Chapter 1

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- Comments
  - *// /* */ /** */*
- Primitive types
  - Byte, short, int, long, float, double, char, Boolean
  - NOT STRING
- Type conversion
  - Converting one data type into other data types.
  - Easier some ways than other ways.
- Never use == on things that are not primitives
  - Use .equals
- Logical operators short circuit is faster
- While loop
  - Use when not sure how many times to execute it
- Do while
  - Use when code must execute once
- For
  - Use when you know how many times to execute it
- Break
  - Used to break a loop
- Continue
  - Used to go back to top of loop
- Ternary
  - a ? That checks for booleans
- Switch
  - Used like an if statement with different cases
- Methods
  - Used to group different code
- Method overloading
  - When a method that does the same thing but uses a different number of input parameters
- Variables
  - Storage for data.

- Local, instance, classwide, and final