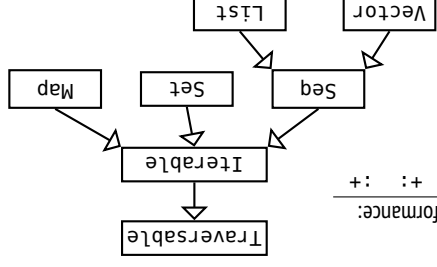


Concrete implementations of Set include HashSet, ListSet and BitSet. The subtype SortedSet is implemented by TreeSet. Concrete implementations of Map include HashMap and ListMap. The subtype SortedMap is implemented by TreeMap.

scala.collection.mutable.	Vector	ArrayBuffer	head tail append
	List	ListBuffer	head +:
	Set	Set	contains +
	Map	Map	apply +
String and Array are implicitly converted to Seq			
making sequence methods work as for other collections.			
Allocate int array of size n: new Array[Int](n)			



The Scala Standard Collection Library

Number types		literal	
name	# bits	range	literal
Byte	8	$-2^7 \dots 2^7 - 1$	
Short	16	$-2^{15} \dots 2^{15} - 1$	
Char	16	$0 \dots 2^{16} - 1$	'0'
Int	32	$-2^{31} \dots 2^{31} - 1$	0
Long	64	$-2^{63} \dots 2^{63} - 1$	0L
Float	32	$\pm 3.4 \cdot 10^{38}$	0F
Double	64	$\pm 1.8 \cdot 10^{308}$	0.0

Methods on numbers	
x.abs	math.abs(x), absolute value
x.round	math.round(x), to nearest Long
x.floor	math.floor(x), cut decimals
x.ceil	math.ceil(x), round up cut decimal
x.max y	math.max(x, y), largest number, also min
x.toInt	also toByte, toChar, toDouble etc.
1 to 4	Range(1, 2, 3, 4)
0 until 4	Range(0, 1, 2, 3)

Methods on numbers

<code>x.abs</code>	<code>math.abs(x)</code> , absolute value
<code>x.round</code>	<code>math.round(x)</code> , to nearest Long
<code>x.floor</code>	<code>math.floor(x)</code> , round up decimal
<code>x.ceil</code>	<code>math.ceil(x)</code> , round up decimal
<code>x.max</code>	<code>math.max(x, y)</code> , largest number, also <code>Math.max</code>
<code>x.toInt</code>	also to byte, to char, to double etc.
<code>1 to 4</code>	Range(1, 2, 3, 4)
<code>0 until 4</code>	Range(0, 1, 2, 3)

private
private
protected
abstract
final
lazy
sealed

```
[this] definitions, declarations  
definitions, declarations  
definitions, declarations  
definitions, declarations  
definitions, declarations
```

```
definitions,  
definitions,  
declarations,  
definitions, declarations  
definitions,  
class definitions  
val definitions  
class definitions
```

- Restricts access to this instance only; also private[p] for package p.
- Restricts access to directly enclosing class and its companion.
- Restricts access to subtypes and companion.
- Mandatory if overriding a concrete definition in a parent class.
- Abstract classes cannot be instantiated (redundant for traits).
- Final members cannot be overridden, final classes cannot be extended.
- Relays initialization of val, initialized when first referenced.
- Restricts direct inheritance to classes in the same source file.

Modifier

applies to	semantics
<ul style="list-style-type: none"> the meaning of words and sentences the way words and sentences are used in context the way words and sentences are interpreted the way words and sentences are related to the world 	<ul style="list-style-type: none"> the meaning of words and sentences the way words and sentences are used in context the way words and sentences are interpreted the way words and sentences are related to the world

```
import path, to, {a, b => x, c => y} - {
  import several names, b renamed to x, c not imported.
```

```
import path, to, module, name
```

Type **type** A = typedDef Defines an alias A for the type in typedDef. Abstract if no typedDef.

```
Trait
trait T { def andDecl }
class C extends D with T
// A trait is an abstract class without parameters. Can be used as an interface.
// A class can only inherit one normal class but mix in many traits using with.
```

```
case class C(parameters) { def$andDecl }
// Case class parameters become val members,
// other case class goodies: equals, copy, hashCode, unapply, nice toString, companion object with apply factory,
```

```
class C(parameters) { def$AndDecl } // A template for objects, which are allocated with new
```

```
Object Name { def$AndDecl } object Name { def$AndDecl } Singleton object auto-allocated when referenced the first time.
```

```
def twice(block: => Unit) = { block; block }
```

```
def addAll(xs: Int*) = xs.sum
```

```
val fnc = add(1)
Partially applied function add(1), where inc is of type Int => Int
```

