

Ultimate Java Quick Reference - CodeWithHarry

1. <code>// [comment]</code> Single line comment.	10. <code>Private</code> Can only be changed by a method.	64-bit number with decimals.
2. <code>/* [comment] */</code> Multi line comment.	11. <code>int</code> Can store numbers from 2^{-31} to 2^{31} .	19. <code>float</code> 32-bit number with decimals.
3. <code>public</code> This can be imported publically.	12. fields are attributes	20. <code>protected</code> Can only be accessed by other code in the package.
4. <code>import [object].*</code> Imports everything in object.	13. <code>boolean</code> Can have true or false as the value.	21. <code>Scanner</code> This lets you get user input.
5. <code>static</code> Going to be shared by every [object].	14. <code>{ }</code> These are used to start and end a function, class, etc.	22. <code>new [object constructor]</code> This will let you create a new object.
6. <code>final</code> Cannot be changed; common to be defined with all uppercase.	15. <code>byte</code> These can store from -127 - 128.	23. <code>System.in</code> This lets you get data from the keyboard.
7. <code>double</code> Integer with numbers that can have decimals.	16. <code>long</code> Can store numbers from 2^{127} to 2^{-127} .	24. <code>public [class]()</code> This will be the constructor, you use it to create new objects.
8. <code>;</code> Put after every command.	17. <code>char</code> Just lets you put in one chracter.	25. <code>super()</code> This will create the superclass (the class it's inheriting).
9. <code>String</code> Just a string of characters.	18. <code>double</code>	

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26. extends [class] Makes the object a subclass of [object], [object] must be a superclass.	35. public static void main(String[] args) This is your main function and your project will start in here.	44. < This means less than.
27. ++ Will increment the amount.	36. System.out.print([text]) This prints stuff but there is no line break. (/n)	45. > This means greater than.
28. -- Will decrement the amount.	37. \n Called a line break; will print a new line.	46. >= This means greater than or equal to.
29. += [amount] Increment by [amount]	38. \t This will print a tab.	47. [inputVarHere].hasNextLine() This will return if there is a next line in the input.
30. -= [amount] Decrement by [amount]	39. if ([condition]) This will make it so if [condition] is true then it'll keep going.	48. this Refer to the class that you are in.
31. *= [amount] Multiply by [amount]	40. && This means and.	49. [caller].next[datatype]() This will get the [datatype] that you somehow inputted.
32. /= [amount] Divide by [amount]	41. ! This means not.	50. Create getters and setters This will create the get methods and set methods for every checked variable.
33. System.out.println([text]) Will print something to the output console.	42. This means or.	51. [caller].hasNext[datatype]()
34. + Can be used for concatenation. (ex. "6" + [var_here])	43. == This means equal to.	

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This will return if it has the correct datatype within the input.

52. overloading

If you have different parameters you can call them whatever way you want.

53. parameters

These are the inputs of your function.

54. ([datatype])[variable]

This will convert [variable] into [datatype]. Also known as casting.

55. Math.random()

Generate an extremely precise string of numbers between 0 and 1.

56. Primitives

Just the basic data types which are not objects.

57. [x].toString()

Will convert [x] into a string.

58.

[number].parse[numbertype]([string])

This will parse [number] into the [numbertype] with [string].

59. ^

Return true if there is one true and one false.

60. !=

Not equal too. (NEQ)

61. ([condition]) ? [amount] : [var]

This will be like a shortcut way to an if statement.

62. switch([variable])

This will do stuff with specific cases. (e.g. switch(hi){ case 2: (do stuff)})

63. case [value]:

This will do stuff if the case is the case.

64. break

Put that when you want to leave the loop/switch; should be at end of case.

65. default [value]:

This will do stuff if none of the cases in the switch statement was made.

66. for ([number]; [condition]; [operation])

This will start at [number] and then do [operation] until [condition] is met.

67. continue

This will just go back to the enclosing loop before reaching other code.

68. while ([condition])

This will basically do something while [condition] is true.

69. void

This means no return type.

70. return

This will return something when you call it to where it was called from .

71. do { } while ([condition])

Guarantees it will execute once even if [condition] isn't met.

72. printf("%[type] stuff here bah bla", [variable here])

This will let you use [variable here] with %s being where.

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73. `System.out.printf([text])`

Another way to print? //
didn't quite get but ok then

This will get how long
something is, text, amount
of indexes in array, etc.

74. `[type] [returntype]
[name]([parameters]) {`

This is a way to create a
method.

80. `Arrays.copyOf([array],
indexes);`

This will copy the array and
how many indexes into
another array.

75. `[type][[indexes]]`

This will create an array
with [indexes] amount of
indexes; default infinite.

81. `Arrays.toString([array])`

Convert the whole array
into one huge string.

76. `int[] something = new
int[20];`

This will just make an array
of ints with 20 ints in it.

82.
`Arrays.binarySearch([array],
[object])`

This will search for [object]
in [array].

77. `for ([object]
[nameOfObject] :
[arrayOfObject]) {`

This will iterate through all
of the arrayOfObject with
object in use incrementing
by 1 until done.

78. `[object][[1]][[2]][[3]]
[name] = {[value] [value]
[value] \n [value] [value]
[value]}`

[1] is how many down in
array, [2] how many accross
in array, [3] how many
groups

79. `.length`