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 Tutorial: this is not a tutorial but a document with random Java code examples for beginners and novice Java developers. We start with the basics and end up with a j2EE application. Note that I'm not going into the details in each example. Rather than doing that I'm showing you the code and the output. To discuss the code go to engineeringserver.com/blog or engineeringserver.com/t3hc0d3z/forum.html

Want to contribute or do you have any questions? info@engineeringserver.com mail subject: contributing example code.

Version: 0.1 - note to self: raw draft, not ready for publication.

Contents:

Console output	3
Output text	3
Output variables	3
Console input.....	3
Input using Scanner	3
Reading files using Scanner	3
Input using BufferedReader	4
Loops	5
Create an if/else loop with boolean value	5
Create a loop that loops x times and prints out: Value i holds < value>.....	5
Create an infinite for loop	5
Create an infinite while loop	5
Create a while loop with multiple conditions	6
Random	7
Generate a random value.....	7
Arrays.....	8
Gui (Swing/AWT)	9
Create an empty container in Swing without using a layout manager	9
components.....	9
Threads.....	9
Graphics.....	9
Animation	9
Applets (Swing / AWT).....	9
JDBC.....	10

Retrieve data from database.....	10
Write your own queries.....	10
RMI	11
EJB 2.1 / 3.0	11
jsp	11
servlets	11
javabeans.....	11
webservices	11
Security.....	11
Jaas	11
Cryptography.....	11
Application servers.....	11
JBoss	11
Writing applications	11
Applets.....	11
Stand alone.....	11
Console	11
Gui	11
Games 2d / 3d	11
Network.....	11
Client / server	11
Multi tiers	11
Compile errors.....	12
Compile time	12
Run time	12
Contributors:	12
Change log:.....	12
17/May/2008.....	12

Console output

Output text

Code:

```
System.out.println("text");
```

Output:

text

Output variables

Code:

```
String name = "Ark";  
int age = 10;  
System.out.println("Hello: " + name + " are you " + age + " years old?");
```

Output:

Hello: Ark are you 10 years old?

Console input

Input using Scanner

Code:

```
Scanner sc = new Scanner(System.in);  
System.out.print("Input: ");  
String inputString = sc.nextLine();  
System.out.println("Output: " + inputString);
```

Output:

Input: Hello World!
Output: Hello World!

Reading files using Scanner

Code:

```
try {  
    File f = new File("C:\\textFile.txt");  
    Scanner sc = new Scanner(f);  
    while(sc.hasNext()){  
        System.out.println(sc.nextLine());  
    }  
} catch (FileNotFoundException e) {  
    e.printStackTrace();  
}
```

Output:

Reading a text file
is fun!

Input using BufferedReader

Code:

```
try {
    BufferedReader bis = new BufferedReader(new
InputStreamReader(System.in));
    System.out.print("Input: ");
    String inputString = bis.readLine();
    System.out.println("Output: " + inputString);
}
catch (IOException e) {
    e.printStackTrace();
}
```

Output:

```
Input: Hello World!
Output: Hello World!
```

Loops

Create an if/else loop with boolean value

Code:

```
boolean hungry = true;
if(hungry){
    System.out.println("I'm hungry!");
}
else{
    System.out.println("I'm not hungry!");
}
```

Output:

I'm hungry!

Create a loop that loops x times and prints out: Value i holds < value>

Code:

```
int i = 1;
for(;i<=3; i++){
    System.out.println("Value i holds: " + i);
}
```

Output:

Value i holds: 1

Value i holds: 2

Value i holds: 3

Create an infinite for loop

Code:

```
for(;;){
    System.out.println("Infinite");
}
```

Output:

Infinite

Infinite

...

Infinite

Create an infinite while loop

Code:

```
boolean infinite = true;
while(infinite){
    System.out.println("infinite");
}
```

Output:

Infinite

Infinite

...

Infinite

Create a while loop with multiple conditions

Code:

```
boolean contintue = true;
int i = 1;
while(i <= 5 && contintue){
    if(i <= 3){
        System.out.println("Value i holds: " + i + " continue?: " +
contintue);
        i++;
    }
    else{
        contintue = false;
        System.out.println("Value i holds: " + i + " continue?: " +
contintue);
    }
}
```

Output:

```
Value i holds: 1 continue?: true
Value i holds: 2 continue?: true
Value i holds: 3 continue?: true
Value i holds: 4 continue?: false
```

Random

Generate a random value

Code:

```
int randomValue1 = (int) (1+ Math.random()*5);  
System.out.println("Random number: " + randomValue1);  
int randomValue2 = (int) (1+ Math.random()*5);  
System.out.println("Random number: " + randomValue2);
```

Output:

```
Random number: 5  
Random number: 3
```

Arrays

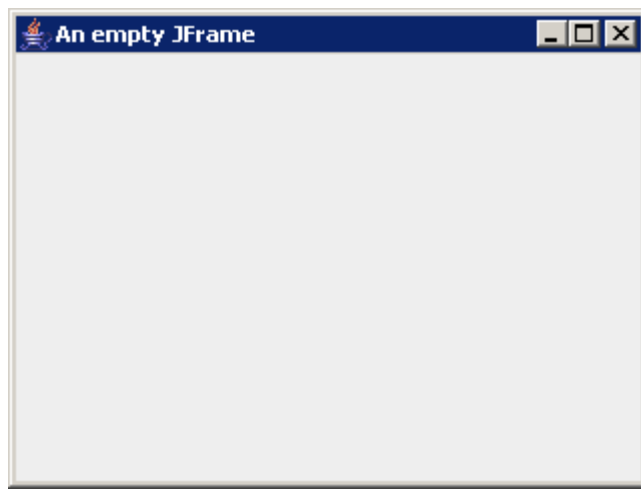
Gui (Swing/AWT)

Create an empty container in Swing without using a layout manager

Code:

```
public void showGui(){
    setTitle("An empty JFrame");
    getContentPane().setLayout(null);
    setSize(320,240);
    setVisible(true);
}
```

Output:



components

Listeners

Threads

Graphics

Animation

etc

Applets (Swing / AWT)

JDBC

Retrieve data from database

<http://www.engineeringserver.com/Software/1%20-%20MySQLWithJavaTutorial.pdf>

Write your own queries

<http://www.engineeringserver.com/Software/1%20-%20MySQLWithJavaTutorial.pdf>

RMI

EJB 2.1 / 3.0

jsp

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javabeans

webservices

Security

Jaas

Cryptography

Application servers

JBoss

Writing applications

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Stand alone

Console

Gui

Games 2d / 3d

Network

Client / server

Mobile

Multi tiered

Compile errors

Compile time

Run time

Contributors:

Change log:

17/May/2008

- initial article

- console output

- console input

- loops

- Gui (Swing)