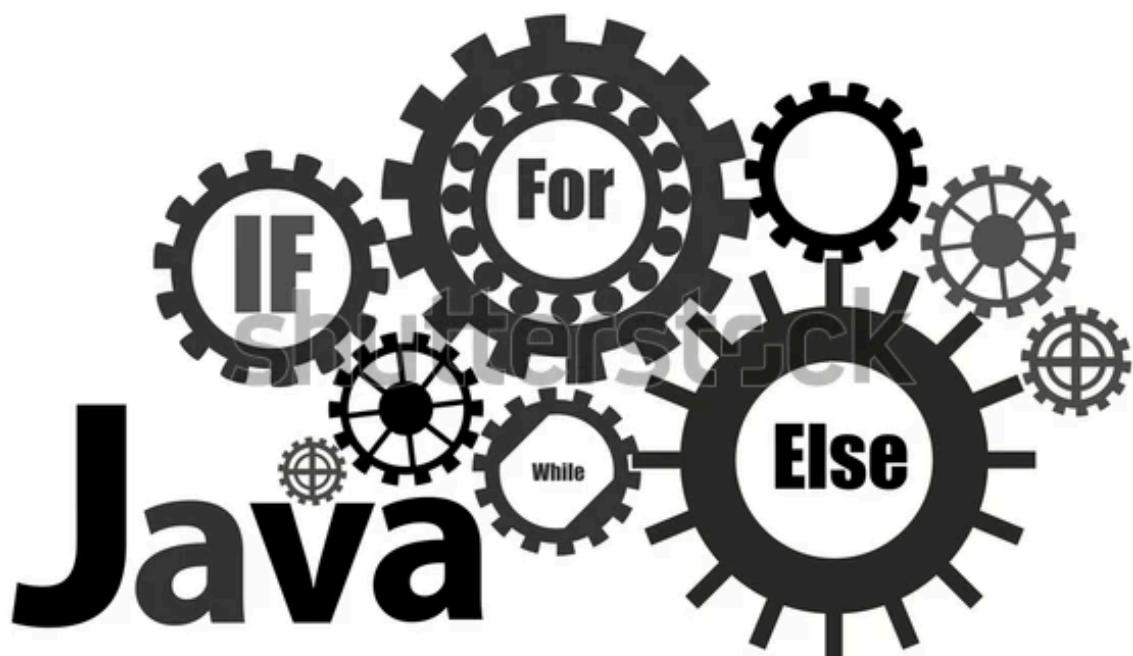




# Java CheatSheet

---

## For Beginners



File Name

HelloWorld.java

```
public class HelloWorld {  
    public static void main(String[] args) {  
        //Print "Hello World " in the terminal window  
        System.out.println("Hello World")  
    }  
}
```