Replacing a parameter list with a space and underscore gives the function itself as a value

```
(a: Int, b: Int) => a + b
```

```
def add(a: Int)(b: Int): Int = a + b
```

$f(b = 1, a = 3)$

```
def f(a: Int = 0, b: Int = 0): Int = a + b
```

```
Function def f(a: Int, b: Int): Int = a + b
Function f of type (Int, Int) => Int
```

```
val x: Int = -
```

```
val Seq(x, y) = Seq(e1, e2)
  Sequence pattern initialisation, x is assigned to e1 and y to e2.
```

```
val (x, y) = exp1
val (x', y') = exp2
(x, y) = (e1, e2)
```

Variable `x` is assigned to `expr`. A `val` can be re-assigned.

```
val x : int = 0
let x = 1 in ...
```

Variable **val** x = expr

A **definition** binds a name to a value/implementation, while a **declaration** just introduces an abstract member. Below `defSAndDecl` denotes a list of definitions and/or declarations.

Definitions and declarations

A compilation unit (here hello.scala) consists of a sequence of packageings, import clauses, and class and object definitions, which may be preceded by a package clause, e.g.: **package** x.y.z that places the compiled file HelloWorld.class in directory x/y/z/

```
Compile: scalaac hello.scala
Run: scala x.y.z.HelloWorld args
```

Top-level definitions

Pull requests welcome! Contact: bjorn.regnell@cs.lth.se

License: CC-BY-SA, © Dept. of Computer Science, Lund University.

<https://github.com/lunduniversitet/introprog/tree/master/quickref>

Scala Quick Ref @ Lund University

Special methods

```
class A(initX: Int = 0) {
  private var _x = initX
  def x: Int = _x
  def x_=(i: Int): Unit = { _x = i }
}

object A {
  def apply(init: Int = 0): A = new A(init)
  val a = A(1)._x
}
```

primary constructor: new A(1) or using default arg: new A()
private member only visible in A and its companion
getter for private field _x (name chosen to avoid clash with x)
special setter assignment syntax: val a = new A(1); a.x = 2

companion object if same name and in same code file
 A(init) factory method, new not needed: A.apply(1), A(1), A()
 Private members can be accessed in companion

Getters and setters above are auto-generated by **var** in primary constructor:
 With **val** in primary constructor only getter, no setter, is generated:
 Enforce the use of factory in companion only by **private constructor**: **class A private (var x: Int = 0)**
 Instead of default arguments, an **auxiliary constructor** can be defined (less common): **def this() = this(0)**

```
class IntVec(private val xs: Array[Int]) {
  def update(i: Int, x: Int): Unit = { xs(i) = x }
  def apply(i: Int): Int = xs(i)
}
```

Special syntax for **update** and **apply**:
 v(0) = 0 expanded to v.update(0,0)
 v(0) expanded to v.apply(0)
 where val v = new IntVec(Array(1,2,3))

Expressions

literals	0 0L 0.0 "0" '0' true false	Basic types e.g. Int, Long, Double, String, Char, Boolean
block	{ expr1; ...; exprN }	The value of a block is the value of its last expression
if	if (cond) expr1 else expr2	Value is expr1 if cond is true, expr2 if false (else is optional)
match	expr match caseClauses	Matches expr against each case clause, see pattern matching.
for	for (x <- xs) expr	Loop for each x in xs, x visible in expr, type Unit
yield	for (x <- xs) yield expr	Yields a sequence with elems of expr for each x in xs
while	while (cond) expr	Loop expr while cond is true, type Unit
do while	do expr while (cond)	Do expr at least once, then loop while cond is true, type Unit
throw	throw new Exception("Bang!")	Throws an exception that halts execution if not in try catch
try	try expr catch pf	Evaluate partial function pf if exception in expr, where pf e.g.: {case e: Exception => someBackupValue}

Evaluation order	(1 + 2) * 3	parenthesis control order
Method application	1.+(2)	call method + on object 1
Operator notation	1 + 2	same as 1.+(2)
Conjunction	c1 && c2	true if both c1 and c2 true
Disjunction	c1 c2	true if c1 or c2 true
Negation	!c	logical not, false if c is true
Function application	f(1, 2, 3)	same as f.apply(1,2,3)
Function literal	x => x + 1	anonymous function, "lambda"
Object creation	new C(1,2)	from class C with arguments 1,2
Self reference	this	refers to the object being defined
Supertype reference	super.m	refers to member m of supertype
Non-referable reference	null	refers to null object of type Null
Assignment operator	x += 1	expanded to x = x + 1
	x -= 1	works for any op ending with =
Empty tuple, unit value	()	of type Unit, similar to Java void
	x -= 1	works for any op ending with =
2-tuple value	(1, "hello")	same as new Tuple2(1, "hello")
2-tuple type	(Int, String)	same as Tuple2[Int, String] etc. until Tuple22

