

## Class Declaration

```
public class CashRegister
{
    private int itemCount;
    private double totalPrice;
}

public void addItem(double price)
{
    itemCount++;
    totalPrice = totalPrice + price;
}
...
}
```

Instance variables

Method

## Selected Operators and Their Precedence

(See Appendix B for the complete list.)

[]	Array element access
++ -- !	Increment, decrement, Boolean <i>not</i>
* / %	Multiplication, division, remainder
+ -	Addition, subtraction
< <= > >=	Comparisons
== !=	Equal, not equal
&&	Boolean <i>and</i>
	Boolean <i>or</i>
=	Assignment

## Conditional Statement

```
if (floor >= 13)
{
    actualFloor = floor - 1;
}
else if (floor >= 0)
{
    actualFloor = floor;
}
else
{
    System.out.println("Floor negative");
}
```

Condition

Executed when condition is true

Second condition (optional)

Executed when all conditions are false (optional)

## Loop Statements

```
while (balance < TARGET)
{
    year++;
    balance = balance * (1 + rate / 100);
}
```

Condition

Executed while condition is true

```
for (int i = 0; i < 10; i++)
{
    System.out.println(i);
}
```

Initialization Condition Update

## Variable and Constant Declarations

Type	Name	Initial value
int	cansPerPack	= 6;
final double	CAN_VOLUME	= 0.335;

## Method Declaration

Modifiers	Return type	Parameter type and name
public static	double	cubeVolume(double sideLength)
		{
		double volume = sideLength * sideLength * sideLength;
		return volume;
		}

Exits method and returns result.

## Mathematical Operations

Math.pow(x, y)	Raising to a power $x^y$
Math.sqrt(x)	Square root $\sqrt{x}$
Math.log10(x)	Decimal log $\log_{10}(x)$
Math.abs(x)	Absolute value $ x $
Math.sin(x)	Sine, cosine, tangent of $x$ ( $x$ in radians)
Math.cos(x)	
Math.tan(x)	

## String Operations

```
String s = "Hello";
int n = s.length(); // 5
char ch = s.charAt(1); // 'e'
String t = s.substring(1, 4); // "ell"
String u = s.toUpperCase(); // "HELLO"
if (u.equals("HELLO")) ... // Use equals, not ==
for (int i = 0; i < s.length(); i++)
{
    char ch = s.charAt(i);
    Process ch
}
```

```
do
{
    System.out.println("Enter a positive integer: ");
    input = in.nextInt();
}
while (input <= 0);
```

Loop body executed at least once

Set to a new element in each iteration

```
for (double value : values)
{
    sum = sum + value;
}
```

An array or collection

Executed for each element

## Input

```
Scanner in = new Scanner(System.in);
// Can also use new Scanner(new File("input.txt"));

int n = in.nextInt();
double x = in.nextDouble();
String word = in.next();
String line = in.nextLine();

while (in.hasNextDouble())
{
    double x = in.nextDouble();
    Process x
}
```

## Output

```
System.out.print("Enter a value: ");

System.out.println("Volume: " + volume);

System.out.printf("%-10s %10d %10.2f", name, qty, price);

PrintWriter out = new PrintWriter("output.txt");

out.close();
```

**Does not advance to new line.**

**Use + to concatenate values.**

**Field width**      **Precision**

**Left-justified string**      **Integer**      **Floating-point number**

**Use print/println/printf to write output to file.**

**Remember to close output file.**

## Arrays

```
int[] numbers = new int[5];
int[] squares = { 0, 1, 4, 9, 16 };
int[][] magicSquare =
{
    { 16, 3, 2, 13},
    { 5, 10, 11, 8},
    { 9, 6, 7, 12},
    { 4, 15, 14, 1}
};

for (int i = 0; i < numbers.length; i++)
{
    numbers[i] = i * i;
}

for (int element : numbers)
{
    Process element
}

System.out.println(Arrays.toString(numbers));
// Prints [0, 1, 4, 9, 16]
```

**Element type**      **Element type**      **Length**

**All elements are zero.**

## Array Lists

```
ArrayList<String> names = new ArrayList<String>();

names.add("Ann");
names.add("Cindy"); // [Ann, Cindy], names.size() is now 2

names.add(1, "Bob"); // [Ann, Bob, Cindy]
names.remove(2); // [Ann, Bob]
names.set(1, "Bill"); // [Ann, Bill]

String name = names.get(0); // Gets "Ann"
System.out.println(names); // Prints [Ann, Bill]
```

**Initially empty**

**Use wrapper type, Integer, Double, etc., for primitive types.**

**Element type**

**Add elements to the end**

## Linked Lists, Sets, and Iterators

```
LinkedList<String> names = new LinkedList<String>();
names.add("Bob"); // Adds at end

ListIterator<String> iter = names.listIterator();
iter.add("Ann"); // Adds before current position

String name = iter.next(); // Returns "Ann"
iter.remove(); // Removes "Ann"

Set<String> names = new HashSet<String>();
names.add("Ann"); // Adds to set if not present
names.remove("Bob"); // Removes if present

Iterator<String> iter = names.iterator();
while (iter.hasNext())
{
    Process iter.next()
}
```

## Maps

```
Map<String, Integer> scores = new HashMap<String, Integer>();

scores.put("Bob", 10);
Integer score = scores.get("Bob");

for (String key : scores.keySet())
{
    Process key and scores.get(key)
}
```

**Key type**      **Value type**

**Returns null if key not present**