

Variables

<code>foo = 'Apples'</code>	<code>val foo = "Apples"</code>
<code>baz = foo + ' and oranges'</code>	<code>val baz = foo + ' and oranges'</code>
<code>baz = "Only Grapes"</code>	Vals are immutable in Scala. Create a var instead
<code>one = 1</code>	<code>var one = 1</code>
<code>one += 1</code>	<code>one += 1</code>
<code>foo, bar = [1, 2, 3], [1,2,3]</code>	<code>val foo, bar = Array(1, 2, 3)</code>
<code>foo[0] = 4 #Changes only foo</code>	<code>bar(0) = 4 // changes only bar</code>
<code>foo.__add__(4)</code>	<code>foo.+(1)</code>

Credits to :

<http://wrobstory.gitbooks.io/python-to-scala/content/variables/README.html>

Control Statements

<code>foo = 1 if x > 0 else -1</code>	<code>val foo = if (x > 0) 1 else -1</code>
<code>if x == 0: baz = 5</code>	<code>if (x == 0) { baz = 5 }</code>
	<code>if (foo.isInstanceOf[String]) { print("Foo is a string!") } else if (foo.isInstanceOf[Int]) { print("Foo is an int!") } else { print("I dont know what foo is...") }</code>
	<code>while (n < 5) { nlist += n n += 1 }</code>



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