Cheatography

# Java - AP Comp Sci Cheat Sheet

by Aramdana via cheatography.com/122140/cs/22590/

## Variables

| Type | Description | Example Value |
|---|---|---|
| byte | 8 bits | 0 |
| int | Integer | 0 |
| double | Integers w/ decimals | 0.00 |
| boolean | Boolean value (True or False) | False |
| char | Single character | 'a' |
| String | One or more characters | "a1:&b!" |

## Instantiating

**Primitives**

```
int myInt = 12;
double myDouble = 2.11;
char myChar = 'c';
```

**Strings**

```
String myString = "hello";
```

**Classes**

```
MyClass classOne = new MyClass(parameters);
MyClass classTwo = new MyClass();
```

## Getters & Setters

**Getter**

```
public int getMyInt()
{
   return myInt;
}
```

**Setter**

```
public void setMyInt(int newInt)
{
   myInt = newInt;
}
```

## Size and Length

| | |
|---|---|
| .length() | Returns the number of characters in a String object |
| .length() | Returns the number of elements in a Array |
| .size() | Returns the number of elements in a ArrayList |

## Operators

| Operator | Description |
|---|---|
| + | addition of numbers, concentration of Strings |
| - | subtraction |
| * | multiplication |
| / | division |
| % | modulus; find remainder |
| += | add and assign numbers, conventrate and assign Strings |
| -= | subtract and assign |
| *= | multiply and assign |
| /= | divide and assign |
| %= | modulus and assign |
| ++ | add one |
| -- | subtract one |
| > | greater than |
| < | less than |
| >= | greater than or equal to |
| <= | less than or equal to |
| ! | not |
| != | not equal to |
| && | and |
| \|\| | or |
| == | comparison |
| = | assign |

## Loops

```
for (int i = 0; i < x; i++) { }
```

```
for (int i : someArray) { }
```

```
while (something is true) { }
```

## Classes

```
public class MyClass
{
   private int myInt;
   private String myString;
   public MyClass()
   {
      myInt = 0;
      myString = "hello world";
   }
   public MyClass(int i, String s)
   {
      myInt = i;
      myString = s;
   }
}
```

## Arrays

```
int[] myArrayTwo = {1, 2};
---------- or ----------
int[] myArray = new int[2];
myArray[0] = 1;
myArray[1] = 2;
```

## ArrayList

| | |
|---|---|
| .add(obj) | Appends obj to end of list |
| .add(index, obj) | Inserts obj at position index, moving elements at position index and higher to the right |
| .set(index) | Replaces the element at position index with obj; returns the element formerly at position index |
| .get(index) | Returns the element at position index in the list |




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## ArrayList

| | |
|---|---|
| **.add(obj)** | **Appends obj to end of list.** |
| .add(index, obj) | Inserts obj at position index, moving elements at position index and higher to the right. |
| **.set(index, obj)** | **Replaces the element at position index with obj.** |
| .get(index) | Returns the element at position index in the list. |
| **.remove(index)** | **Removes element from position index, moving elements at position index + 1 and higher to the left and subtracts 1 from size.** |

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