Precedence of operators beginning with:

all letters	lowest
^	
&	
= !	
< >	
:	
+ -	
* / %	
other special chars	highest

Integer division and reminder:

a / b no decimals if a, b Int, Short, Byte
 a % b fulfills: (a / b) * b + (a % b) == a

Pattern matching and type tests

```
expr match {
  case pattern1 => expr1
  ...
  case patternN => exprN
  case _ =>
}
```

TODO Explanation

Generic classes and methods

```
class Box[A](val a: A){
  def pairedWith[B](b: B): (A, B) = (a, b)
}
```

```
val b: Box[Int] = new Box[Int](0) // or with inferred type: val b = new Box(0)
val p = b.pairedWith(new Box("zero")) // type of p: (Box[Int], Box[String])
```

Generic types are erased before JVM runtime except for Array, so a reflect.ClassTag is needed when constructing arrays from arguments with generic type: **def mkArray[A: reflect.ClassTag](a: A) = Array[A](a)**

Option, Some, None

```
def rnd = (math.random * 3).toInt
val opt = Seq(42).get(rnd)
opt match {
  case Some(x) => f(x)
  case None =>
}
```

TODO Explanation
 TODO TODO
 TODO TODO
 TODO TODO
 TODO TODO

scala.util.Try

```
Try{expr1}.getOrElse(expr2)
Try{expr1}.recover(expr2)
```

TODO Explanation
 TODO Explanation

scala.concurrent.Future

Reading/writing from file and standard in/out:

Read lines from file: (second param can be "Utf-8", fromFile gives Iterator[String], also fromURL)
val lines = scala.io.Source.fromFile("file.txt").getLines.mkString("\n")

Read string from standard in (prompt is optional) and printing to standard out:
val s: String = scala.io.StdIn.readLine("prompt"); println("you wrote" + s)

Saving string to file using java.nio and charset UTF_8:
def save(fileName: String, data: String) = {
 import java.nio.file.{Paths, Files}
 import java.nio.charset.StandardCharsets.UTF_8
 Files.write(Paths.get(fileName), data.getBytes(UTF_8))
}

Some methods below are from java.lang.String and some methods are implicitly added from StringOps, etc.

Strings are implicitly treated as Seq[Char] so all Seq methods also works.

Strings

s(1) s apply 1 s.charAt(1)	Returns the character at index i.
s.capitalize	Returns this string with first character converted to upper case.
s.compareTo(t)	Returns x where x < 0 if s < t, x > 0 if s > t, x is 0 if s == t
s.compareToIgnoreCase(t)	Similar to compareTo but not sensitive to case.
s.endsWith(t)	True if string s ends with string t
s.replaceAllLiterally(s1, s2)	Replace all occurrences of s1 with s2 in s.
s.split(c)	Returns an array of strings split at every occurrence of character c.
s.startsWith(t)	True if string s begins with string t
s.stripMargin	Strips leading white space followed by from each line in string.
s.substring(i)	Returns a substring of s with all characters from index i.
s.substring(i, j)	Returns a substring of s from index i to index j-1.
s.toInt s.toDouble s.toFloat	Parses s as an Int or Double etc. May throw an exception.
42.toString 42.0.toString	Converts a number to a String.
s.toLowerCase	Converts all characters to lower case.
s.toUpperCase	Converts all characters to upper case.
s.trim	Removes leading and trailing white space.

Escape char

\n	line break
\t	horizontal tab
"	double quote
'	single quote
\\	backslash \
\u0041	unicode for A

Special strings	"hello\\world\\t"	string including escape char for line break and tab
	""a"raw"string""	can include quotes and span multiple lines
	s"x is \$x"	s interpolator inserts values of existing names
	s"x+1 is \${x+1}"	s interpolator evaluates expressions within \${ }
	f"\$x%5.2f"	format Double x to 2 decimals at least 5 chars wide
	f"\$y%5d"	format Int y right justified at least five chars wide

scala.collection.JavaConverters

Enable .asJava and .asScala conversions: **import** scala.collection.JavaConverters._

xs.asJava on a **Scala** collection of type:

xs.asScala on a **Java** collection of type:

Iterator	↔	java.util.Iterator
Iterable	↔	java.lang.Iterable
Iterable	→	java.util.Collection
mutable.Buffer	↔	java.util.List
mutable.Set	↔	java.util.Set
mutable.Map	↔	java.util.Map
mutable.ConcurrentMap	↔	java.util.concurrent.ConcurrentMap

Reserved words

These 40 words and 10 symbols have special meaning and cannot be used as identifiers in Scala.