Class Name

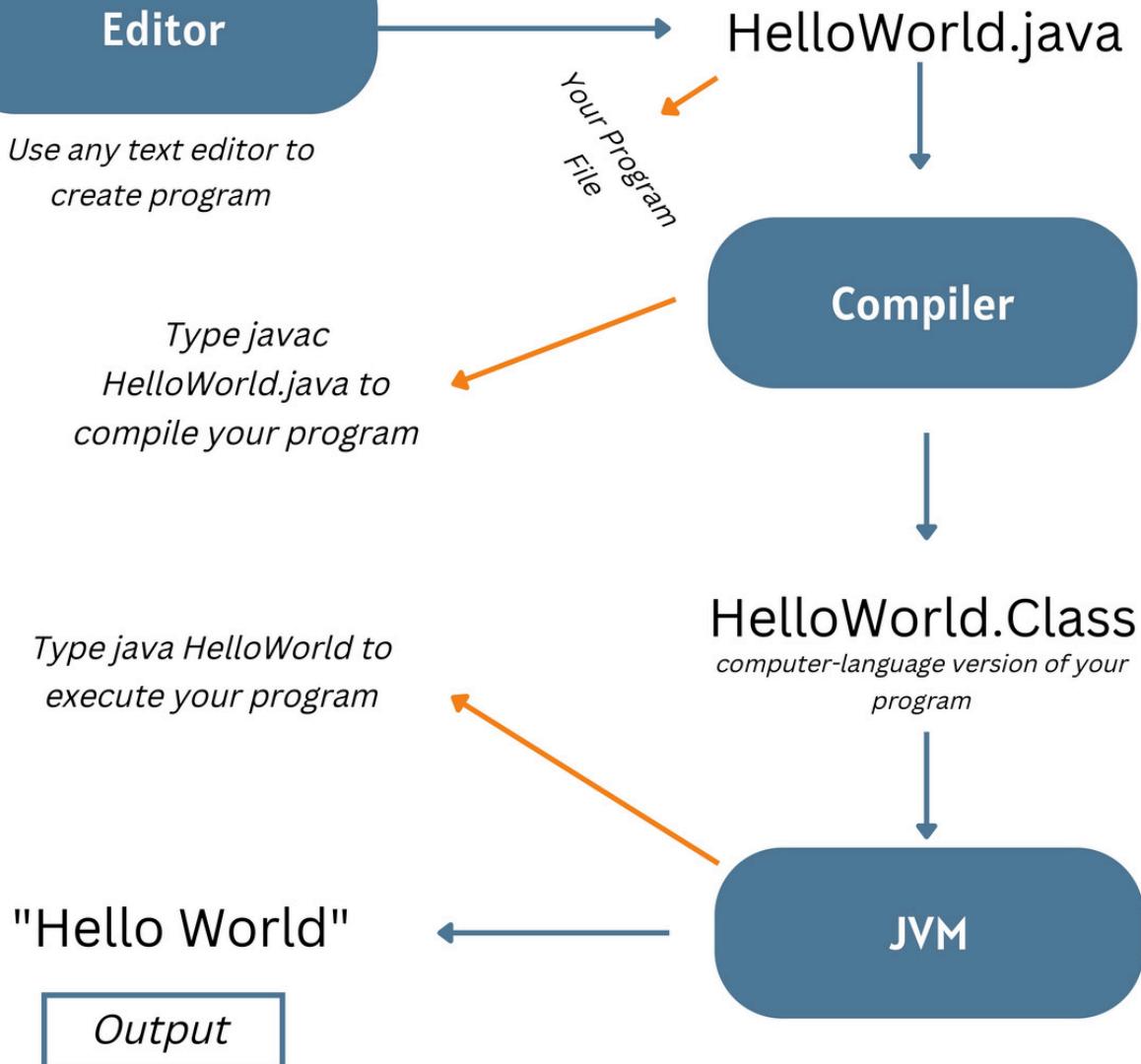
Main Method

Statement

The diagram illustrates the structure of a Java file named 'HelloWorld.java'. It shows the class definition 'public class HelloWorld {', the main method 'public static void main(String[] args) {', and the print statement 'System.out.println("Hello World")'. Arrows point from the text labels 'Class Name', 'Main Method', and 'Statement' to their respective parts in the code. The code is presented in a dark-themed code editor window.



## Editing, compiling, and executing.



## Data Types and Examples

---

Type	Set of Values	Common Operators
Int	Integers	+ - * / %
double	floating point numbers	+ - * /
boolean	boolean value	&&    !
char	characters	
String	sequence of characters	+

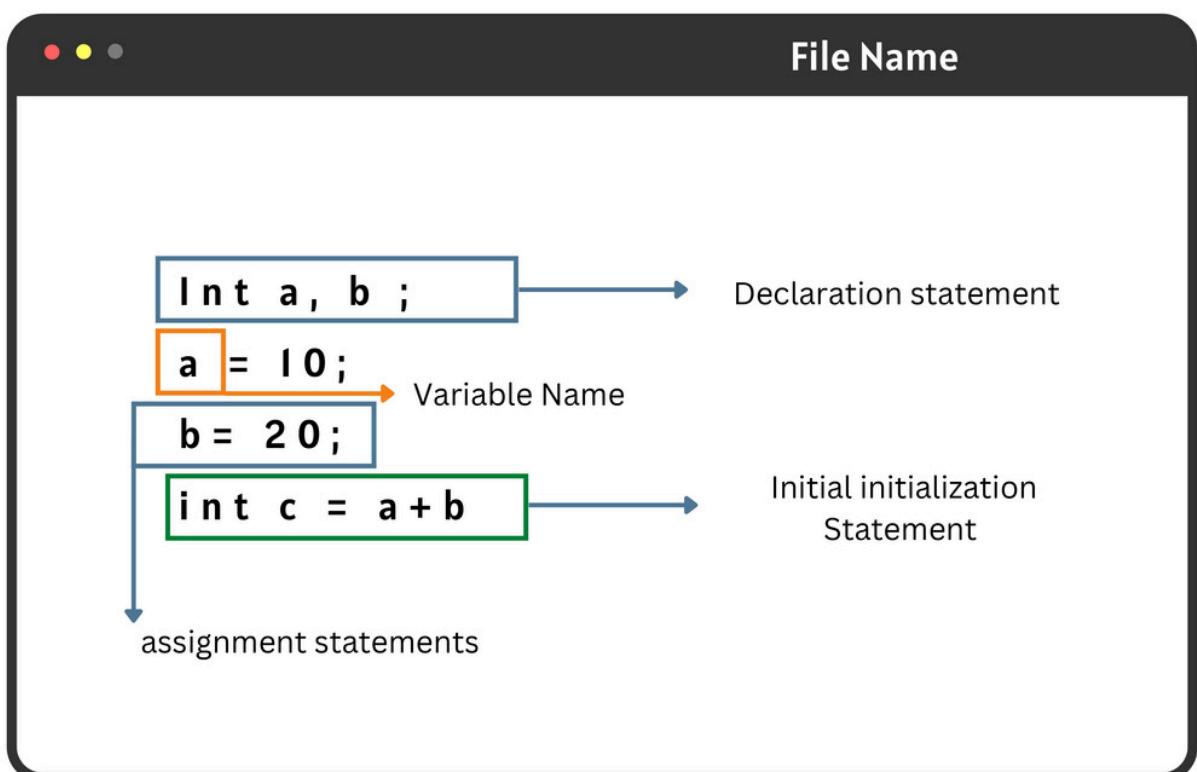
  

Int	:	74, 99, 21478521
double	:	3.5, 2.55, 6.0222e8
boolean	:	true , flase
char	:	'A' , 'D' , 'F' , '1' , '%' , '/n'
String	:	"AB" , "Hello"



