

THE JAVA LANGUAGE CHEAT SHEET

Primitive Types:

INTEGER: byte(8bit),short(16bit),int(32bit),long(64bit),**DECIM:**float(32bit),double(64bit),**OTHER:** boolean(1bit), char (Unicode)
HEX:0x1AF,**BINARY:**0b00101,**LONG:**8888888888888L
CHAR EXAMPLES: 'a','\n','\t','\'' ,'\\" ,'\\"'

Primitive Operators

Assignment Operator: = (ex: int a=5,b=3;)
Binary Operators (two arguments): + - * / %
Unary Operators: + - ++ --
Boolean Not Operator (Unary): !
Boolean Binary: == != > < <=
Boolean Binary Only: && ||
Bitwise Operators: ~ & ^ | << >> >>>
Ternary Operator: bool?valtrue:valfalse;

Casting, Conversion

int x = (int)5.5; //works for numeric types
int x = Integer.parseInt("123");
float y = Float.parseFloat("1.5");
int x = Integer.parseInt("7A",16); //fromHex
String hex = Integer.toString(99,16); //toHex
//Previous lines work w/ binary, other bases

java.util.Scanner, input, output

Scanner sc = new Scanner(System.in);
int i = sc.nextInt(); //stops at whitespace
String line = sc.nextLine(); //whole line
System.out.println("bla"); //stdout
System.err.print("bla"); //stderr,no newline

java.lang.Number types

Integer x = 5; double y = x.doubleValue();
double y = (double)x.intValue();
//Many other methods for Long, Double, etc

java.lang.String Methods

//Operator +, e.g. "fat"+"cat" -> "fatcat"
boolean equals(String other);
int length();
char charAt(int i);
String substring(int i, int j); //j not incl
boolean contains(String sub);
boolean startsWith(String pre);
boolean endsWith(String post);
int indexOf(String p); //-1 if not found
int indexOf(String p, int i); //start at i
int compareTo(String t);
//"a".compareTo("b") -> -1
String replaceAll(String str, String find);
String[] split(String delim);
StringBuffer, StringBuilder

StringBuffer is synchronized
(Use StringBuilder unless multithreaded)
Use the .append(xyz) methods to concat
toString() converts back to String

java.lang.Math

Math.abs(NUM),Math.ceil(NUM),Math.floor(NUM),
Math.log(NUM),Math.max(A,B),Math.min(C,D),
Math.pow(A,B),Math.round(A),Math.random()

IF STATEMENTS:

```
if( boolean_value ) { STATEMENTS }  
else if( bool ) { STATEMENTS }  
else if( ..etc ) { STATEMENTS }  
else { STATEMENTS }  
//curly brackets optional if one line
```

LOOPS:

```
while( bool ) { STATEMENTS }  
for( INIT;BOOL;UPDATE ) { STATEMENTS }  
//1INIT 2BOOL 3STATEMENTS 4UPDATE 5->Step2  
do{ STATEMENTS }while( bool );  
//do loops run at least once before checking  
break; //ends enclosing loop (exit loop)  
continue; //jumps to bottom of loop
```

ARRAYS:

```
int[] x = new int[10]; //ten zeros  
int[][] x = new int[5][5]; //5 by 5 matrix  
int[] x = {1,2,3,4};  
x.length; //int expression length of array  
int[][] x = {{1,2},{3,4,5}}; //ragged array  
String[] y = new String[10]; //10 nulls  
//Note that object types are null by default
```

//loop through array:

```
for(int i=0;i<arrayname.length;i++) {  
    //use arrayname[i];  
}
```

//for-each loop through array

```
int[] x = {10,20,30,40};  
for(int v : x) {  
    //v cycles between 10,20,30,40  
}
```

//Loop through ragged arrays:

```
for(int i=0;i<x.length;i++)  
    for(int j=0;j<x[i].length;j++) {  
        //CODE HERE  
    }
```

//Note, multi-dim arrays can have nulls
//in many places, especially object arrays:
Integer[][] x = {{1,2},{3,null},null};

FUNCTIONS / METHODS:

Static Declarations:

```
public static int functionname( ... )  
private static double functionname( ... )  
static void functionname( ... )
```

Instance Declarations:

```
public void functionname( ... )  
private int functionname( ... )
```

Arguments, Return Statement:

```
int myfunc(int arg0, String arg1) {  
    return 5; //type matches int myfunc  
}
```

//Non-void methods must return before ending
//Recursive functions should have an if
//statement base-case that returns at once

CLASS/OBJECT TYPES:

INSTANTIATION:

```
public class Ball { //only 1 public per file  
    //STATIC FIELDS/METHODS  
    private static int numBalls = 0;  
    public static int getNumBalls() {  
        return numBalls;  
    }  
    public static final int BALLRADIUS = 5;
```

//INSTANCE FIELDS

```
private int x, y, vx, vy;  
public boolean randomPos = false;
```

//CONSTRUCTORS

```
public Ball(int x, int y, int vx, int vy)  
{  
    this.x = x;  
    this.y = y;  
    this.vx = vx;  
    this.vy = vy;  
    numBalls++;  
}  
Ball() {  
    x = Math.random()*100;  
    y = Math.random()*200;  
    randomPos = true;  
}
```

