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Array senza librerie

final String titoli[] = { "Telecom", "Finmeccanica", "Banca\_Intesa",

"Oracle", "Parmalat", "Mondadori", "Vodafone", "Barilla" }; //FISSO

this.titoli.length //num di elem

this.titoli[intero]

return titoli

private String[] sellers; //DINAMICO

sellers[intero]

public String[] getSellers() {

return sellers;

}

for(int i=0;i<sellers.length;i++){ } //ciclo su type[]

//grazie ad Arrays.toString mette tutto il vettore String[] dentro un unica stringa, evitando ciclo

import java.util.Arrays;

"Sellers: "+Arrays.toString(book.getSellers())+"\n\n"

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Lista con List e ArrayList

import java.util.ArrayList;

import java.util.List;

private List<String> titoli = new ArrayList<>()

ArrayList<Book> bookList = new ArrayList<Book>();

titoli.add(stringa)

this.titoli.get(intero)

this.titoli.size() //num di elem

return titoli

for(Book book : bookList){ } //ciclo su ArrayList

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Stringhe

String hello = "hello";

String result = "";

result += "Price: "+book.getPrice()+"\n"; //preferito

String greeting = new StringBuilder()

.append("Hello, ")

.append(request.getFirstName())

.append(" ")

.append(request.getLastName())

.toString(); //alternativo

stringa1 = stringa2 //assegnaz

stringa1.equals(stringa2) //controllo

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Map, HashMap e LinkedHashMap

import java.util.Map;

import java.util.LinkedHashMap;

OPP

import java.util.HashMap;

private Map<Integer, Student> students = new LinkedHashMap<Integer, Student>();

OPP

private Map<Integer, Course> courses = new HashMap<>();

public Map<Integer, Student> getStudents() {

return students;

}

students.getKey()

students.getValue()

students.size() //num di coppie key val

students.put(students.size() + 1, student); //add nella prossima libera, partiranno da 1

courses.put(1, course1); //add hardcoded

for (Map.Entry<Integer, Course> course : courses.entrySet()) { //CICLO su Map

if (course.getKey() == 2) { //2 da esempio

return course.getValue();

}

}

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Creare num random

import java.util.Random;

Random randomGen = new Random();

int whichMsg = randomGen.nextInt(5); //num da 0 a 4

float val = randomGen.nextFloat(); //num da 0.0 a 1.0

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Runnare un jar

java -cp DBManager-1.0-SNAPSHOT.jar it.sapienza.softeng.exam\_20210721\_dbmanager.DBManager /home/biar/database create

java -cp test1-1.0-SNAPSHOT.jar it.uniroma1.test1.Main

java -cp test1-1.0-SNAPSHOT-jar-with-dependecies.jar it.uniroma1.test1.Main

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Client interattivo

import java.util.Scanner;

Scanner myObj = new Scanner(System.in);

while(true){

System.out.println("scegli tra 1 2 e 3");

String scelta = myObj.nextLine(); // Read user input

if(scelta.equals("1")){

System.out.println("hai scelto 1");

}

else

if(scelta.equals("2")){

System.out.println("hai scelto 2");

}

else

System.out.println("hai scelto 3");

}

OPPURE

while(true){

System.out.println("scegli tra 1 2 e 3");

String scelta = myObj.nextLine(); // Read user input

switch (scelta) {

case "1":

System.out.println("hai scelto 1");

break;

case "2":

System.out.println("hai scelto 2");

break;

default:

System.out.println("hai scelto 3");

break;

}

}

------------------------------------------------------------------------------------------------

Input da CLI

import java.util.Scanner;

Scanner myObj = new Scanner(System.in); // Create a Scanner object

System.out.println("Enter username");

String userName = myObj.nextLine(); // Read user input

System.out.println("Username is: " + userName); // Output user input

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Extra

variabile.toString()

unrar x nomefile.rar

unzip file.zip

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