

ÖRNEK 1:

- **Uzunluk** ve **genişlik** tanımlayarak bir karenin **ALAN** VE **ÇEVRESİNİ** alt metot oluşturarak hesaplayınız.

Source

History




```
4
5 public class JavaApplication36 {
6
7
8     public static void main(String[] args) {
9
10         System.out.println(alan(15,35));
11
12
13         System.out.println(cevre(15,15));
14         System.out.println(cevre(154,353));
15         System.out.println(cevre(150,35));
16         // TODO code application logic here
17     }
18     public static int alan(int genislik, int uzunluk){
19
20         return genislik*uzunluk;
21     }
22     public static int cevre (int uzunluk, int genislik){
23
24         return 2*(uzunluk+genislik);
25     }
26 }
27
```

javaapplication36.JavaApplication36 > cevre >

Output - JavaApplication36 (run) x

run:

Örnek 2. Dışarıdan sayı girerek çözüm.

```
Source History | 
1
2  package javaapplication36;
3
4  import java.util.Scanner;
5  public class JavaApplication36 {
6
7      public static void main(String[] args) {
8          Scanner sayi = new Scanner (System.in);
9          int uzunluk, genislik;
10         System.out.println("Uzunluk gir: ");
11         uzunluk = sayi.nextInt();
12         System.out.println("Genişlik gir: ");
13         genislik = sayi.nextInt();
14
15         int alan = alan(uzunluk, genislik);
16         int cevre = cevre (uzunluk,genislik);
17
18         System.out.printf("Alan : %d; cevre: %d\n", alan, cevre); // TODO co
19     }
20     public static int alan(int genislik, int uzunluk){
21
22         return  genislik*uzunluk;
23     }
24     public static int cevre (int uzunluk, int genislik){
25
26         return 2*(uzunluk+genislik);
27     }
28 }
29
```

ÖRNEK 3:

- X ve y gibi iki integer tanımlayarak dışardan değer atayınız. Toplama, Çikarma, Carpma ve Bolme alt metotları oluşturarak x ve ye değerlerine göre hesaplamasını yapınız

ÖRNEK 2:

```
7
8
9 public static void main(String[] args) {
10     Scanner deger = new Scanner(System.in);
11     int x,y;
12
13     System.out.println("x degeri gir: ");
14     x=deger.nextInt();
15
16     System.out.println("y degeri gir: ");
17     y=deger.nextInt();
18
19     int toplama = toplama(x,y);
20     int cikarma = cikarma(x,y);
21     int carpma = carpma(x,y);
22     int bolme = bolme(x,y);
23
24     System.out.printf("Toplama: %d; Cikarma : %d; Çarpma : %d; Bölme : %d\n",toplama, cikarma, carpma, bolme);
25
26 // TODO code application logic here
27 }
28 public static int toplama(int x, int y){
29     return x + y;
30 }
31 public static int cikarma(int x, int y){
32     return x - y;
33 }
34 public static int carpma (int x, int y){
35     return x * y;
36 }
37 public static int bolme (int x, int y){
38     return x / y;
39 }
40 }
```

%d integer için

%f double için atama operatörleri

Variables and The Assignment Statement

```
int x = 25;
```

Data Type

Variable

Assignment

Value

Örnek 4:

