THE JAVA LANGUAGE CHEAT SHEET

Primitive Types:

INTEGER: byte(8bit), short(16bit), int(32bit), long(64bit), DECIM: float(32bit), double(64bit) ,OTHER: boolean(1bit), char (Unicode) HEX: 0x1AF, BINARY: 0b00101, LONG: 88888888888888 CHAR EXAMPLES: 'a','\n','\t','\'','\\','\"'

Primitive Operators

Assignment Operator: = (ex: int a=5,b=3;) Binary Operators (two arguments): + - * / % Unary Operators: + - ++ --Boolean Not Operator (Unary): ! Boolean Binary: == != > >= < <= Boolean Binary Only: && || Bitwise Operators: \sim & $^{\wedge}$ | << >> >>> Ternary Operator: bool?valtrue:valfalse;

Casting, Conversion

int x = (int) 5.5; //works for numeric types int x = Integer.parseInt("123");float y = Float.parseFloat("1.5"); int x = Integer.parseInt("7A", 16); //fromHexString hex = Integer.toString(99,16);//toHex //Previous lines work w/ binary, other bases

java.util.Scanner, input, output

Scanner sc = new Scanner(System.in); int i = sc.nextInt(); //stops at whitespace String line = sc.nextLine(); //whole line System.out.println("bla"); //stdout System.err.print("bla"); //stderr,no newline

java.lang.Number types

Integer x = 5; double y = x.doubleValue(); double y = (double)x.intValue(); //Many other methods for Long, Double, etc

java.lang.String Methods

//Operator +, e.g. "fat"+"cat" -> "fatcat" boolean equals (String other); int length(); char charAt(int i); String substring(int i, int j); //j not incl boolean contains (String sub); boolean startsWith(String pre); boolean endsWith (String post); int indexOf(String p); //-1 if not found int indexOf(String p, int i); //start at i int compareTo(String t); //"a".compareTo("b") -> -1 String replaceAll(String str, String find); String[] split(String delim);

StringBuffer, StringBuilder

StringBuffer is synchronized StringBuilder (Use StringBuilder unless multithreaded) Use the .apend(xyz) methods to concat toString() converts back to String

java.lang.Math

Math.abs(NUM), Math.ceil(NUM), Math.floor(NUM) , Math.log(NUM), Math.max(A,B), Math.min(C,D), Math.pow(A,B),Math.round(A),Math.random()

IF STATEMENTS:

```
if( boolean value ) { STATEMENTS }
else if ( bool )
                   { STATEMENTS }
else if( ..etc )
                  { STATEMENTS }
                   { STATEMENTS }
//curly brackets optional if one line
```

LOOPS:

while (bool) { STATEMENTS } for(INIT; BOOL; UPDATE) { STATEMENTS } //1INIT 2BOOL 3STATEMENTS 4UPDATE 5->Step2 do{ STATEMENTS } while(bool); //do loops run at least once before checking break; //ends enclosing loop (exit loop) continue; //jumps to bottom of loop

ARRAYS:

 $\overline{int[]} x = new int[10]; //ten zeros$ int[][] x = new int[5][5]; //5 by 5 matrix $int[] x = \{1, 2, 3, 4\};$ x.length; //int expression length of array $int[][] x = {\{1,2\}, \{3,4,5\}\}; //ragged array}$ String[] y = new String[10]; //10 nulls //Note that object types are null by default

//loop through array:

```
for(int i=0;i<arrayname.length;i++) {</pre>
  //use arrayname[i];
```

//for-each loop through array

```
int[] x = \{10, 20, 30, 40\};
for(int v : x) {
 //v cycles between 10,20,30,40
```

//Loop through ragged arrays:

```
for(int i=0;i<x.length;i++)</pre>
  for (int j=0; j < x[i].length; j++) {
     //CODE HERE
```

//Note, multi-dim arrays can have nulls //in many places, especially object arrays: Integer[][] $x = \{\{1,2\}, \{3, \text{null}\}, \text{null}\};$

FUNCTIONS / METHODS:

Static Declarations:

```
public static int functionname( ... )
private static double functionname( ... )
static void functionname ( ... )
Instance Declarations:
public void functionname( ... )
private int functionname( ... )
Arguments, Return Statement:
int myfunc(int arg0, String arg1) {
 return 5; //type matches int myfunc
//Non-void methods must return before ending
//Recursive functions should have an if
//statement base-case that returns at once
```

