

Class structure		Creating Objects		Packages and import (cont)					
fields/attributes/- properties	object Status	Constructor	initialize instance fields	import java.lang.*;	OK, redundant				
Methods/Behaviors/Functions	object behavior	name=Class	public always	Naming conflicts					
comments (3 types)	//single line /* multiple*/ /**java doc */	name		import java.sql.*;	Date is ambiguous				
classes vs files	one file have one public class one file could have more classes	no return type	not void either	import java.util.*					
		new Constructor()		Class import precedent *					
		default constructor	do nothing constructor	import java.sql.Date;	import collides				
		getter		import java.util.Date;					
		setter		use full qualified class name to avoid naming conflicts					
		code block	{ }	Create package	first line in file				
		initializer block	code block out of method block	javac pkg/ClassA.java pkg/ClassB.java					
		initialization order	field declaration line	java pkg.ClassA.class	X usepkg.ClassA				
			static initializer block	Classpath					
			instance initializer block	java -cp ".; c:/java/lib/*; ..." pkg.ClassA					
			constructor	c:/java/lib/*	jar or subdir by import/pkg statement				
		Packages and import		c:/java/lib	all .class file in the dir				
		packages=organizer	avoid naming conflict;control access to code(package,enum);	-cp will ignore environment class_path variable					
		for easy to find/use types(class, interface,enum);		import static					
		Syntax		import a.b.X.*;	direct access all static member				
		import java.nio.*;	X only subpackage here						
		import java.nio.files.Paths.*;	X can not import fields or methos	if access static by ref, need to import the class, instead of static import					
		import java.nio.files.Paths;	import class	java import only make compiling a little longer, not make program larger.					
		import java.nio.files.*;	import classes						
		import java.nio.files..;	X						
Main()		JAR file							
JVM hook point to prcess, program entry point		Java		Java					
public static void main(array input String[] args){}		ole format zip file with optional Archive		ole format zip file with optional .jar ext					
public static void main(varargs list String... args){}		Content		class files+resource files					
args[0] is the first argument	separated by space	why jar?							
javac -cp ",;..;" MyClass.java	> MyClass.class								
java -cp ..." MyClass "San Diego"	args[0] ="San								
java -cp ..." MyClass.s.class	X MyClass								
-cp ".; c:\tmp\my*"	sub directory not included by *								
variable arguments: array arguments with variable size. int... num is an array with variable size. Only the last parameter could be varargs.									
Not published yet.									
Last updated 9th May, 2019.									
Page 1 of 3.									



By Jianmin Feng (taotao)
cheatography.com/taotao/

Not published yet.
 Last updated 9th May, 2019.
 Page 1 of 3.

Sponsored by [ApolloPad.com](https://apollopad.com)
 Everyone has a novel in them. Finish Yours!
<https://apollopad.com>

JAR file (cont)	
Security _digital signing	compression
package versioning	portable
Create jar	jar cf jar-file input-file(s)/directories _export
classpath=c:\lib\Car.jar	
classpath=c:\lib*	all jars
classpath=c:\lib	all .class files

Primitive types			
primitives	byte	literal	default
boolean	bit	true	false
byte	1	123	0
short	2	123	0
int	4	123	0
long	8	123L	0
float	4	123.5f	0.0f
double	8	123.5	0.0
char	2	'a'	"

Assignment of literal			
Long	X	Long	OK
max=31234-56789		max=31-23456789L	
byte b =123;	OK	byte b=256;	x
float f=123.5;	X	float f=123.5f;	OK

default 123 is int, 123.5 is double
 default value is for instance variable, local variable has no default, need to be initialized explicitly before use it
 char is treated as integer number in java, could use ++ -- and conversion between int, byte, short.

Number format conversion				
binary	ob11	1,2,4,8	3	
octal	o17	1,8,64	15	
decimal	56	1,10,100	56	
hexadecimal	ox1f	1,16,256	31	
		System.out.println(ox1f) will display in decimal 31.		
	_ used for all number formats			
	_123 is a valid identifier			
	underscore for easy read, _ could not anywhere but 4 locations: beginning, end,before or after decimal point.			
	123.45_			

Reference types			
Reference type	reference an object, hold the memory location of the object it reference to.		
A reference	also called a pointer		
The default value for a instance reference type	is null		
local reference variable	must be initialized to a null or object		

Reference vs primitives		
References	Primitives	
data	obj memory	value
	addr	
default value	null	0,fals-e,0.0f,0.0, NUL
		java strong typed, can not assign 1 to boolean;
		null is an object, can print it ("null"), cannot call method from it - NullPointException.

Object vs Primitive	
primitive	has only one piece of state information, absolutely no behavior
Object	bundled with one or multiple states and/or behavior
Object	on heap, ref by ref type
Stack vs Heap	
Stack	Heap
small	large
Ref variables	objects
live-span within scope	live or ready for gc
primitive value/member address	object state

Declare and initializing variables	
variable name	Starts lower letters \$ – my contains numbers
package, keyword	lower letters
Class	Initcap
Constant	all caps
int a, string s;	X

Default initialization of variables	
local variable	must be explicitly initialized
instance/class variables	false, 0,0.0,'\\u0000'(-NUL),null
boolean	false
byte,short,int,long	0
float duble	0.0
char	'\\u0000'(NUL)



By Jianmin Feng (taotao)
cheatography.com/taotao/

Not published yet.
 Last updated 9th May, 2019.
 Page 2 of 3.

Sponsored by [ApolloPad.com](https://apollopad.com)
 Everyone has a novel in them. Finish Yours!
<https://apollopad.com>

Default initialization of variables (cont)

reference type null

Variable scope

block scope	multiple levels
methods scope	life time => from declaration to end of block
instance scope	life time =>from declaration to gc of obj
class static scope	lifetime=> from declaration to end of program

a variable declared in switch,if,for loop can not used outside of them

Benefit of Java

Object oriented	
encapsulation	getter, setter + private
platform independent	
robust	auto mem mgn, gc
simple	no pointer, no operator overloading
secure	run within JVM (sandbox)

Order of element in a class

package declaration
import statement
class declaration
field declaration
methods declaration

Garbage collection

automatically handled	remove the referenced obj from heap
could manual call System.gc() --> finalize()	just a hit, may not get run, but if run, never run twice
Obj available for gc: unreferenced	set to null; change ref; all ref out of scope

Object References

on heap	on stack
diff in size	same size (mem addr)
accessed by ref	by variable name

Memory Leak

lazy code: leave unused obj hanging	create variable never used
-------------------------------------	----------------------------



By Jianmin Feng (taotao)
cheatography.com/taotao/

Not published yet.
Last updated 9th May, 2019.
Page 3 of 3.

Sponsored by [ApolloPad.com](https://apollopad.com)
Everyone has a novel in them. Finish Yours!
<https://apollopad.com>