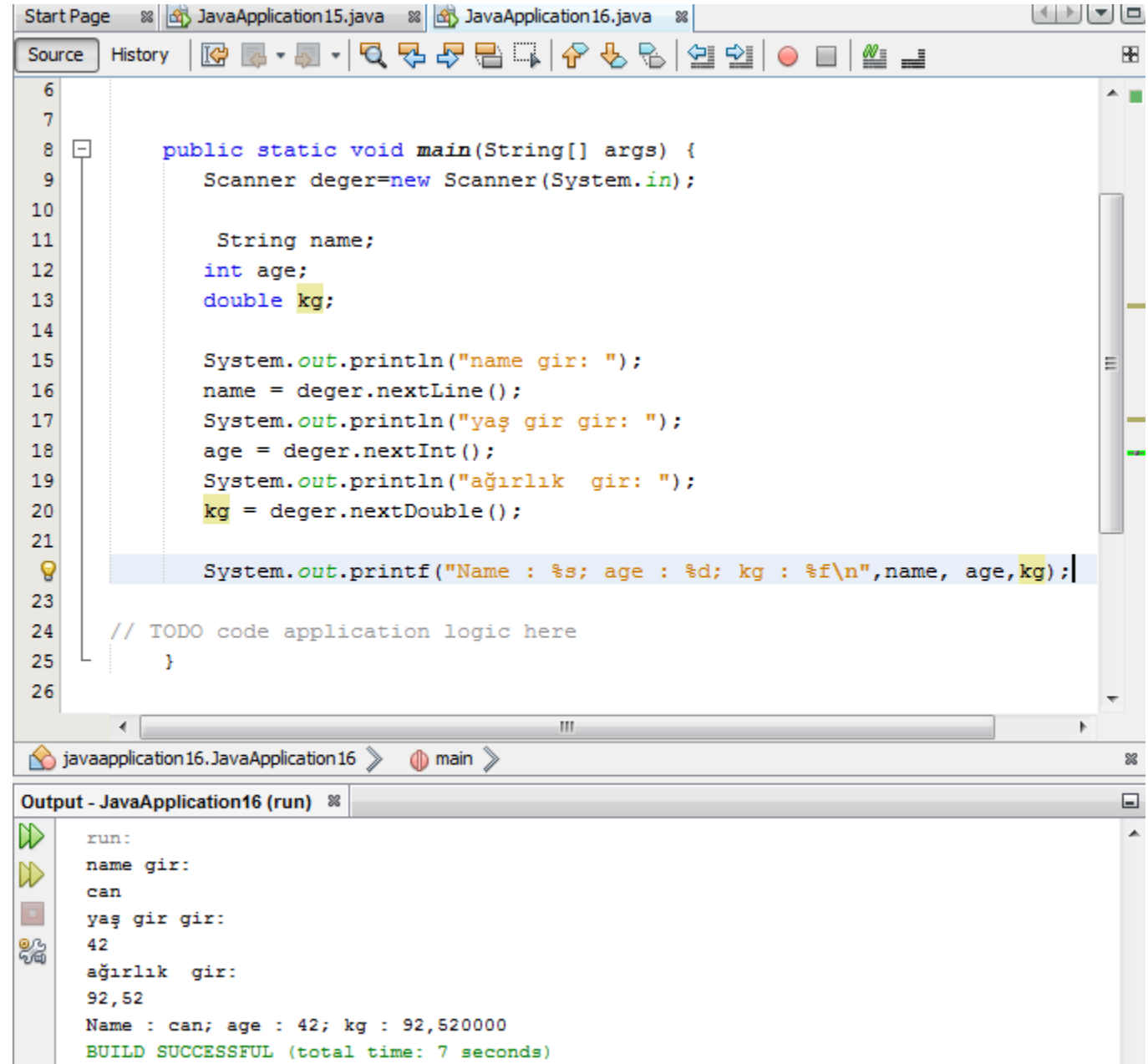
Print;

Println;

Printf;

**%s; %d; %4.3f(precision ,
den sonra 3 hane)**

String int double



```
6
7
8     public static void main(String[] args) {
9         Scanner deger=new Scanner(System.in);
10
11         String name;
12         int age;
13         double kg;
14
15         System.out.println("name gir: ");
16         name = deger.nextLine();
17         System.out.println("yaş gir gir: ");
18         age = deger.nextInt();
19         System.out.println("ağırlık gir: ");
20         kg = deger.nextDouble();
21
22         System.out.printf("Name : %s; age : %d; kg : %f\n",name, age,kg);
23
24         // TODO code application logic here
25     }
26
```

