

Java Programming Lab Manual

Asadullah Shah

Zeeshan Bhatti



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JAVA PROGRAMMING LAB MANUAL

Editors

**Asadullah Shah
Zeeshan Bhatti**

**Department of
Kulliyah of Information & Communication Technology
International Islamic University Malaysia**

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TABLE OF CONTENTS

Dedication	v
Preface	xi
Acknowledgement	xiii
Chapter 1: Introduction to Java	15
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 2: Compiling and Executing Java Code	21
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 3: Introduction to Data Types in Java	27
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 4: Arithmetic and Relational Operators	33
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 5: Relational and Logical Operators	39
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 6: Bitwise Operators and Type Casting	45
- Asadullah Shaikh	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 7: Conditional Statements	51
- Asadullah Shaikh	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 8: If-Else Statements	55
- Asadullah Shaikh	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 9: The If-Else-If Statements	61
- Asadullah Shaikh	
- Zeeshan Bhatti	
- Asadullah Shah	

Chapter 10: Switch Statement	67
- Asadullah Shaikh	
- Zeeshan Bhatti	
- Asadullah Shah	
	73
Chapter 11: Loops	
- Agha Javed Phatan	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 12: Do-While Loops	79
- Agha Javed Phatan	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 13: For Loops	85
- Agha Javed Phatan	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 14: Loop Pitfalls and Exercise	93
- Agha Javed Phatan	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 15: Nested Loops	99
- Agha Javed Phatan	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 16: Arrays in Java	105
- Waseem Javaid Soomro	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 17: Two Dimensional Arrays	111
- Waseem Javaid Soomro	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 18: Strings	119
- Waseem Javaid Soomro	
- Zeeshan Bhatti	
- Asadullah Shah	

Chapter 19: Methods of String Class	127
- Waseem Javaid Soomro	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 20: Object and Classes	135
- Waseem Javaid Soomro	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 21: Constructors	141
- Dil Nawaz Hakro	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 22: User defined Methods	147
- Dil Nawaz Hakro	
- Zeeshan Bhatti	
- Asadullah Shah	viii
Chapter 23: Arguments Passing	155
- Dil Nawaz Hakro	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 24: Return Statement	163
- Dil Nawaz Hakro	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 25: Working with Classes	169
- Dil Nawaz Hakro	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 26: Multiple Classes	177
- Muniba Shaikh	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 27: Method Overloading and Overriding	185
- Muniba Shaikh	
- Zeeshan Bhatti	
- Asadullah Shah	

Chapter 28: Modifiers for class data	191
- Muniba Shaikh	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 29: Inner Classes	199
- Muniba Shaikh	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 30: Comparison between different class types	207
- Muniba Shaikh	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 31: Exception Handling	215
- Kamran Khowaja	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 32: Throw & Throws Keyword	223
- Kamran Khowaja	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 33: Local Block and Static Block	231
- Kamran Khowaja	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 34: Abstract Classes	237
- Dini Oktarina Dwi	
- Zeeshan Bhatti	
- Asadullah Shah	
Chapter 35: Interfaces	245
- Dini Oktarina Dwi	
- Zeeshan Bhatti	
- Asadullah Shah	

Chapter 35

Interfaces

Dini Oktarina Dwi, Zeeshan Bhatti, Asadullah Shah

Abstract

An *interface* is a prototype for a class and is useful from a logical design perspective. Interfaces are abstract classes that are left completely unimplemented and completely unimplemented in this case means that no methods in the class have been implemented. In this chapter the use of *interfaces* is discussed and their implementation detail is given.

35.1 Interfaces

- An *interface* is essentially a collection of constants and abstract methods.
- *Interface* is *abstract* by definition & cannot be instantiated , all declarations are public.
- Interface member data is limited to *static final* variables, which means that they are constant.

```
interface Student{  
  
    String Name = "Ali";  
  
    String Technology = "BSIT";  
  
    void printAllDetails();  
  
}
```

- The methods declared in the *interface* are always *public* and *abstract and Non-Static* by default. You do not need to specify them as such.