Some of these questions will always be a "style" issue.

Foreach loops are great for "look at every element in an array" (or any

structure that supports the ? interface...don't remember exactly which

one). If you are deleting items, you shouldn't use foreach. There are a

couple of other special cases like that, but mostly its a style question.

while vs do while

Do while will \*always\* execute the code block at least once. If it has to

run at least once (even if the test is false) then use do-while. If the

block should never run at all if the test is false, use while.

Array vs arraylist

This seems to be mostly a convenience issue. Arraylists don't have a

declared size, and will resize themselves. I think there are some

performance issues with arraylists and primitive values (someone with a

better understanding of boxing and unboxing will have to clarify this).

Static method vs object method

This could likely be a decent sized debate in terms of correct OOP design,

but I try to think about how things work in the code that is going to call

the method. Does the class in question represent a "real" thing? If so,

then I would lean towards making it an object method (which requires

creating an object first). For "one time use" or "helper" methods, the I

tend to make them static. As an example pow and sqrt in the java Math class

are static methods, and that seems to make sense. Most file read/write

methods are object methods, because the file part is usually represented as

and object.