

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

```
public class Main {
    public static void
main(String[] args) {
    // write your code here
    int count = 1;
    while(count>0)
    {
        drawX();
        box();
        Xbox();
        count--;
    }
}
public static void drawX()
{
    System.out.println("\\ \\ /");
    System.out.println(" \\
/");
    System.out.println(" \\ /"
);
```

Intro assi 2 (cont)

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

Intro assi 2 (cont)

```
        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(String[] args) {
        String numbers
="0246897531";
        drawZero();
        drawOne();
        drawTwo();
        drawThree();
        drawFour();
        drawFive();
        drawSix();
        drawSeven();
        drawEight();
        drawNine();
        drawNumber("0246897531");
    }
```



By khaowpoon101

cheatography.com/khaowpoon101/

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Page 1 of 3.

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Intro assi 1 (cont)

```
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");
```

Intro assi 1 (cont)

```
    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(){
    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");
```

Intro assi 1 (cont)

```
    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')
            drawZero();
        else
            if (numbers.charAt(index)=='1')
                drawOne();
            else
                if (numbers.charAt(index)=='2')
```



By **khaowpoon101**

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Intro assi 1 (cont)

```

        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];
    list[e1] = list[e2];
    list[e2] = temp;
    for (int i: list){
        System.out.println(i);
    }
}

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.toCharArray()){
    system.out.print()
}

```

Class

```

public class ABCD{
    public A () {
        //code
    }

    public void B(){

```

Class (cont)

```

//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



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