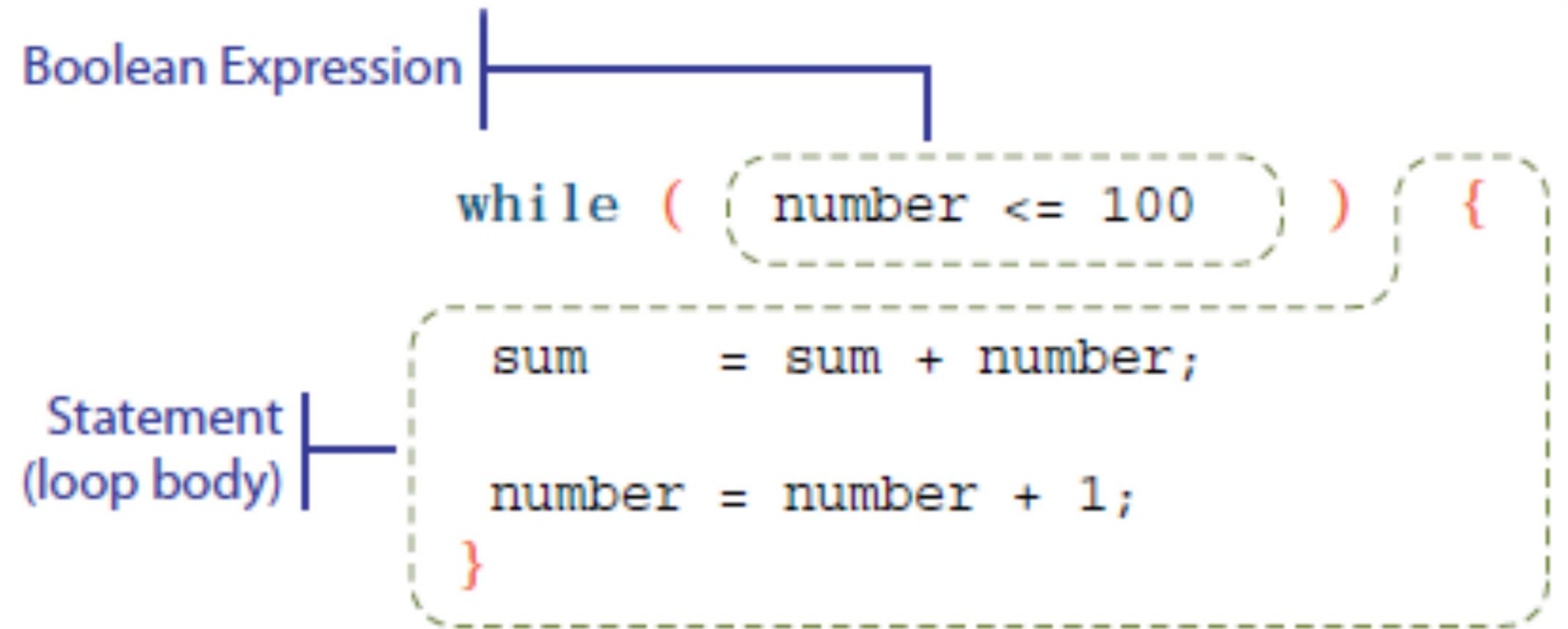
Java Programming Language

Loop Structures

1. while

Output (F6)

```
run:
value of x : 10
value of x : 11
value of x : 12
value of x : 13
value of x : 14
value of x : 15
value of x : 16
value of x : 17
value of x : 18
value of x : 19
BUILD SUCCESSFUL (total time: 0 seconds)
```

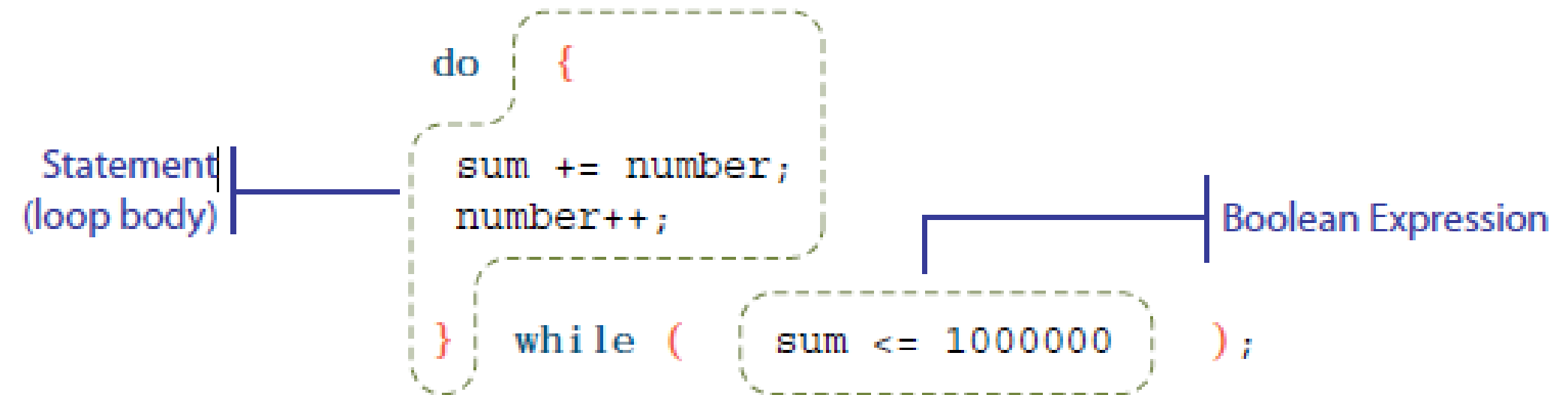


```
package javaapplication1;
public class Main {
    public static void main(String[] args) {
        int x = 10;
        while (x < 20) {
            System.out.print("value of x : " + x);
            x++;
            System.out.println();
        }
    }
}
```