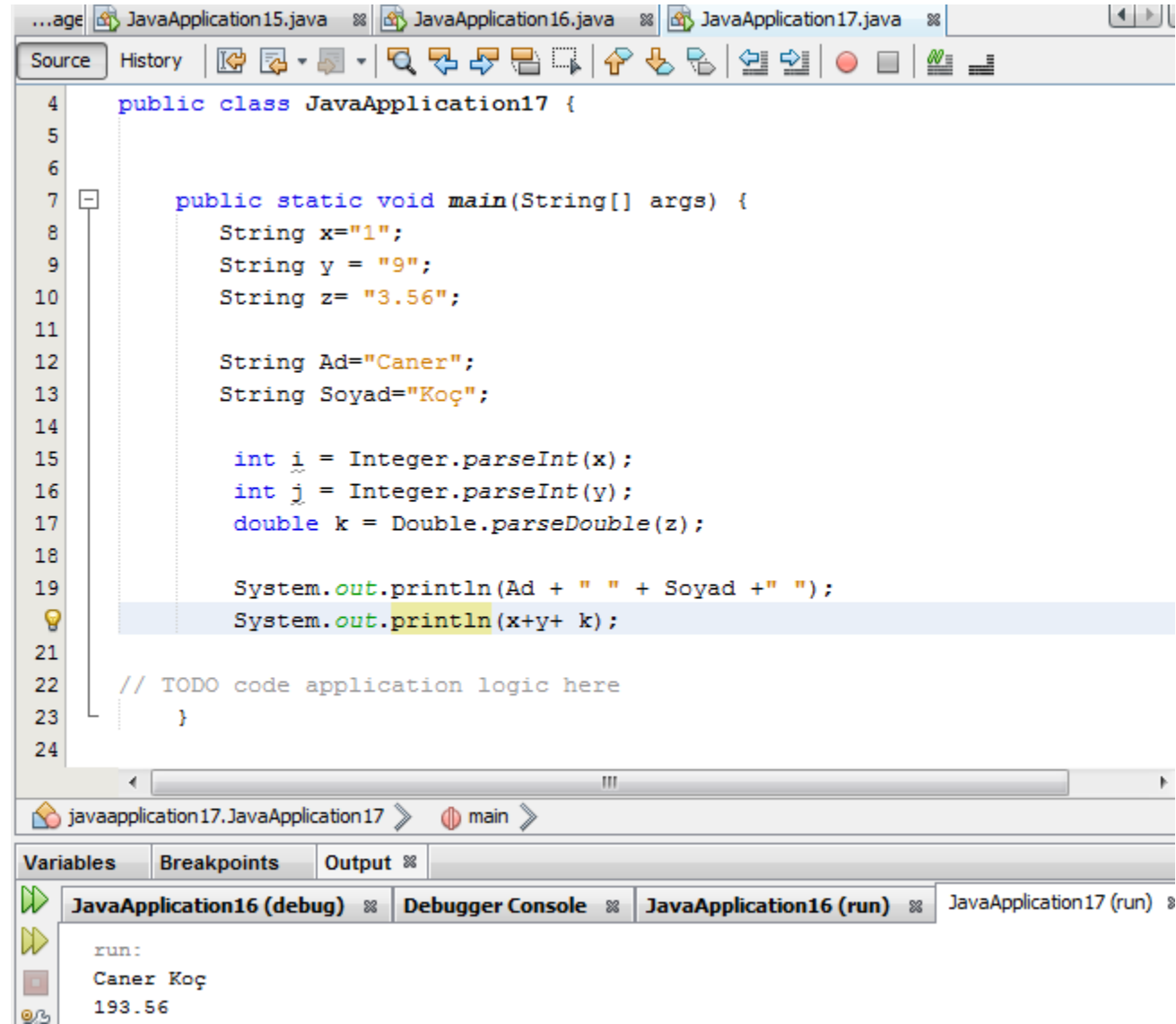
Output - JavaApplication16 (run)

```
run:
name gir:
can
yaş gir gir:
42
ağırlık gir:
92,52
Name : can; age : 42; kg : 92,520000
BUILD SUCCESSFUL (total time: 7 seconds)
```