abstract case catch class def do else extends false final finally for
forSome if implicit import lazy macro match new null object override
package private protected return sealed super this throw trait try true
type val var while with yield

Methods in trait Traversable[A]

What	Usage	Explanation f is a function, pf is a partial funct, p is a predicate.
Traverse:	xs foreach f	Executes f for every element of xs. Return type Unit.
Add:	xs ++ ys	A collection with xs followed by ys.
Map:	xs map f	A collection formed by applying f to every element in xs.
	xs flatMap f	A collection obtained by applying f (which must return a collection) to all elements in xs and concatenating the results.
	xs collect pf	The collection obtained by applying the pf to every element in xs for which it is defined (undefined ignored).
Convert:	toVector toList toSeq toBuffer toArray	Converts a collection. Unchanged if the run-time type already matches the demanded type.
	toSet	Converts the collection to a set; duplicates removed.
	toMap	Converts a collection of key/value pairs to a map.
Copy:	xs copyToBuffer buf xs copyToArray (arr, s, n)	Copies all elements of xs to buffer buf. Return type Unit. Copies at most n elements of the collection to array arr starting at index s (last two arguments are optional). Return type Unit.
Size info:	xs.isEmpty	Returns true if the collection xs is empty.
	xs.nonEmpty	Returns true if the collection xs has at least one element.
	xs.size	Returns an Int with the number of elements in xs.
Retrieval:	xs.head xs.last	The first/last element of xs (or some elem, if order undefined).
	xs.headOption	The first/last element of xs (or some element, if no order is defined) in an option value, or None if xs is empty.
	xs.find p	An option with the first element satisfying p, or None.
Subparts:	xs.tail xs.init xs.slice (from, to)	The rest of the collection except xs.head or xs.last. The elements in from index from until (not including) to.
	xs.take n	The first n elements (or some n elements, if order undefined).
	xs.drop n	The rest of the collection except xs take n.
	xs takeWhile p	The longest prefix of elements all satisfying p.
	xs dropWhile p	Without the longest prefix of elements that all satisfy p.
	xs filter p	Those elements of xs that satisfy the predicate p.
	xs filterNot p	Those elements of xs that do not satisfy the predicate p.
	xs splitAt n	Split xs at n returning the pair (xs take n, xs drop n).
	xs span p	Split xs by p into the pair (xs takeWhile p, xs.dropWhile p).
	xs partition p	Split xs by p into the pair (xs filter p, xs.filterNot p)
Conditions:	xs groupBy f xs forall p xs exists p xs count p	Partition xs into a map of collections according to f. Returns true if p holds for all elements of xs. Returns true if p holds for some element of xs. An Int with the number of elements in xs that satisfy p.
Folds:	xs.foldLeft(z)(op) xs.foldRight(z)(op)	Apply binary operation op between successive elements of xs, going left to right (or right to left) starting with z.
	xs.reduceLeft op	Similar to foldLeft/foldRight, but xs must be non-empty, starting with first element instead of z.
	xs.sum xs.product	Calculation of the sum/product/min/max of the elements of xs, which must be numeric.
	xs.max	A string with all elements of xs between separators sep enclosed in strings start and end; start, sep, end are all optional.
Make string:	xs mkString (start, sep, end)	

Methods in trait `Iterable[A]`

What	Usage	Explanation
Iterators:	<code>val it = xs.iterator</code>	An iterator <code>it</code> of type <code>Iterator</code> that yields each element one by one: <code>while (it.hasNext) f(it.next)</code>
	<code>xs.grouped size</code>	An iterator yielding fixed-sized chunks of this collection.
	<code>xs.sliding size</code>	An iterator yielding a sliding fixed-sized window of elements.
Subparts:	<code>xs.takeRight n</code>	Similar to <code>take</code> and <code>drop</code> in <code>Traversable</code> but takes/drops the last <code>n</code> elements (or any <code>n</code> elements if the order is undefined).
	<code>xs.dropRight n</code>	
Zippers:	<code>xs.zip ys</code>	An iterable of pairs of corresponding elements from <code>xs</code> and <code>ys</code> .
	<code>xs.zipAll (ys, x, y)</code>	Similar to <code>zip</code> , but the shorter sequence is extended to match the longer one by appending elements <code>x</code> or <code>y</code> .
	<code>xs.zipWithIndex</code>	An iterable of pairs of elements from <code>xs</code> with their indices.
Compare:	<code>xs.sameElements ys</code>	True if <code>xs</code> and <code>ys</code> contain the same elements in the same order.