//INSTANCE METHODS

```
public int getX() { return x; }  
public int getY() { return y; }  
public int getVX() { return vx; }  
public int getVY() { return vy; }  
public void move() { x+=vx; y+=vy; }  
public boolean touching(Ball other) {  
    float dx = x-other.x;  
    float dy = y-other.y;  
    float rr = BALLRADIUS;  
    return Math.sqrt(dx*dx+dy*dy)<rr;  
}
```

//Example Usage:

```
public static void main(String[] args) {  
    Ball x = new Ball(5,10,2,2);  
    Ball y = new Ball();  
    List<Ball> balls = new ArrayList<Ball>();  
    balls.add(x); balls.add(y);  
    for(Ball b : balls) {  
        for(Ball o : balls) {  
            if(b != o) { //compares references  
                boolean touch = b.touching(o);  
            }  
        }  
    }  
}
```

POLYMORPHISM:

Single Inheritance with "extends"

```
class A { }
class B extends A { }
abstract class C { }
class D extends C { }
class E extends D
Abstract methods
abstract class F {
    abstract int bla();
}
class G extends F {
    int bla() { //required method
        return 5;
    }
}
```

Multiple Inheritance of interfaces with "implements" (fields not inherited)

```
interface H {
    void methodA();
    boolean methodB(int arg);
}
interface I extends H {
    void methodC();
}
interface K { }
class J extends F implements I, K {
    int bla() { return 5; } //required from F
    void methodA(){} //required from H
    boolean methodB(int a) { //req from A
        return 1;
    }
    void methodC(){} //required from I
}
```

Type inference:

```
A x = new B(); //OK
B y = new A(); //Not OK
C z = new C(); //Cannot instantiate abstract
//Method calls care about right hand type
(the instantiated object)
//Compiler checks depend on left hand type
```

GENERICS:

```
class MyClass<T> {
    T value;
    T getValue() { return value; }
}
class ExampleTwo<A,B> {
    A x;
    B y;
}
class ExampleThree<A extends List<B>,B> {
    A list;
    B head;
}
//Note the extends keyword here applies as
well to interfaces, so A can be an interface
that extends List<B>
```

JAVA COLLECTIONS:

List<T>: Similar to arrays
ArrayList<T>: Slow insert into middle
//ArrayList has fast random access
LinkedList<T>: slow random access
//LinkedList fast as queue/stack
Stack: Removes and adds from end

List Usage:

```
boolean add(T e);
void clear(); //empties
boolean contains(Object o);
T get(int index);
T remove(int index);
boolean remove(Object o);
//remove uses comparator
T set(int index, E val);
int size();
```

List Traversal:

```
for(int i=0;i<x.size();i++) {
    //use x.get(i);
}

//Assuming List<T>:
for(T e : x) {
    //use e
}
```

Queue<T>: Remove end, Insert beginning
LinkedList implements Queue

Queue Usage:

```
T element(); // does not remove
boolean offer(T o); //adds
T peek(); //pike element
T poll(); //removes
T remove(); //like poll
Traversal: for(T e : x) {}
```

Set<T>: uses Comparable<T> for uniqueness
TreeSet<T>, items are sorted
HashSet<T>, not sorted, no order
LinkedHashSet<T>, ordered by insert
Usage like list: add, remove, size
Traversal: for(T e : x) {}
Map<K,V>: Pairs where keys are unique
HashMap<K,V>, no order
LinkedHashMap<K,V> ordered by insert
TreeMap<K,V> sorted by keys

```
V get(K key);
Set<K> keySet(); //set of keys
V put(K key, V value);
V remove(K key);
int size();
Collection<V> values(); //all values
Traversal: for-each w/ keyset/values
```

java.util.PriorityQueue<T>

A queue that is always automatically sorted using the comparable function of an object

```
public static void main(String[] args) {
    Comparator<String> cmp= new LenCmp();
    PriorityQueue<String> queue =
        new PriorityQueue<String>(10, cmp);
    queue.add("short");
    queue.add("very long indeed");
    queue.add("medium");
    while (queue.size() != 0)
        System.out.println(queue.remove());
}
class LenCmp implements Comparator<String> {
    public int compare(String x, String y){
        return x.length() - y.length();
    }
}
```

java.util.Collections algorithms

Sort Example:

```
//Assuming List<T> x
Collections.sort(x); //sorts with comparator
```

Sort Using Comparator:

```
Collections.sort(x, new Comparator<T>{
    public int compareTo(T a, T b) {
        //calculate which is first
        //return -1, 0, or 1 for order:
        return someint;
    }
}
```

Example of two dimensional array sort:

```
public static void main(final String[] a){
    final String[][] data = new String[][] {
        new String[] { "20090725", "A" },
        new String[] { "20090726", "B" },
        new String[] { "20090727", "C" },
        new String[] { "20090728", "D" } };
    Arrays.sort(data,
        new Comparator<String[]>() {
        public int compare(final String[]
            entry1, final String[] entry2) {
            final String time1 = entry1[0];
            final String time2 = entry2[0];
            return time1.compareTo(time2);
        }
    });
    for (final String[] s : data) {
        System.out.println(s[0]+" "+s[1]);
    }
}
```

More collections static methods:

```
Collections.max( ... ); //returns maximum
Collections.min( ... ); //returns maximum
Collections.copy( A, B); //A list into B
Collections.reverse( A ); //if A is list
```