CLASS/OBJECT TYPES:

```
INSTANTIATION:
public class Ball {//only 1 public per file
  //STATIC FIELDS/METHODS
  private static int numBalls = 0;
  public static int getNumBalls() {
    return numBalls;
  public static final int BALLRADIUS = 5;
  //INSTANCE FIELDS
  private int x, y, vx, vy;
  public boolean randomPos = false;
  //CONSTRUCTORS
  public Ball(int x, int y, int vx, int vy)
    this.x = x;
    this.y = y;
    this.vx = vx;
    this.vy = vy;
    numBalls++;
  Ball() {
    x = Math.random()*100;
    v = Math.random()*200;
   randomPos = true;
  //INSTANCE METHODS
  public int getX() { return x; }
  public int getY() { return y; }
  public int getVX() { return vx; }
  public int getVY() { return vy; }
  public void move() { x+=vx; v+=vv; }
  public boolean touching(Ball other) {
    float dx = x-other.x;
    float dy = y-other.y;
    float rr = BALLRADIUS;
    return Math.sqrt(dx*dx+dy*dy)<rr;
//Example Usage:
public static void main(String[] args) {
  Ball x = new Ball(5, 10, 2, 2);
  Ball y = new Ball();
  List<Ball> balls = new ArrayList<Ball>();
 balls.add(x); balls.add(y);
  for(Ball b : balls) {
  for(Ball o : balls) {
      if(b != o) { //compares references
       boolean touch = b.touching(o);
```

POLYMORPHISM: Single Inheritance with "extends" class A{ } class B extends A{ } abstract class C { } class D extends C { } class E extends D Abstract methods abstract class F { abstract int bla(); class G extends F { int bla() { //required method return 5; Multiple Inheritance of interfaces with "implements" (fields not inherited) interface H { void methodA(): boolean methodB(int arg); interface I extends H{ void methodC(); interface K {} class J extends F implements I, K { int bla() { return 5; } //required from F void methodA(){} //required from H boolean methodB(int a) { //req from A return 1: void methodC(){} //required from I Type inference: A x = new B(); //OKB v = new A(); //Not OKC z = new C(); //Cannot instantiate abstract//Method calls care about right hand type (the instantiated object) //Compiler checks depend on left hand type **GENERICS:** class MvClass<T> { T value; T getValue() { return value; } class ExampleTwo<A,B> { A x; в у; class ExampleThree<A extends List, B> { A list; B head; //Note the extends keyword here applies as well to interfaces, so A can be an interface that extends List

```
JAVA COLLECTIONS:
List<T>: Similar to arrays
       ArrayList<T>: Slow insert into middle
       //ArrayList has fast random access
       LinkedList<T>: slow random access
       //LinkedList fast as queue/stack
       Stack: Removes and adds from end
       List Usage:
       boolean add(T e);
       void clear(); //empties
       boolean contains (Object o);
       T get(int index);
       T remove (int index);
       boolean remove(Object o);
       //remove uses comparator
       T set(int index, E val);
       Int size();
       List Traversal:
       for(int i=0i<x.size();i++) {</pre>
               //use x.get(i);
       //Assuming List<T>:
       for(T e : x) {
              //use e
Queue<T>: Remove end, Insert beginning
       LinkedList implements Queue
       Queue Usage:
       T element(); // does not remove
       boolean offer(T o); //adds
       T peek(); //pike element
       T poll(); //removes
       T remove(); //like poll
        Traversal: for(T e : x) {}
Set<T>: uses Comparable<T> for uniqueness
       TreeSet<T>, items are sorted
        HashSet<T>, not sorted, no order
       LinkedHashSet<T>, ordered by insert
       Usage like list: add, remove, size
        Traversal: for(T e : x) {}
Map<K,V>: Pairs where keys are unique
       HashMap<K,V>, no order
       LinkedHashMap<K,V> ordered by insert
       TreeMap<K,V> sorted by keys
       V get (K key);
        Set<K> keySet(); //set of keys
       V put(K key, V value);
       V remove(K key);
       Int size();
       Collection<V> values(); //all values
        Traversal: for-each w/ keyset/values
```

```
A queue that is always automatically sorted
using the comparable function of an object
public static void main(String[] args) {
  Comparator<String> cmp= new LenCmp();
  PriorityOueue<String> queue =
     new PriorityQueue<String>(10, cmp);
  queue.add("short");
  queue.add("very long indeed");
  queue.add("medium");
  while (queue.size() != 0)
    System.out.println(queue.remove());
class LenCmp implements Comparator<String> {
 public int compare(String x, String y) {
   return x.length() - y.length();
java.util.Collections algorithms
Sort Example:
//Assuming List<T> x
Collections.sort(x); //sorts with comparator
Sort Using Comparator:
Collections.sort(x, new Comparator<T>{
  public int compareTo(T a, T b) {
    //calculate which is first
   //return -1, 0, or 1 for order:
   return someint:
Example of two dimensional array sort:
public static void main(final String[] a){
   final String[][] data = new String[][] {
    new String[] { "20090725", "A" },
    new String[] { "20090726", "B" },
    new String[] { "20090727", "C" },
    new String[] { "20090728", "D" } };
    Arrays.sort(data,
      new Comparator<String[]>() {
       public int compare(final String[]
entry1, final String[] entry2) {
          final String time1 = entry1[0];
          final String time2 = entry2[0];
          return time1.compareTo(time2);
    });
    for (final String[] s : data) {
       System.out.println(s[0]+""+s[1]);
  }
More collections static methods:
Collections.max( ... ); //returns maximum
Collections.min( ... ); //returns maximum
Collections.copy( A, B); //A list into B
Collections.reverse( A ); //if A is list
```