Methods in trait `Seq[A]`

Indexing and size:	<code>xs(i)</code>	<code>xs.apply i</code>	The element of <code>xs</code> at index <code>i</code> .
	<code>xs.length</code>		Length of sequence. Same as <code>size</code> in <code>Traversable</code> .
	<code>xs.indices</code>		Returns a <code>Range</code> extending from 0 to <code>xs.length - 1</code> .
	<code>xs.isDefinedAt i</code>		True if <code>i</code> is contained in <code>xs.indices</code> .
	<code>xs.lengthCompare n</code>		Returns <code>-1</code> if <code>xs</code> is shorter than <code>n</code> , <code>+1</code> if it is longer, else 0.
Index search:	<code>xs.indexOf x</code>		The index of the first element in <code>xs</code> equal to <code>x</code> .
	<code>xs.lastIndexOf x</code>		The index of the last element in <code>xs</code> equal to <code>x</code> .
	<code>xs.indexOfSlice ys</code>		The (last) index of <code>xs</code> such that successive elements starting from that index form the sequence <code>ys</code> .
	<code>xs.lastIndexOfSlice ys</code>		
	<code>xs.indexWhere p</code>		The index of the first element in <code>xs</code> that satisfies <code>p</code> .
	<code>xs.segmentLength (p, i)</code>		The length of the longest uninterrupted segment of elements in <code>xs</code> , starting with <code>xs(i)</code> , that all satisfy the predicate <code>p</code> .
	<code>xs.prefixLength p</code>		Same as <code>xs.segmentLength (p, 0)</code>
Add:	<code>x += xs</code>	<code>xs.+: x</code>	Prepend/Append <code>x</code> to <code>xs</code> . Colon on the collection side.
	<code>xs.padTo (len, x)</code>		Append the value <code>x</code> to <code>xs</code> until length <code>len</code> is reached.
Update:	<code>xs.patch (i, ys, r)</code>		A copy of <code>xs</code> with <code>r</code> elements of <code>xs</code> replaced by <code>ys</code> starting at <code>i</code> .
	<code>xs.updated (i, x)</code>		A copy of <code>xs</code> with the element at index <code>i</code> replaced by <code>x</code> .
	<code>xs(i) = x</code>		Only available for mutable sequences. Changes the element of <code>xs</code> at index <code>i</code> to <code>x</code> . Return type <code>Unit</code> .
	<code>xs.update(i, x)</code>		
Sort:	<code>xs.sorted</code>		A new <code>Seq[A]</code> sorted using implicitly available ordering of <code>A</code> .
	<code>xs.sortWith lt</code>		A new <code>Seq[A]</code> sorted using less than <code>lt</code> : <code>(A, A) => Boolean</code> .
	<code>xs.sortBy f</code>		A new <code>Seq[A]</code> sorted using implicitly available ordering of <code>B</code> after applying <code>f</code> : <code>A => B</code> to each element.
Reverse:	<code>xs.reverse</code>		A new sequence with the elements of <code>xs</code> in reverse order.
	<code>xs.reverseIterator</code>		An iterator yielding all the elements of <code>xs</code> in reverse order.
	<code>xs.reverseMap f</code>		Similar to <code>map</code> in <code>Traversable</code> , but in reverse order.
Tests:	<code>xs.startsWith ys</code>		True if <code>xs</code> starts with sequence <code>ys</code> .
	<code>xs.endsWith ys</code>		True if <code>xs</code> ends with sequence <code>ys</code> .
	<code>xs.contains x</code>		True if <code>xs</code> has an element equal to <code>x</code> .
	<code>xs.containsSlice ys</code>		True if <code>xs</code> has a contiguous subsequence equal to <code>ys</code>
	<code>(xs.corresponds ys)(p)</code>		True if corresponding elements satisfy the binary predicate <code>p</code> .
Subparts:	<code>xs.intersect ys</code>		The intersection of <code>xs</code> and <code>ys</code> , preserving element order.
	<code>xs.diff ys</code>		The difference of <code>xs</code> and <code>ys</code> , preserving element order.
	<code>xs.union ys</code>		Same as <code>xs ++ ys</code> in <code>Traversable</code> .
	<code>xs.distinct</code>		A subsequence of <code>xs</code> that contains no duplicated element.

