Java Cheat Sheet

Objects

Create an object:
Type VarName = *new ClassName(params);*
Car myFerrari = new Car(300);
Car myFiat = new Car(120);
Call an object's method:
myFerrari.drive();

Variables

Declare a variable:
Visibility Type VariableName;
private int theAnswer;
private Button trueButton;
Assign a value to a variable:
theAnswer = 42;

Types

int	1, -25, 0
float	1.6f, 6.89f
double	3.1415925
boolean	true, false
String	"Philipp"

Classes

```
public class Car {
    private int speedField;
    // The Constructor:
    public Car (int speedInput) {
        speedField = speedInput;
    }
    // Car class methods }
```

Methods

Declare a method:
Visibility ReturnType Name (inputs) {...}
```
public void myMethod () {
    // "void" does not return anything }
public int methodWithParam (int a, int b) {
    return a + b; }
```

Arrays

Declare an array:
int[ ] myInts;
Set the array size:
myInts = new int[5];
Assign values by index:
myInts[0] = 5;
myInts[1] = 74;
Retrieve an element:
1stElement = myInts[0];
2ndElement = myInts[1];
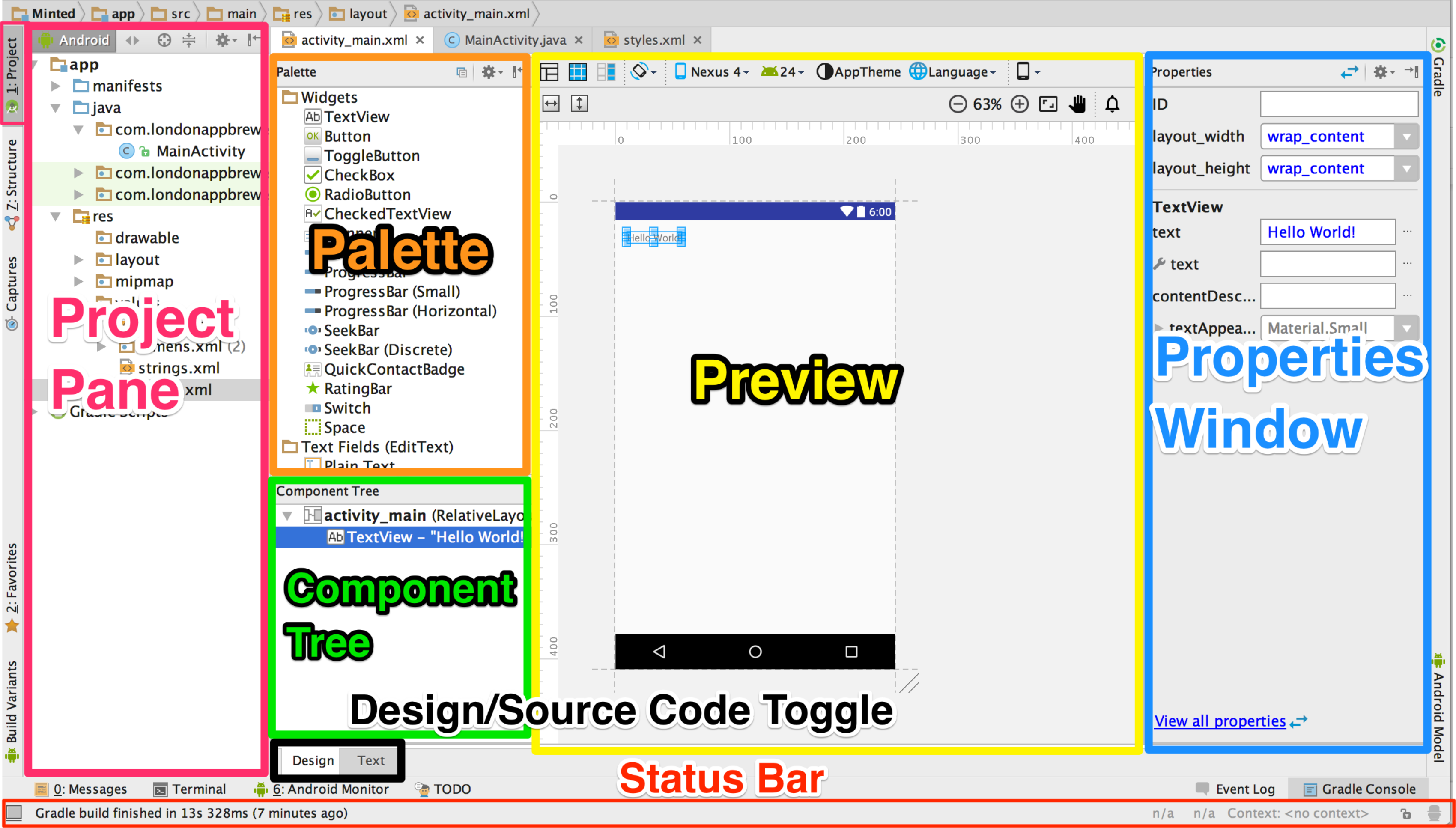3rdElement = myInts[2];

If-Else Blocks

```
if (condition 1) {
    // do x if condition 1 is true
} else if (condition 2) {
    // do y if condition 2 is true
} else {
    // default case
}
```

Logic

Symbol	Meaning	Example
==	EQUAL TO	x == 4
!=	NOT EQUAL TO	x != 3
&&	AND	x > 0 && x < 5
||	OR	x < 0 || x > 10

London App Brewery

Android

activity_main.xml   MainActivity.java   styles.xml

Palette

Widgets
- TextView
- Button
- ToggleButton
- CheckBox
- RadioButton
- CheckedTextView
- ProgressBar
- ProgressBar (Small)
- ProgressBar (Horizontal)
- SeekBar
- SeekBar (Discrete)
- QuickContactBadge
- RatingBar
- Switch
- Space

Text Fields (EditText)
- Plain Text

Nexus 4   24   AppTheme   Language

63%

Preview

6:00

Hello World!

Project Pane

app
- manifests
- java
  - com.londonappbrew
    - MainActivity
  - com.londonappbrew
  - com.londonappbrew
- res
  - drawable
  - layout
  - mipmap
  - values
    - nens.xml (2)
    - strings.xml
    - xml
- Gradle Scripts

Component Tree

activity_main (RelativeLayo
  TextView – "Hello World!

Component Tree

Design/Source Code Toggle

Design   Text

Properties Window

Properties

ID

layout_width   wrap_content

layout_height   wrap_content

TextView

text   Hello World!

text

contentDesc...

textAppea...   Material.Small

View all properties

Status Bar

0: Messages   Terminal   6: Android Monitor   TODO   Event Log   Gradle Console

Gradle build finished in 13s 328ms (7 minutes ago)   n/a   n/a   Context: <no context>