

Training Program on Java Programming (11th Apr, 2022 to 10th May, 2022)

Java is a versatile, object-oriented programming language designed to be platform-independent, meaning that Java programs can run on any device with a Java Virtual Machine (JVM). Developed by James Gosling and Mike Sheridan at Sun Microsystems, Java has become a cornerstone in enterprise and web application development. A 30 Days Java Programming Masterclass Series was organized for the students from 11th Apr, 2022 to 10th May, 2022. Dr. Souvik Ganguli from the Department of Electrical and Instrumentation Engineering, Thapar Institute of Engineering and Technology, Patiala was the coordinator for the program. The link for the program is provided for reference:

<https://www.youtube.com/watch?v=KXE1Oct4AUk&list=PLMVm21xCcvZe4EMOrv0FnUDzJ2IDG4g0F&index=28>

The collage consists of six screenshots from a YouTube video series on Java programming:

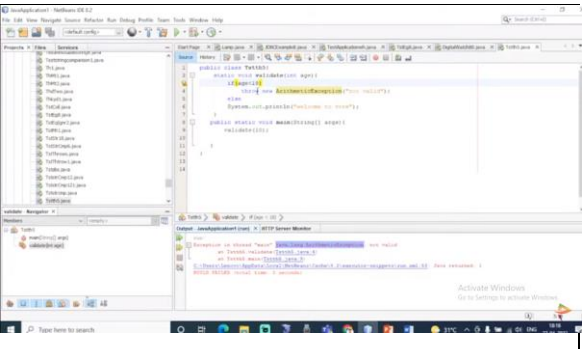
- Top Left:** A screenshot of an IDE showing a Java class named `Sample1` with a `main` method. The code includes comments about IDE settings and a simple `main` method.
- Top Right:** A slide titled "DATA TYPES IN JAVA". It lists primitive data types: `int num1 = 10;` (Integer), `float numFloat = 10.55f;` (Floating point number), `char firstCh = 'R';` (Character), `boolean firstBl = true;` (Boolean), and `String firstStr = "Hello";` (String). It also notes that `byte, short, long, double, and char` are primitive, while `String, arrays, and classes` are non-primitive.
- Middle Left:** A slide titled "Loops" explaining that a loop statement is used when a set of statements is executed multiple times. It shows a `for` loop structure: `for (int i = 0; i < 10; i++) { // Loop statements to be executed }`. Labels indicate the parts: "Declaring and initializing loop control variable", "Checking condition", and "Incrementing loop control variable".
- Middle Right:** A screenshot of an IDE showing a Java class with a `main` method that prints the sum of numbers from 1 to 10 using a `for` loop.
- Bottom Left:** A slide titled "Constructors" explaining that a constructor is called whenever an object is created. It shows a class `MyClass` with a constructor `MyClass()` that prints "BeginnersBook.com" and a `main` method that creates a new `MyClass` object.
- Bottom Right:** A slide titled "Inheritance" explaining that when a child class inherits properties from a parent class, it is called inheritance. It shows a class hierarchy diagram with `ClassA` as the parent and `ClassB`, `ClassC`, and `ClassD` as children. The diagram is labeled with "1) Single", "2) Multilevel", and "3) Hierarchical".

DAY 11 Exception Handling , Types Of Java Exceptions. | 30 Days Java Master Class
Pankaj & Learning

PUBLIC ACCESS MODIFIER

```
// Animal.java file
// public class
public class Animal {
    // public variable
    public int legCount;

    // public method
    public void display() {
        System.out.println("I am an animal.");
        System.out.println("I have " + legCount + " legs.");
    }
}
```



The screenshot shows an IDE with a file explorer on the left containing a package named 'com.pankaj.day11' with files 'Animal.java' and 'TestAnimal.java'. The main editor displays the code for 'Animal.java' as shown in the code block above. The console window at the bottom shows the output of the program: 'I am an animal.' followed by 'I have 4 legs.' on the next line. The IDE interface includes a toolbar with icons for Run, Stop, and other actions, and a status bar at the bottom with system tray icons and an 'Activate Windows' watermark.