Methods in trait `Set[A]`

<code>xs(x)</code>	<code>xs.apply x</code>	True if <code>x</code> is a member of <code>xs</code> . Also: <code>xs</code> contains <code>x</code>
<code>xs.subsetOf ys</code>		True if <code>ys</code> is a subset of <code>xs</code> .
<code>xs + x</code>	<code>xs - x</code>	Returns a new set including/excluding elements.
<code>xs + (x, y, z)</code>	<code>xs - (x, y, z)</code>	Addition/subtraction can be applied to many arguments.
<code>xs.intersect ys</code>		A new set with elements in both <code>xs</code> and <code>ys</code> . Also: <code>&</code>
<code>xs.union ys</code>		A new set with elements in either <code>xs</code> or <code>ys</code> or both. Also: <code> </code>
<code>xs.diff ys</code>		A new set with elements in <code>xs</code> that are not in <code>ys</code> . Also: <code>&~</code>

Additional mutation methods in trait `mutable.Set[A]`

<code>xs += x</code>	<code>xs -= x</code>	Returns the same set with included/excluded elements.
<code>xs += (x, y, z)</code>	<code>xs -= (x, y, z)</code>	Addition/subtraction can be applied to many arguments.
<code>xs ++= ys</code>		Adds all elements in <code>ys</code> to set <code>xs</code> and returns <code>xs</code> itself.
<code>xs.add x</code>		Adds element <code>x</code> to <code>xs</code> and returns true if <code>x</code> was in <code>xs</code> , else false.
<code>xs.remove x</code>		Removes <code>x</code> from <code>xs</code> and returns true if <code>x</code> was in <code>xs</code> , else false.
<code>xs.retain p</code>		Keeps only those elements in <code>xs</code> that satisfy predicate <code>p</code> .
<code>xs.clear</code>		Removes all elements from <code>xs</code> . Return type <code>Unit</code> .
<code>xs(x) = b</code>	<code>xs.update(x, b)</code>	If <code>b</code> is true, adds <code>x</code> to <code>xs</code> , else removes <code>x</code> . Return type <code>Unit</code> .
<code>xs.clone</code>		Returns a new mutable set with the same elements as <code>xs</code> .

Methods in trait `Map[K, V]`

<code>ms.get k</code>		The value associated with key <code>k</code> an option, <code>None</code> if not found.
<code>ms(k)</code>	<code>xs.apply k</code>	The value associated with key <code>k</code> , or exception if not found.
<code>ms.getOrElse (k, d)</code>		The value associated with key <code>k</code> in map <code>ms</code> , or <code>d</code> if not found.
<code>ms.isDefinedAt k</code>		True if <code>ms</code> contains a mapping for key <code>k</code> . Also: <code>ms.contains(k)</code>
<code>ms + (k -> v)</code>	<code>ms + ((k, v))</code>	The map containing all mappings of <code>ms</code> as well as the mapping <code>k -> v</code> from key <code>k</code> to value <code>v</code> . Also: <code>ms + (k -> v, l -> w)</code>
<code>ms.updated (k, v)</code>		
<code>ms - k</code>		Excluding any mapping of key <code>k</code> . Also: <code>ms - (k, l, m)</code>
<code>ms ++ ks</code>	<code>ms -- ks</code>	The mappings of <code>ms</code> with the mappings of <code>ks</code> added/removed.
<code>ms.keys</code>	<code>ms.values</code>	An iterable containing each key/value in <code>ms</code> .

Additional mutation methods in trait `mutable.Map[K, V]`

<code>ms(k) = v</code>	<code>ms.update(k, v)</code>	Adds mapping <code>k</code> to <code>v</code> , overwriting any previous mapping of <code>k</code> .
<code>ms += (k -> v)</code>	<code>ms -= k</code>	Adds/Removes mappings. Also vid several arguments.
<code>ms.put (k, v)</code>	<code>ms.remove k</code>	Adds/removes mapping; returns previous value of <code>k</code> as an option.
<code>ms.retain p</code>		Keeps only mappings that have a key satisfying predicate <code>p</code> .
<code>ms.clear</code>		Removes all mappings from <code>ms</code> .
<code>ms.transform f</code>		Transforms all associated values in map <code>ms</code> with function <code>f</code> .
<code>ms.clone</code>		Returns a new mutable map with the same mappings as <code>ms</code> .

Factory methods examples: `Vector(0, 0, 0)` same as `Vector.fill(3)(0)`
`collection.mutable.Set.empty[Int]`; `Map("se" -> "Sweden", "dk" -> "Denmark")`
`Array.ofDim[Int](3,2)` gives `Array(Array(0, 0), Array(0, 0))` same as
`Array.fill(3,2)(0)`; `Vector.iterate(1.2, 3)(_ + 0.5)` gives `Vector(1.2, 1.7, 2.2)`;
`Vector.tabulate(3)("s" + _)` gives `Vector("s0", "s1", "s2")`

boolean remove(Object obj);

tar bort objektet obj, om det finns
tar bort alla element i listan

Vertikalstreck | används mellan olika alternativa. Parenteser () används för att gruppera en mängd alternativ.
Hakparenteser [] markerar valfria delar. En sats betecknas stmt medan x, i, s, ch är variabler, expr är ett uttryck,
cond är ett logiskt uttryck. Med . . . avses valfri, extra kod.

