Cheatography

Java Quick Cheat Sheet Cheat Sheet by Plaban Kumar Mondal via cheatography.com/208038/cs/44492/

Data Types			Classes and Objects
Primitive Data Types			class Dog {
Туре	Size	Range of values	String name;
boolean	1 bit	true, false	int age;
char byte	2 byte 1 byte	'\u0000' to '\uffff' -128 to 127	<pre>public void info() { Sys tem.ou t.p rin t(t his.name + " is " + this.age + " years old"); } } public class Main { public static void main(S tring[] args) { }</pre>
short	2 byte 4	-32,768 to 32,767 - 2,147,483,648 to 2,147,483,647	
	byte		// Creating an object from the Dog
long	8 byte	-9,223,372,036,854,775,808 to 9,223,372,036,8- 54,775,807	<pre>class Dog myDog = new Dog(); // Assigning values myD og.name = " Tom my";</pre>
float	4 byte	32-bit floating point	
double	8 byte	64-but floating point	<pre>myD og.age = 3; // calling the method</pre>
Non-Primitive Data Types			<pre>myD og.i nfo(); // output: Tommy</pre>
String		It is a sequence of characters	is 3 years old
Class		It is a user defined data type from which objects are created	}
Object		It is an instance of a class representing real-life entities	Comments
Interface		It is similar to class but contains abstract methods by default	Single Line Comment // this is a single line comment
Array		It holds elements of similar data types	Multiline Comment
			/* This is a multiline comment */
			Basic Program Structure
			public class Main {

```
public static void main(S tring[] args) {
    Sys tem.ou t.p rin tln ("Hello World");
}
```

С

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Primitive Types

```
public class Main {
        public static void main(S tring[] args) {
              int a = 10;
                Sys tem.ou t.p rin tln(a); // 10
                double b = 1021.0121;
                Sys tem.ou t.p rin tln(b); //
1021.0121
                float c = 11.001f;
                Sys tem.ou t.p rin tln(c); //
11.001
                boolean d = true;
                Sys tem.ou t.p rin tln(d); // true
               char e = 'P';
                Sys tem.ou t.p rin tln(e); // P
                String f = " Lea rning Java";
                Sys tem.ou t.p rin tln(f); //
Learning Java
}
```

Classes and Object Theory

A class in java is a user-defined data type. It is declared with the class keyword. It can have properties and methods.

Here in the example $\tt name$ and the <code>age</code> is the property and <code>info()</code> is the method.



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