JavaSummery

Hadi Asemi

Definitions:

- OOP is a programing technique that focuses on the data(=objects) and on the interfaces to that object.
- Classes: A class is the template or blueprint from which objects are made.
- Encapsulation(sometimes called information hiding): is simply combining data and behavior in one package hiding the implementation details from the users of the objects.
- Instance variables: are variables defined in a class, but outside the body of methods.
- Constructor: in is a special method that is used to initialize objects.
- Public: is keyword which declares a member's access as public.
- Private: is a Java keyword which declares a member's access as private.
- Static: object belongs specifically to the class, instead of instances of that class.

Three key characteristics of objects:

- The object's behavior
- The object's state
- The object's identity

Array:

```
int[]array= new int[20]; // allocating memory for array. it will be fixed sized
array[0]=5; //declaring first element array

//for loop - if nums is Array
for (int i = 0; i < nums.length i++){
    //nums[i];
}

//for each loop
for (int i: nums){
    //do stuff with i
}</pre>
```

ArrayList:

```
ArrayList<String>words=new ArrayList<String>();
ArrayList<Integer>num=new ArrayList<Integer>();
LinkedList<String> 11 = new LinkedList<>();
```

```
num.add(1);
num.get(0); // we need put index
//remove element base on index
num.remove(1);
//for loop - if nums is ArrayList
for (int i = 0; i < nums.size(); i++){</pre>
  //nums.get(i);
//for each loop
for (int i: nums){
  //do stuff with i
HashMap:
Map<String,String>myMap=new HashMap<>();
// add key
myMap.put("Hadi","21");
// get the value of the key
myMap.get("Hadi");
// remove the key
myMap.remove("Hadi");
// clear whole Map
myMap.clear();
// get the size
myMap.size();
// Different way of loop
for (String name: myMap.keySet()){
  System.out.println(age);
}
for (String age: myMap.values()){
  System.out.println(age);
}
for(Map.Entry<String,String>entry:myMap.entrySet()){
  String key=entry.getKey();
  String value=entry.getValue();
}
```