Java snabbrefrens @ Lunds universitet

Random Random();
Random(long seed);
int nextInt(int n);
double nextDouble();
Scanner Scanner(File f);
Scanner(String s);
String next();
boolean hasNext();
int nextInt();
boolean hasNextInt();
String nextLine();
läser från filen f, ofta System.in
läser från strängen s
läser nästa sträng fram till whitespace
ger true om det finns mer att läsa
nästa heltal; också nextDouble(), ...
också hasNextDouble()
läser resten av raden

File, import java.io.File/FileNotFoundException/PrintWriter
Såpa en Scanner med new Scanner(new File(filename)). Ger FileNotFoundException om filen inte finns. Sedan läser man "som vanligt" från scanneren (nextInt och liknande).
Såpa en PrintWriter med new PrintWriter(new File(filename)). Ger FileNotFoundException om filen inte kan skapas. Sedan skriver man "som vanligt" på PrintWriter-objektet (println och liknande).
Fånga undantag Så här gör man för att fånga FileNotFoundException:

Några tecken måste skrivas på ett speciellt sätt när de används i teckenkonstanter:
\n ny rad, radframmätningstecken
\t ny kolumn, tabulatorstecken (eng. tab)
\\ bakåtsnedslock: \ (eng. backslash)
\" citationstecken: "
\' apostrof: '

Specialtecken

abstract assert boolean break byte case catch char class const
continue default do double else enum extends final float for
goto if implements import instanceof int interface long native new
package private protected public return short static strictfp super
switch synchronized this throw throws transient try void volatile while

Nedan 50 ord kan ej användas som identifierare i Java. Orden **goto** och **const** är reserverade men används ej.

Såter	
Block {stmt1; stmt2; ...}	fungerar "utfifrån" som en sats
Tilldelning x = expr;	variabeln och uttrycket av kompatibel typ
Förkortade x += expr; x = x + expr; även -=, /=, x++;	
if-sats if (cond) {stmt; ...} else {stmt; ...}	utförs om cond är true utförs om false
switch-sats switch (expr) { case A: stmt1; break; ... default: stmtN; break; }	expr är ett heltalsuttryck utförs om expr = A (A konstant) "faller igenom" om break saknas sats efter default: utförs om inget case passar
for-sats for (int i = a; i < b; i++) { stmt; ... }	satserna görs för i = a, a+1, ..., b-1 Görs ingen gång om a >= b i++ kan ersättas med i = i + step
for-each-sats for (int x: xs) { stmt; ... }	xs är en samling, här med heltal x blir ett element i taget ur xs fungerar även med array
while-sats while (cond) {stmt; ...}	utförs så länge cond är true
do-while-sats do { stmt; ... } while (cond);	utförs minst en gång, så länge cond är true returnerar funktionsresultat
Uttryck	
Aritmetiskt uttryck (x + 2) * ! / 2 + ! % 2	för heltal är / heltalsdivision, % "rest"
Objektuttryck new ClassName(..) ref-var null function-call this super	
Logiskt uttryck i cond cond && cond cond cond true false	
Relationsuttryck expr (< > <= == >= > < !=) expr	för objektuttryck bara == och !=, också typtest med expr instanceof ClassName
Funktionsanrop obj-expr.method(...)	anropa "vanlig metod" (utför operation)
Array new int[size] vname[i] vname.length	skapar int-array med size element elementet med index i, 0..length—1 antal element
Typkonvertering (newType) expr (int) real-expr (Square) aShape	konverterar expr till typen newType — avkortar genom att stryka decimaler — ger ClassCastException om aShape inte är ett Square-objekt

Deklarationer		
Allmänt	<code>[<protection>] [static] [final] <type> name1, name2, ...;</code>	
<type>	byte short int long float double boolean char Classname	
<protection>	public private protected	för attribut och metoder i klasser (paketskydd om inget anges)
Startvärde	int x = 5;	startvärde bör alltid anges
Konstant	final int N = 20;	konstantnamn med stora bokstäver
Array	<type>[] vname = new <type>[10];	deklarerar och skapar array

Klasser		
Deklaration	<pre>[public] [abstract] class Classname [extends Classname1] [implements Interface1, Interface2, ...] { <deklaration av attribut> <deklaration av konstruktorer> <deklaration av metoder> }</pre>	
Attribut	Som vanliga deklARATIONER. Attribut får implicita startvärden, 0, 0.0, false, null.	
Konstruktör	<pre><prot> Classname(param, ...) { stmt; ... }</pre>	Parametrarna är de parametrar som ges vid new Classname(...). Satserna ska ge attributen startvärden
Metod	<pre><prot> <type> name(param, ...) { stmt; ... }</pre>	om typen inte är void måste en return-sats exekveras i metoden
Huvudprogram	public static void main(String[] args) { ... }	
Abstrakt metod	Som vanlig metod, men abstract före typnamnet och { . . . } ersätts med semikolon. Metoden måste implementeras i subklasserna.	

