Cheatography

Java for basics Cheat Sheet

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data types

boolean = true, false
char = 16 bit, UTF-16
byte = 8 bit, -128...127
short = 16 bit, -32.768 ... 32.767
int = 32 bit, -231 to +231-1
long =64 bit, -263 to +263-1,long x = 100l;
float = 32 bit
double =64 bit

Intro assi 2

Intro assi 2 (cont)

```
>       System.out.println("\"\t\t\"");
        System.out.println("\"\t\t\"");
        System.out.println("\"\t\t\"");
        System.out.println("\"\'\'\'\'\'\'\" ");
    }
    public static void Xbox()
    {
        System.out.print("\\ /");
        System.out.println("\"\'\'\'\'\'\'\'\"");
        System.out.print(" \\ /");
        System.out.println(" \"\t\t\"");
        System.out.print(" \\ /");
        System.out.println(" \"\t\t\"");
        System.out.print(" \\/");
        System.out.println(" \"\t\t\"");
        System.out.print(" /\\");
        System.out.println(" \"\t\t\"");
        System.out.print(" / \\");
        System.out.println(" \"\t\t\"");
        System.out.print(" / \\");
        System.out.println(" \"\t\t\"");
        System.out.print("/ \\");
        System.out.println("\"\'\'\'\'\'\'\'\"");
    }
```

Intro assi 1

```
public class Main {
        public static void
main(S tring[] args) {
                String numbers
="02 468 975 31";
                dra wZe ro();
                dra wOne();
                dra wTwo();
                dra wTh ree();
                dra wFo ur();
                dra wFi ve();
                dra wSix();
                dra wSe ven();
                dra wEi ght();
                dra wNi ne();
```

Intro assi 1 (cont)

```
>       drawNumber("0246897531");
    }
    public static void drawZero(){
        System.out.println("0000000");
        System.out.println("0 0");
        System.out.println("0 0");
        System.out.println("0 0");
        System.out.println("0000000");
    }
    public static void drawOne(){
        System.out.println(" 1");
        System.out.println("1 1");
        System.out.println(" 1");
        System.out.println(" 1");
        System.out.println("1111111");
    }
    public static void drawTwo(){
        System.out.println("2222222");
        System.out.println(" 2");
        System.out.println("2222222");
        System.out.println("2");
        System.out.println("2222222");
    }
    public static void drawThree(){
        System.out.println("3333333");
        System.out.println(" 3");
        System.out.println("3333333");
        System.out.println(" 3");
        System.out.println("3333333");
    }
    public static void drawFour(){
        System.out.println("4 4");
        System.out.println("4 4");
        System.out.println("4444444");
        System.out.println(" 4");
        System.out.println(" 4");
    }
    public static void drawFive(){
```

```
public class Main {
        public static void
main(S tring[] args) {
               // write your
code here
               int count = 1;
                whi le( cou -
nt>0)
               {
                        dra -
wX();
                        box();
                        Xbox();
                        cou nt--
;
               }
       }
        public static void
drawX()
       {
                Sys tem.ou t.p -
rin tln ("\\ /");
                Sys tem.ou t.p -
rin tln (" \\ /");
                Sys tem.ou t.p -
rin tln (" \\ /" );
                Sys tem.ou t.p -
rin tln (" \\/" );
                Sys tem.ou t.p -
rin tln (" /\\ ");
                Sys tem.ou t.p -
rin tln (" / \\");
                Sys tem.ou t.p -
rin tln (" / \\");
                Sys tem.ou t.p -
rin tln ("/ \\");
       }
        public static void box()
       {
                Sys tem.ou t.p -
rin tln ("\" \'\' \' \'\' \' -
\'\" ");
                Sys tem.ou t.p -
rin tln ("\" \t\t \"");
                Sys tem.ou t.p -
rin tln ("\" \t\t \"");
                Sys tem.ou t.p -
rin tln ("\" \t\t \"");
```

Intro assi 1 (cont)

```
>        System.out.println("5555555");
        System.out.println("5");
        System.out.println("5555555");
        System.out.println(" 5");
        System.out.println("5555555");
    }
    public static void drawSix(){
        System.out.println("6666666");
        System.out.println("6");
        System.out.println("6666666");
        System.out.println("6 6");
        System.out.println("6666666");
    }
    public static void drawSeven(){
        System.out.println("7777777");
        System.out.println(" 7");
        System.out.println(" 7");
        System.out.println(" 7");
        System.out.println(" 7");
    }
    public static void drawEight(){
        System.out.println("8888888");
        System.out.println("8 8");
        System.out.println("8888888");
        System.out.println("8 8");
        System.out.println("8888888");
    }
    public static void drawNine(){
        System.out.println("9999999");
        System.out.println("9 9");
        System.out.println("9999999");
        System.out.println(" 9");
        System.out.println("9999999");
    }
    public static void drawNumber(String
numbers){
        int index = 0;
        while(index<numbers.length()) {
            if(numbers.charAt(index)=='0')
```

Intro assi 1 (cont)

```
>                drawZero();
            else if(numbers.charAt(index)=='1')
                drawOne();
            else if(numbers.charAt(index)=='2')
                drawTwo();
            else if(numbers.charAt(index)=='3')
                drawThree();
            else if(numbers.charAt(index)=='4')
                drawFour();
            else if(numbers.charAt(index)=='5')
                drawFive();
            else if(numbers.charAt(index)=='6')
                drawSix();
            else if(numbers.charAt(index)=='7')
                drawSeven();
            else if(numbers.charAt(index)=='8')
                drawEight();
            else if (numbers.charAt(index)=='9')
                drawNine();
            index++;
```

Java escape sequences

* Asterisk (*)
^ Carat (^)
` Backtick (`)
\t Tab
\b Backspace
\n New line
\r Carriage return

swap code

```
public static void swap(int[]
list, int e1, int e2){
                int temp;
                temp = list[e1];
                 lis t[e1] =
list[e2];
                 lis t[e2] =
temp;
                for (int i: list)
{
                        Sys -
tem.ou t.p rin tln(i);
```

swap code (cont)

```
>       }
    }
    public static void main(String[] args){
        int[] mylist = {1,2,3,4,5};
        swap(mylist, 0, 3);
    }
```

For loop array

```
string word = "Hello";
for (char c: word toChar Arr -
ay(){
            sys tem.ou t.p -
rint()
}
```

Class

```
public class ABCD{
        public A () {
            //code
}
        public void B(){
            //code
}
```

Operators

+ (Addition)
Adds values on either side of the operator
- (Subtraction)
Subtracts right hand operand from left hand operand
* (Multiplication)
Multiplies values on either side of the operator
/ (Division)
Divides left hand operand by right hand operand
% (Modulus)
Divides left hand operand by right hand operand and returns remainder
++ (Increment)
Increases the value of operand by 1
-- (Decrement)
Decreases the value of operand by 1