String to Int :

- String x=«5»;
- String y =«9»;
- String z = «3.96»;

- int i = Integer.parseInt(x);
- int j = Integer.parseInt(y);
- double k =Double.parseDouble(z);



```
4 public class JavaApplication17 {
5
6
7     public static void main(String[] args) {
8         String x="1";
9         String y = "9";
10        String z= "3.56";
11
12        String Ad="Caner";
13        String Soyad="Koç";
14
15        int i = Integer.parseInt(x);
16        int j = Integer.parseInt(y);
17        double k = Double.parseDouble(z);
18
19        System.out.println(Ad + " " + Soyad + " ");
20        System.out.println(x+y+ k);
21
22        // TODO code application logic here
23    }
24}
```

javaapplication17.JavaApplication17 > main >

| Variables | Breakpoints | Output |
|---------------------------|------------------|-------------------------|
| JavaApplication16 (debug) | Debugger Console | JavaApplication16 (run) |
| JavaApplication17 (run) | | |

run:
Caner Koç
193.56

Class libraries, Objects, Methods

Sayısal 6/49 ;

- 1 ile 49 arasında rasgele 6 sayı üretiniz.
- `Import java.util.Random;`
- `Random generator = new Random (10);`
- `Random generator = new Random ();`

Komutlarla ilgili yardım menüsüne ulaşma:

```
public static void main(String[] args)
    Random generator = new Random();
```

Random

```
public Random(long seed)
```

Creates a new random number generator using a single long seed. The seed is the initial value of the internal state of the pseudorandom number generator which is maintained by method `next(int)`.

The invocation `new Random(seed)` is equivalent to:

```
Random rnd = new Random();
rnd.setSeed(seed);
```

Parameters:

seed - the initial seed

See Also:

`setSeed(long)`

Alt + F1

6 / 49

0'dan kurtulmak için
i = 1+ generator (nextInt(48));

```
1 package javaapplication18;
2
3
4 import java.util.Random;
5 public class JavaApplication18 {
6
7
8     public static void main(String[] args) {
9         Random generator = new Random();
10        int i = generator.nextInt(49);
11        System.out.println(i);
12        i = generator.nextInt(49);
13        System.out.println(i);
14        i = generator.nextInt(49);
15        System.out.println(i);
16        i = generator.nextInt(49);
17        System.out.println(i);
18        i = generator.nextInt(49);
19        System.out.println(i);
20        i = generator.nextInt(49);
21        System.out.println(i);
22
23        // TODO code application logic here
```

javaapplication18.JavaApplication18 > main > generator >

Variables Breakpoints Output


JavaApplication16 (debug) Debugger Console JavaApplication16 (run) JavaApplication18 (run)

run:
35
43
2
16
8

String uygulaması :

```
Start Page  JavaApplication15.java  JavaApplication16.java  JavaApplication17.java
Source  History  [Icons]
1
2  package javaapplication20;
3
4  import java.util.Scanner;
5
6  public class JavaApplication20 {
7
8
9      public static void main(String[] args) {
10         Scanner ad = new Scanner (System.in);
11         String name;
12         System.out.println("ad gir: ");
13         name = ad.nextLine();
14         selam(name);
15         // TODO code application logic here
16     }
17     public static void selam (String name){
18
19         System.out.printf("selamın aleyküm  %s;\n", name);
20
21     }
22 }
23
```

METOTLA NOT HESABI:

