

### 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 = 100!;
float = 32 bit
double =64 bit
```

### Intro assi 2

### Intro assi 2 (cont)

```
> System.out.println("\n\t\t\t");
System.out.println("\n\t\t\t");
System.out.println("\n\t\t\t");
System.out.println("\n\t\t\t\t\t");
}
public static void Xbox()
{
System.out.print("\ /");
System.out.println("\n\t\t\t\t\t");
System.out.print(" \ /");
System.out.println("\n\t\t\t");
System.out.print(" \ /");
System.out.println("\n\t\t\t");
System.out.print(" \ \");
System.out.println("\n\t\t\t");
System.out.print(" \ \");
System.out.println("\n\t\t\t");
System.out.print(" / \");
System.out.println("\n\t\t\t");
System.out.print(" / \");
System.out.println("\n\t\t\t");
System.out.print("/ \");
System.out.println("\n\t\t\t\t\t");
}
}
```

### 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 \\\");
}
}

```



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### 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];
    list[e2] =
    list[e1];
    list[e1] =
    temp;
    for (int i: list)
    {
        Sys -
        tem.out.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.toCharArray() {
    System.out.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



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