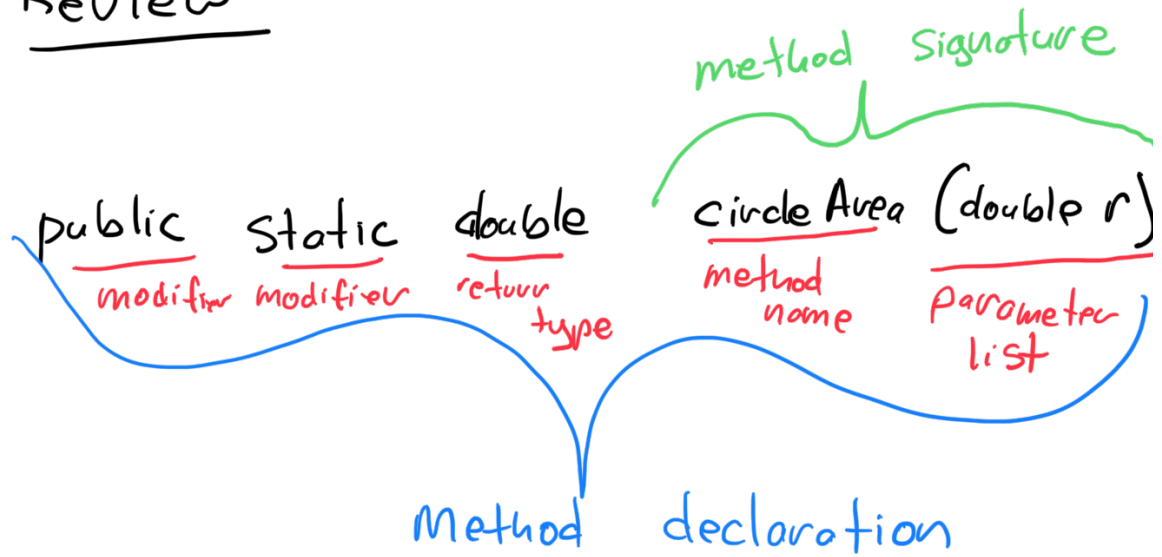




Review



Overloading

```
public static double circleArea (int rad) {
```

Review Topic

- public static void main 
- When to use what constructs ++
- Reference Sheet ✓
- Loops - for loops 
- String Methods
 - Substrings
- Instance variable / getters and setters
- Constructors
- Deh...

• - debugging - debugger / print / mental

```
public class PineTree {  
  public static void main(String[] args) {  
    . . .  
  }  
}
```

method declaration

```
Collections.sort(myList)  
Collections.reverse(myList) list  
PineTree.main({ "Hello" });
```

provide parameter

0

Loops:

- repeat

```
for (1 <declaration>; 2 <condition>; 4 <iteration> increment)
```

3 // repeat WHILE

{ // <condition> is true

} // <iteration> runs here

// next ...

next step in method

aside : Single return principle

for Each

for (^{String} ~~DataType~~ ^{Variable name} : ^{list, set, array, et} ^{List<String>} ~~Collection~~ ^{String[]} ~~(DataType)~~)

// Logic runs ONCE per item
// in the collection
// WARNING - you cannot modify
the collection you are
looping over

```
for (int i=0; i<list.size(); i++) {  
    String item = list.get(i);  
    // Do stuff with item  
}
```

}

Same as

```
for (String item : list) {
```

// Do stuff with item

}

When to use what ???

first order your actions if open proceed else return
pull up, See if open, read menu
 pick item, order, pay, receive
 List? Variable outside loop → store choice
 fixed number? → List
 one? → yes → conditional on payment success
 no → array

public void DriveThru

until I know // call pull up
 // what return
 // is open?

// show menu

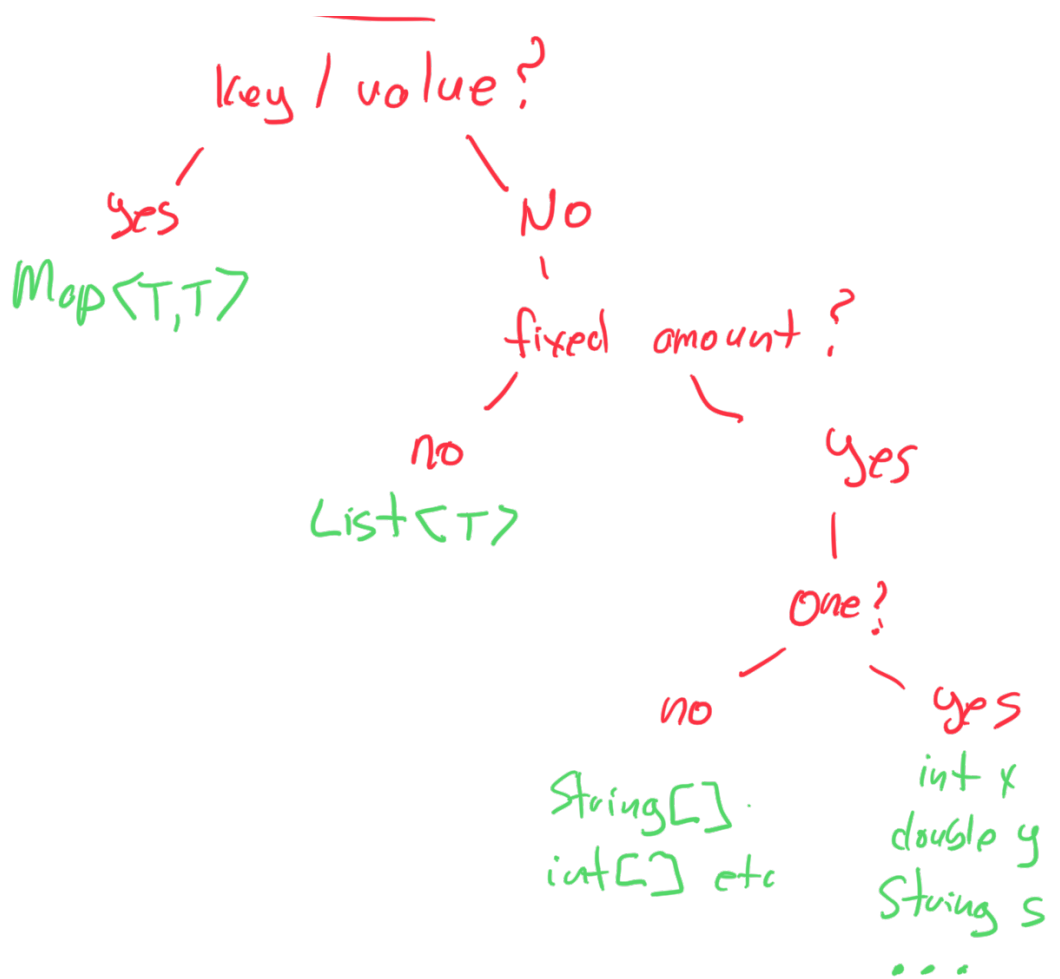
// order

// pay

// return food

~

decide on datatype



Admit to top fun house
 adults who are 4' tall
 or taller

condition 1
 logic

true
 if (isAdult) {
 if (height >= 4.0) {
 admit (person);
 }
 }

false
 System.out.println (adult)
 System.out.println (here)

```
else {  
    System.out.println("Sorry" +  
        - person.getName());  
}  
}  
else {  
    System.out.println("Get lost kid.")  
}  
}
```