java.util.PriorityQueue<T>

Maven2 Reference

Invoking Maven

```
General Syntax:
```

```
mvn plugin:target [-Doption1 -Doption2 dots]
mvn help
mvn -X ...
```

Prints help debugging output, very useful to diagnose

Creating a new Project (jar)

Creates a new Project Directory *new-app* with package structure *de.focusdv.bcs*. Name of the packaged jar will be new-app-*version*.jar

Creating a new Project (war)

Example:

Creates a new Directory *new-webapp* with package structure *de.focusdv.bcs*.

Name of the packaged war will be new-app-version.war

Standard Project Structure

description
maven2 project file
Sources
Java source tree
Java unit tests
Java classpath resources
Resources for unit-tests
compiles classes
compiles test classes
other plugins' output

```
/new-
webapp/src/main/webapp
```

root of webapp

Compiling

```
mvn compile
```

Running Unit Tests / Code Coverage

```
mvn test
```

compiles and runs unit tests

```
mvn clean cobertura:cobertura
```

generates a code-coverage report for the tests. It only works, if the pom.xml is configured as follows:

```
</project>
 <build>
    <plugins>
     <plugin>
        <groupId>org.codehaus.mojo</groupId>
        <artifactId>cobertura-maven-plugin</artifactId>
        <executions>
          <execution>
            <goals>
              <goal>clean</goal>
            </goals>
          </execution>
        </executions>
      </plugin>
    </plugins>
 </build>
 <reporting>
    <plugins>
      <plugin>
        <groupId>org.codehaus.mojo</groupId>
        <artifactId>cobertura-maven-plugin</artifactId>
      </plugin>
    </plugins>
 </reporting>
</project>
```

Packaging (jar, war)

```
mvn clean package
```

compiles, runs unit tests and packages the artifact (clean makes sure there are no unwanted files in the package)

Installing Artifact in Local Repository

```
mvn clean install
```

compiles, runs unit tests, packages and installs the artifact in the local repository. (*User Home Directory*/.m2/repository/)

Installing 3rdParty jar in local Repository

```
mvn install:install-file -Dfile=foo.jar
    -DgroupId=org.foosoft -DartifactId=foo
    -Dversion=1.2.3 -Dpackaging=jar
```

Cleaning Up

mvn clean

Creating Eclipse Project Structure

```
mvn eclipse:eclipse
```

If using the eclipse plugin from update-site

http://m2eclipse.codehaus.org

remove the generated dependencies from project.

Maven Project file (pom.xml)

Minimal pom.xml is created with

```
mvn archetype:create
(see above).
```

Adding Dependencies

Because of, junit will not be included in final packaging.

Adding Developers

```
...
<developers>
<developer>
```

Setting Compiler Version

Assemblies and Profiles

Creating Assemblies

To package the artifact use the following lines in the .pom-file:

src/main/assembly is the maven standard directory for assemblies.

The first assembly descriptor packages all dependencies into one jar:

The second descriptor packages the program:

```
<assembly>
 <id>bin</id>
 <formats>
    <format>zip</format>
 </formats>
  <fileSets>
    <fileSet>
      <directory>src/main/assembly/files</directory>
      <outputDirectory></outputDirectory>
      <includes>
        <include>**/*.bat</include>
        <include>**/native/**</include>
        <include>**/*.properties</include>
      </includes>
    </fileSet>
    <fileSet>
      <directory>target</directory>
      <outputDirectory></outputDirectory>
      <includes>
        <include>*.jar</include>
      </includes>
    </fileSet>
 </fileSets>
</assembly>
```

Supplementary files in this example are in

src/main/assembly/files.

This includes the program starter (.bat), native libraries (/native) and Properties files.