Standardklasser, java.lang, behöver inte importeras

Object	Superklass till alla klasser.	
	boolean equals(Object other);	ger true om objektet är lika med other
	int hashCode();	ger objektets hashkod
	String toString();	ger en läsbar representation av objektet
Math	Statiska konstanter Math.PI och Math.E. Metoderna är statiska (anropas med t ex Math.round(x)):	
	long round(double x);	avrundning, även float → int
	int abs(int x);	x , även double, ...
	double hypot(double x, double y);	$\sqrt{x^2 + y^2}$
	double sin(double x);	sin x, liknande: cos, tan, asin, acos, atan
	double exp(double x);	e^x
	double pow(double x, double y);	x^y
	double log(double x);	ln x
	double sqrt(double x);	\sqrt{x}
	double toRadians(double deg);	$deg \cdot \pi / 180$
System	void System.out.print(String s);	skriv ut strängen s
	void System.out.println(String s);	som print men avsluta med ny rad
	void System.exit(int status);	avsluta exekveringen, status != 0 om fel
	Parametern till print och println kan vara av godtycklig typ: int, double, ...	

Wrapperklasser	För varje datatyp finns en wrapperklass: char → Character, int → Integer, double → Double, ... Statiska konstanter MIN_VALUE och MAX_VALUE ger minsta respektive största värde. Exempel med klassen Integer:	
	Integer(int value);	skapar ett objekt som innehåller value
	int intValue();	tar reda på värdet
String	Teckensträngar där tecknen inte kan ändras. "asd" är ett String-objekt. s1 + s2 för att konkatera två strängar. StringIndexOutOfBoundsException om någon position är fel.	
	int length();	antalet tecken
	char charAt(int i);	tecknet på plats i, 0..length()—1
	boolean equals(String s);	jämför innehållet (s1 == s2 fungerar inte)
	int compareTo(String s);	< 0 om mindre, = 0 om lika, > 0 om större
	int indexOf(char ch);	index för ch, —1 om inte finns
	int indexOf(char ch, int from);	som indexOf men börjar leta på plats from
	String substring(int first, int last);	kopia av tecknen first..last—1
	String[] split(String delim);	ger array med "ord" (ord är följder av tecken åtskilda med tecknen i delim)
	Konvertering mellan standardtyp och String (exempel med int, liknande för andra typer):	
	String.valueOf(int x);	x = 1234 → "1234"
	Integer.parseInt(String s);	s = "1234" → 1234, NumberFormatException om s innehåller felaktiga tecken
StringBuilder	Modifierbara teckensträngar. length och charAt som String, plus:	
	StringBuilder(String s);	StringBuilder med samma innehåll som s
	void setCharAt(int i, char ch);	ändrar tecknet på plats i till ch
	StringBuilder append(String s);	lägger till s, även andra typer: int, char, ...
	StringBuilder insert(int i, String s);	lägger in s med början på plats i
	StringBuilder deleteCharAt(int i);	tar bort tecknet på plats i
	String toString();	skapar kopia som String-objekt

Standardklasser, import java.util.Classname

List	List<E> är ett gränssnitt som beskriver listor med objekt av parameterklassen E. Man kan lägga in värden av standardtyperna genom att kapsla in dem, till exempel int i Integer-objekt. Gränssnittet implementeras av klasserna ArrayList<E> och LinkedList<E>, som har samma operationer. Man ska inte använda operationerna som har en position som parameter på en LinkedList (i stället en iterator). IndexOutOfBoundsException om någon position är fel.	
	För att operationerna contains, indexOf och remove(Object) ska fungera måste klassen E över-skugga funktionen equals(Object). Integer och de andra wrapperklasserna gör det.	
ArrayList	ArrayList<E>();	skapar tom lista
LinkedList	LinkedList<E>();	skapar tom lista
	int size();	antalet element
	boolean isEmpty();	ger true om listan är tom
	E get(int i);	tar reda på elementet på plats i
	int indexOf(Object obj);	index för obj, —1 om inte finns
	boolean contains(Object obj);	ger true om obj finns i listan
	void add(E obj);	lägger in obj sist, efter existerande element
	void add(int i, E obj);	lägger in obj på plats i (efterföljande element flyttas)
	E set(int i, E obj);	ersätter elementet på plats i med obj
	E remove(int i);	tar bort elementet på plats i (efter-följande element flyttas)