Cheatography

Java Cheat Sheet

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Arrays - Initialization

Array is a object, so the new Keyword is used

Array sizes must remain fixed after creation

Array References may be reassigned to a different array of different size

If an Initializer List is used, then the new Keyword is unnecessary

The length of the array will be initialized as - final public instance length

Contents of an Array

Variables	Objects
Each variable must be set individually	Each object must be initialized individually
	mutator methods can be called with each object

Traversing an Array

For-each loop: Use if you need to access every element but dont need to replace or remove

You can also use it to access mutator methods to access objects if you have an array of objects

For loop: Use for all other cases

ArrayList Advantages

size is not fixed

last slot in use is always ArrayList.size() - 1

insertion and deletion of objects is a single statement, shifting is done for you

printing an arraylist prints the list formatted in square brackets, whereas arrays will print their hashcode

Array as parameter

Arrays are treated as objects, so only their reference gets passed in a parameter

This allows the actual array to be accessed and modified from a method from said parameter

ArrayList restrictions

Can only contain object types

variables will be auto-boxed into a wrapper class before being inserted

to access, typeValue() must be called, but arrayList already auto-unboxes the variables

a null variable will yield a nullPointerExce-ption when auto-unboxing

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