Packaging is invoked by:

```
mvn assembly:assembly
```

Using Profiles

Profiles enable different versions of a project to be build, or adapting to different environments by an option on the command line. Profiles can modify almost all dependencies, plugins and settings in the *pom.xml*. In *cockpit-model* they are used to generate a restricted demo-version and a release-version like that:

```
</filters>
   </build>
 </profile>
  file>
   <id>demo</id>
   <dependencies>
     <dependency>
       <groupId>swt</groupId>
       <artifactId>swt-win32</artifactId>
       <version>3.2.1
     </dependency>
   </dependencies>
   <build>
     <filters>
       <filter>src/main/filters/demoVersion.properties</filter>
   </build>
 </profile>
</profiles>
```

Here the *release-profile* uses the windows library of SWT (since our customers' platform is windows (like it or not...), and substitutes the resources files' placeholders with the variables in *releaseVersion.properties*. The *demo*-profile is almost the same except it uses *demoVersion.properties* for filtering.

Usage:

```
mvn -Prelease-profile clean assembly:assembly
or
mvn -Pdemo clean assembly:assembly
```

Using Profiles by OS

In this example we want to use the Linux SWT Libraries on Linux and the Windows libs on Windows:

```
cprofiles>
 file>
  <id>windows</id>
  <activation>
    <family>windows</family>
   </os>
  </activation>
  <dependencies>
   <dependency>
    <groupId>swt</groupId>
    <artifactId>swt-win32</artifactId>
    <version>3.1.1
   </dependency>
  </dependencies>
 </profile>
 file>
  <id>unix</id>
  <activation>
   <0s>
    <family>unix</family>
   </os>
   </activation>
   <dependencies>
```

Versioning, Repositories and Releases

Setting Source Code Control System

```
ct>
 <scm>
  <developerConnection>
scm:svn:https://svnhost.net/svnroot/trunk/new-app
  </developerConnection>
 </scm>
 <build>
  <plugins>
   <plugin>
   <artifactId>maven-release-plugin</artifactId>
   <configuration>
     <tagBase>
       https://svnhost.net/svnroot/tags
    </tagBase>
    </configuration>
  </plugin>
 </plugins>
 </build>
```

Versioning

Keep the Verision of your POM artifact in the form version-SNAPSHOT until you release.

Mavens release plugin then removes the -SNAPSHOT suffix.

Using internal Repositories

This assumes that a machine *myhost* exists with a configured and running Web-Server and SSH-Server

Installing Artifact in Remote Repository

```
mvn clean deploy
```

compiles, runs unit tests, packages and installs the artifact in the remote repository.

Install 3rdParty jar to Remote Repository

```
mvn deploy:deploy-file -DgroupId=commons-collections
-DartifactId=collections-generic -Dversion=4.0
-Dpackaging=jar -Dfile=collections-generic-4.0.jar
-DrepositoryId=focus-repository
-Durl=scp://host/home/mvn/public html/repository
```

Preparing Releases

Make sure, the SCM settings in the POM are correct and all changes are committed to the SCM. Then execute

```
mvn -Dusername=USER -Dpassword=PASS release:prepare
```

Before issuing the above command use it with *-DdryRun=true* first tags in configured build profiles in the pom.xml

Performing Releases

```
mvn -P profile -Drelease:perform
```

Checks out the released version from tag in repository, builds, tests, packages and installs package, javadoc and sources in repository. As preparing the release removes activation tags from build profiles, it is necessary to supply the profile or the release will fail.

Web-Development

Integration-Test with tomcat

```
<container>
             <containerId>tomcat5x</containerId>
             <zipUrlInstaller>
<url><<u>http://www.apache.org/.../jakarta-tomcat.zip></u></url>
              <installDir>${installDir}</installDir>
             </zipUrlInstaller>
            </container>
            <configuration>
<dir>${project.build.directory}/tomcat5x/</dir>
            </configuration>
          </configuration>
        </execution>
      </executions>
    </plugin>
 </plugins>
 </build>
```

Then execute in project directory:

```
mvn -X integration-test
```

The war-file will built, tested and packaged. Then tomcat will be downloaded, installed and started with the war-file of the project deployed to the server.

If you want to use jetty4 (already embedded, fast startup) use:

```
mvn cargo:start
(Press Ctrl-C to stop)
```

Online web-development with Jetty plugin

Add Maven-Plugin to pom.xml:

Then run Jetty with

```
mvn jetty6:run
```

Online web-development and automatic deployment with tomcat plugin

Add Maven-Plugin to pom.xml:

Then run Tomcat with

mvn tomcat:run

Deploy the war automatically with

mvn tomcat:deploy

If already deployed, the webapp needs to be undeployed first:

mvn tomcat:undeploy

Note that automatic deployment/undeployment only works without further configuration in \$MAVEN2_HOME/conf/settings.xml if the managers username is admin with empty password