Java Programming Language

Loop Structures

2. Do .. while



Output (F6)

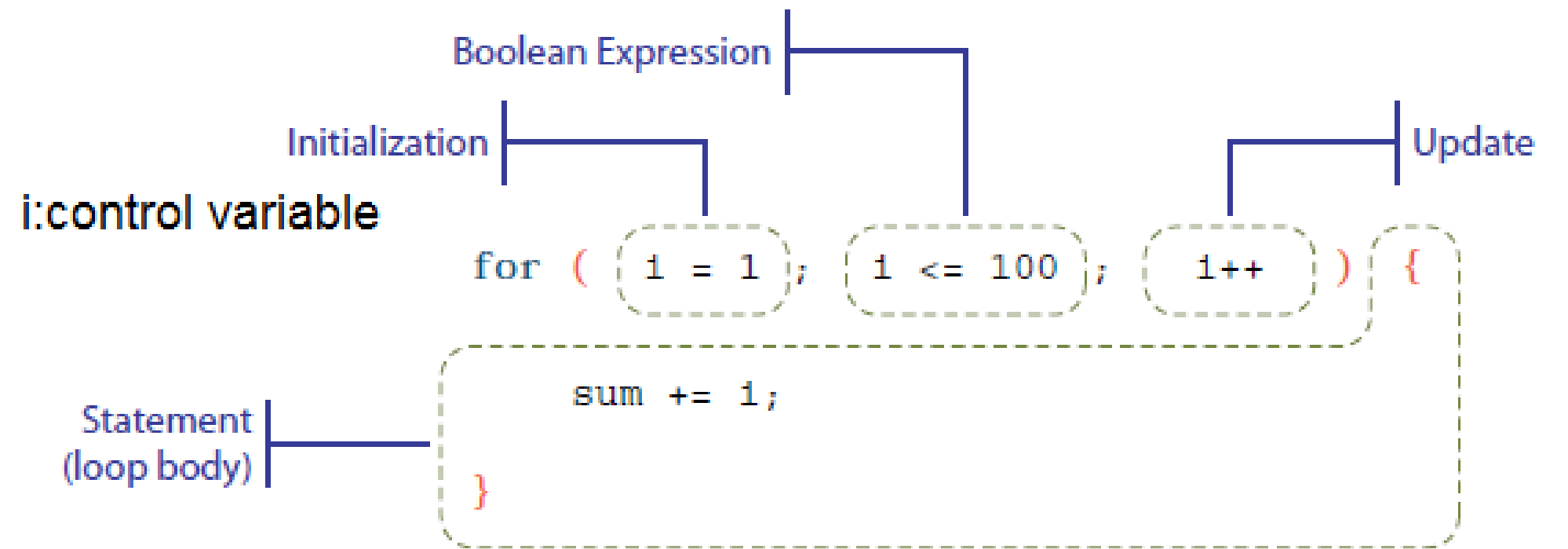
```
run:
value of x : 10
value of x : 11
value of x : 12
value of x : 13
value of x : 14
value of x : 15
value of x : 16
value of x : 17
value of x : 18
value of x : 19
BUILD SUCCESSFUL (total time: 0 seconds)
```

```
package javaapplication1;
public class Main {
    public static void main(String[] args) {
        int x = 10;
        do {
            System.out.print("value of x : " + x);
            x++;
            System.out.print("\n");
        } while (x < 20);
    }
}
```

Java Programming Language

Loop Structures

3. for



Output (F6)

```
run:
value of x : 10
value of x : 11
value of x : 12
value of x : 13
value of x : 14
value of x : 15
value of x : 16
value of x : 17
value of x : 18
value of x : 19
BUILD SUCCESSFUL (total time: 0 seconds)
```

```
package javaapplication1;
public class Main {
    public static void main(String[] args) {
        for (int x = 10; x < 20; x = x + 1) {
            System.out.println("value of x : " + x);
        }
    }
}
```

Java Programming Language

Break in loops

```
package javaapplication1;

import java.util.Scanner;

public class Main {

    public static void main(String[] args) {
        Scanner read = new Scanner(System.in);
        int x;
        for (int i = 0; i < 5; i++) {
            x = read.nextInt();
            if (x == 23) {
                System.out.println("you find the number");
                break;
            }
        }
    }
}
```

Output (F6)

```
run:
65
28
12
23
you find the number
BUILD SUCCESSFUL (total time: 14 seconds)
```