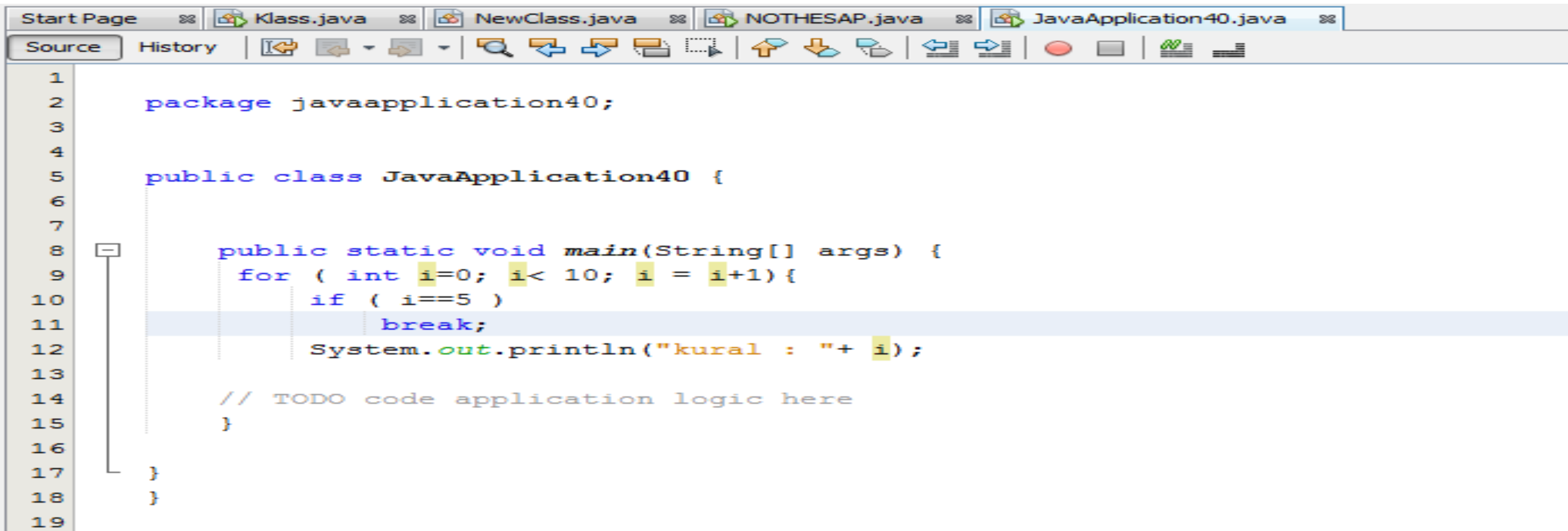
```
Source History | 
12 public static double NotHesap( double vnot, double fnot){
13     Scanner deger = new Scanner (System.in);
14     System.out.println("vNot gir: ");
15     vnot =deger.nextDouble();
16
17     System.out.println("fNot gir: ");
18     fnot =deger.nextDouble();
19
20     if ((vnot <0 || vnot > 100)|| (fnot <0 || fnot > 100)){
21         System.out.println("Vize veya Final notu 0'dan küçük 100'den büyük o
22         return -1;
23     }else {
24         double sonuc = vnot*0.4+ fnot *0.6;
25         System.out.println("sonuc : "+ sonuc);
26         if( sonuc >=50 && sonuc <59){
27             System.out.println("Harf notu : DD");
28         }else if ( sonuc >=60 && sonuc <69){
29             System.out.println("Harf notu : CC");
30
31         }else if ( sonuc >=70 && sonuc <79){
32             System.out.println("Harf notu : BB");
33
34         }else if ( sonuc >=80 && sonuc <89){
35             System.out.println("Harf notu : AB");
36
37         }else if ( sonuc >=90 && sonuc <=100){
38             System.out.println("Harf notu : AA");
39
40         }else {
41             System.out.println("KALDIN !!");
42         }
43     }
44     return 1;
45 }
46 }
```

SINIF ÇALIŞMASI : Haftalık/Aylık İŞÇİ ÜCRETİ HESAPLAMA

- 1. Maaş = çalışma saati x saatlik ücret bedeli
- Haftalık 40 saat üzeri mesai alınacak ve saatlik ücret bedelinin 1.5 katı ile çarpılacak
- Haftalık toplam çalışma süresi 60 saati geçemez !!!
- Saatlik ücret bedeli EN AZ 25 TL !!!

```
for (int i=0; i<100; i++) {  
    if(i == 50)  
        break;  
    system.out.println("Rule #" + i);  
}
```

Break: FOR ve WHILE da belli noktada programı sonlandırır !!!!
Continue : FOR ve WHILE da programı başlatır !!!!



