

Data Types

String	" type string here "
int	E.G: 0
boolean	true/false
char	'x'
double	E.G 0.00

Operators (Summary)

+	Addition / String concatenation
%	Modulus (remainder)
++, --	Increment / Decrement by 1
!	Inverts boolean value
=, ==	Assigns, Equals to
!=	Does Not equal to
>=	Greater than OR Equal to
<=	Lesser than OR Equal to
&&	Conditional - AND
	Conditional - OR

Methods

```
System.out.println(line)
System.out.printf(format, arguments)
Helper.readDataType(string)

// For printf formatting //
%d = integer
%s = String
%f = double (.2f = 2dp)
%b = boolean
```

Loops / Impt Statements

```
while(condition) (option != 4) { code }
for(var,cond,incre) (int 1=0;i<10;i++)
if / else if / else if(condition) { code }
switch(Expression) switch (choice)
```

Switch syntax: E.g: Input is an int Choice

```
Switch (choice)
{
case 1:
< code >
break;
.....
default:
< code >
break;
}
```

Arrays (cont)

```
// Creates an array called randomValues
with 7 elements (0-6)
Assigning Value to Array: (Using prev E.G)
randomValues[3] = 100;
// Assigns value of 100 to the 4th element
[3] of randomValues array
Declaring & Initializing @ Same Time
int[] randomValues = {5,12,51,23,12,24,21};
// Creates an array called randomValues
and assigning 7 elements in it in a single
line.
Accessing Elements:
System.out.println(randomValue[3]);
// Prints out "23" (prev example)
Finding out Array Length
System.out.println(randomValue.length);
// Prints out 7
```

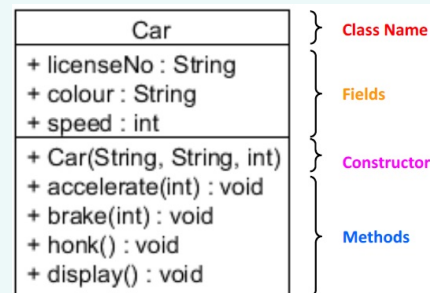
Values for Primitive Arrays

int	0
double	0.0
boolean	false
String	null

String Methods

```
charAt(index) Returns char @ index
endsWith(suffix) if ends w suffix
equalsIgnoreCase(string)
length() Returns length of string
startsWith(prefix) if starts w prefix
toUpperCase() Converts to upperCase
toLowerCase() Converts to lowerCase
```

Class Diagram



'+' = Public , '-' = Private
underlined = Static

// Constructors have the same name as class.

Creation of Class

```
// Using the Class Diagram above //
Declare Fields First:
public String licenseNo, colour;
public int speed;
Constructor
[Right-click, Source, Create constructor
using Fields, delete the super(); ]
Create Methods:
public void accelerate(int acc)
{
}
public void honk ()
{
}
```

// Creating Array/ Object in Main Class //

Array:
Syntax:
ClassName[]arrayName = new
ClassName[x];

E.g:
Car[] testArray = new Car[5]

Objects
E.g:
Car newObject = new Car();
// Creates a new object, called 'newObject'.

Calling a method in Main class from another class
newObject.methodName();

Arrays

Declaring an Array

Syntax:

```
Datatype[ ] nameOfArray =  
new Datatype[ No. of elements in array ];
```

Example:

```
int [ ] randomValues = new int [ 7 ];
```

```
// if return type is 'void' , no return statement  
is required.
```



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