

Wrapper Class		String (cont)		Array (cont)	
byte	Byte	sub	String sub = str.substring(begin, end);	new 2D	int[][] arr = new int[height][width];
short	Short	check	if (str.contains(sub)) {...}	length	int len = arr.length;
int	Integer	substring		fill	Arrays.fill(arr, val);
long	Long	split	String[] arr = str.split("\\\\+");	fill 2D	Arrays.stream(arr).forEach(a -> Arrays.fill(a, val));
float	Float	split char	import java.util.regex.Pattern; String[] arr = word.split(Pattern.quote(Character.toString('.')));	compare	if (Arrays.equals(arr1, arr2)) {...}
double	Double			traverse	for (int item : arr) {...}
boolean	Boolean			sort	import java.util.Arrays;
char	Character	to char	char[] arr = str.toCharArray();	ascending,	Arrays.sort(arr);
Min Max		array		inplace	
int min	Integer.MIN_VALUE // -2^31	from	char[] arr = {'s', 't', 'r'};	sort descending,	import java.util.*; Arrays.sort(arr, Collections.reverseOrder());
int max	Integer.MAX_VALUE // 2^31-1	char	String str = new String(arr);	sum	int sum = Arrays.stream(arr).sum();
min	int min = Math.min(a, b);	string		find index	int index = Arrays.asList(arr).indexOf(num);
max	int max = Math.max(a, b);	array	String[] arr = new String[]{"a", "b", "c"}; String joined = String.join(", ", arr);		
array min	int min = Collections.min(Arrays.asList(arr));	to string	int[] arr = {1, 2, 3}; String[] strArr = new String[arr.length];		
array max	int max = Collections.max(Arrays.asList(arr));	array	for (int i = 0; i < arr.length; ++i) { strArr[i] = String.valueOf(arr[i]); }		
Math		char to string	String str = Character.toString('.,');		
abs	int abs = Math.abs(num);				
Debug					
print array	System.out.println(Arrays.toString(arr));				
print 2D array	System.out.println(Arrays.deepToString(arr));				
print map	System.out.println(Arrays.asList(map));				
String					
new	String str = "string";				
get	char c = str.charAt(0);				
length	int len = str.length();				
check	if (str.isEmpty()) {...}				
empty					
compare	if (s1.equals(s2)) {...} // or if (s1.compareTo(s2) == 0) {...}				
Array					
new	int[] arr = new int[]{0}; // or int[] arr = {1,2,3}; // or int[] arr = new int[3];				
ArrayList					
include	import java.util.*;				
new	List<Integer> list = new ArrayList<Integer>();				
new 2D	List<List<Integer>> list = new ArrayList<List<Integer>>(size);				
check	if (list.isEmpty()) {...}				
empty					
compare	if (list1.equals(list2)) {...}				
add to tail	list.add(num);				
get	int num = list.get(index);				
size	int size = list.size();				
to array	Integer[] arr = new Integer[list.size()]; list.toArray(arr);				



Cheatography

Java Coding Interview Cheat Sheet

by Ptero via cheatography.com/190551/cs/39699/

Linked List

```
include import java.util.*;  
new LinkedList<Integer> list = new  
    LinkedList<Integer>();  
new List<List<Integer>> list = new  
2D ArrayList<List<Integer>>(size);  
add to list.addFirst(num);  
head  
add to list.add(num);  
tail // or  
list.addLast(num);  
get int num = list.getFirst();  
head  
get tail int num = list.getLast();  
delete list.remove();  
head // or  
list.removeFirst();  
delete list.removeLast();  
tail  
size int size = list.size();
```

Stack

```
include import java.util.*;  
new Stack<Integer> stack = new  
    Stack<>();  
push stack.push(num);  
pop int num = stack.pop();  
top int num = stack.peak();  
size int size = stack.size();  
check if (stack.isEmpty()) {...}  
empty  
to array Integer[] arr = new  
    Integer[stack.size()];  
stack.toArray(arr);
```

Queue

```
include import java.util.*;  
new Queue<Integer> queue = new  
    LinkedList<Integer>();  
push queue.add(num);  
pop int num = queue.poll();  
get int num = queue.peek();  
front
```

Queue (cont)

```
size int size = queue.size();  
check empty if (queue.isEmpty()) {...}  
  


### Heap



```
include import java.util.*;
new Queue<Integer> minHeap = new
min PriorityQueue<Integer>();
heap
new Queue<Integer> maxHeap = new
max PriorityQueue<Integer>(Collect-
heap ions.reverseOrder());
push heap.add(num);
pop int num = heap.remove();
get top int num = heap.peek();
size int size = heap.size();
check if (heap.isEmpty()) {...}
empty
add heap.addAll(Arrays.asList(arr));
array
```


```

Hash Table

```
include import java.util.*;  
new Hashtable<Integer, Integer>  
table = new Hashtable<>();  
set table.put(key, val);  
get int val = table.get(key);  
get int val = table.getOrDefault(key,  
default default);  
delete table.remove(key);  
check if (table.containsKey(key)) {...}  
key in table  
val in table  
check if (table.containsValue(val)) {...}  
table  
iterate for (Integer key : table.keySet())  
    {...}  
size int size = table.size();  
check if (table.isEmpty()) {...}  
empty  
keys to String[] arr = new  
array String[table.size()];  
map.keySet().toArray(arr);  
values to Integer[] arr = new  
array Integer[table.size()];  
map.values().toArray(arr);
```

Hash Set

```
include import java.util.*;  
new Set<Integer> set = new  
    HashSet<>();  
add set.add(num);  
delete set.remove(num);  
check in if (set.contains(num)) {...}  
set  
iterate for (int num : set) {...}  
size int size = set.size();  
check empty if (set.isEmpty()) {...}  
to array String arr = new  
    String[set.size()];  
set.toArray(arr);
```



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Not published yet.
Last updated 1st August, 2023.
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