The screenshot shows an IDE window with several tabs: Start Page, Klass.java, NewClass.java, NOTHESAP.java, and JavaApplication40.java. The active tab is JavaApplication40.java, showing the following code:

```
1  
2 package javaapplication40;  
3  
4  
5 public class JavaApplication40 {  
6  
7  
8     public static void main(String[] args) {  
9         for ( int i=0; i< 10; i = i+1){  
10            if ( i==5 )  
11                break;  
12            System.out.println("kural : "+ i);  
13  
14            // TODO code application logic here  
15        }  
16    }  
17 }  
18 }  
19
```

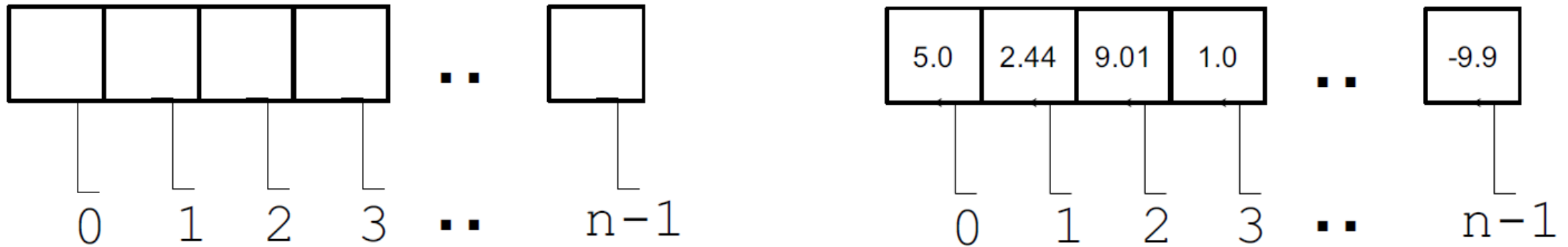
A blue arrow in the top left points from the `break;` statement in the code to the explanatory text. In the IDE, the line containing `break;` is highlighted in blue, and a vertical line with a box at the top indicates the current cursor position.


```
1
2 package javaapplication40;
3
4
5 public class JavaApplication40 {
6
7
8     public static void main(String[] args) {
9         for ( int i=0; i< 3; i = i+1){
10             for (int j=2; j< 5; j=j+1){
11                 System.out.println(i + " " + j);
12             }
13
14
15         // TODO code application logic here
16     }
17
18 }
19
20
```

run:
0 2
0 3
0 4
1 2
1 3

ARRAY :

- Array dizi oluşturmak için kullanılır.
- Array tipleri String, int, double vs olabilir.
- Array içerisindeki değişkenler ve veri tipleri kesinlikle aynı tip OLMALI !.
- Index 0'dan başlar ve n-1 ile biter.



- `int [] values = new int [5];`
- `int size = 12;`
- `int [] deger = new int [size];`
- `int deđer = {12, 24, -23, 47 };`
- `int deđer = {1, 2.5, 3, 3.5, 4 } INCORRECT MODE !!!!`

- `Int [] deger = {12, 24, -23, 47 };`
- `Int [2] = -23;`
- `Int [0] = 12;`

- `Int [] deger = new int [12];`
- `Int size = deger.Length; //12`

- `Int deger2 = {1,2,3,4,5};`
- `Int size2 = deger2.length; // 5`