## Declaration and assignment statements

---



# Integers

Values	Integers between -2^31 and +2^31-1
Examples	1234, 24, 5, 200000
Operations operators	sign add subtract multiply divide remainder + - * / %

# Floating-point numbers.

Values	Real Numbers (Specified by IEEE 754 Standard))
Examples	3.14159, 2.0, 1.4142556568, 6.022e23
Operations operators	add subtract multiply divide + - * /

# Floating-point numbers.

Values	true or false
literals	True / False
Operations operators	and or not &&    !



## Comparison operators.

---

<i>op</i>	<i>Meaning</i>	<i>True</i>	<i>False</i>
==	equal	$2 == 2$	$2 == 5$
!=	not equal	$3 != 2$	$2 != 2$
<	less than	$2 < 13$	$2 < 1$
<=	less than or equal	$3 <= 4$	$3 <= 2$
>	greater than	$14 > 5$	$5 > 14$
>=	greater than or equal	$3 >= 2$	$2 >= 3$

## Printing

---

`void System.out.print(String s)`  
`void System.out.println(String s)`

`print s`  
`print s`  
Followed by new line

`void System.out.println()`

`print a new line`



## if and if else statement

<i>absolute value</i>	<pre>if (x &lt; 0) x = -x;</pre>
<i>put the smaller value in x and the larger value in y</i>	<pre>if (x &gt; y) {     int t = x;     x = y;     y = t; }</pre>
<i>maximum of x and y</i>	<pre>if (x &gt; y) max = x; else        max = y;</pre>
<i>error check for division operation</i>	<pre>if (den == 0) System.out.println("Division by zero"); else          System.out.println("Quotient = " + num/den);</pre>
<i>error check for quadratic formula</i>	<pre>double discriminant = b*b - 4.0*c; if (discriminant &lt; 0.0) {     System.out.println("No real roots"); } else {     System.out.println((-b + Math.sqrt(discriminant))/2.0);     System.out.println((-b - Math.sqrt(discriminant))/2.0); }</pre>



## Nested if-else statement.

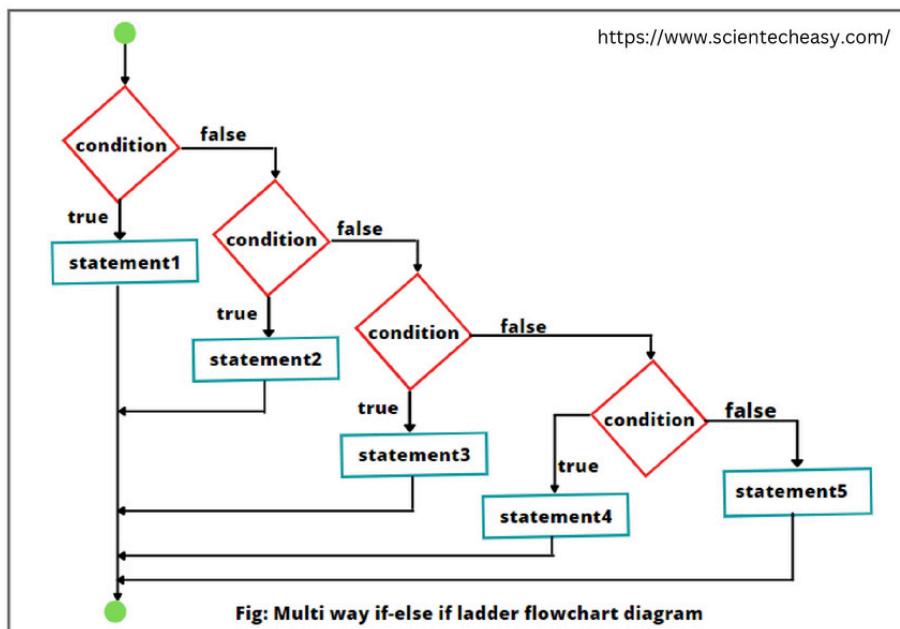
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```
// Outer if statement.  
if(condition)  
{  
// Inner if statement defined in outer if else statement.  
    if(condition)  
        statement1;  
}  
// Else part of outer if statement.  
else {  
    statement2;  
}  
For example:  
if (x > y)  
{  
    if (y > z)  
        System.out.println("x is greater than y and z"); //  
statement1.  
}  
else  
    System.out.println("x is less than or equal to y"); //  
statement2.
```



## if-else if Ladder Statements in Java

```
if(condition)
    statement1;
else if(condition)
    statement2;
else if(condition)
    statement3;
...
else
    statement4;
```



## while loop.

---

```
int power = 1;
while ( power <= n/2)
{
    power = 2*power;
}
```

Loop Continuation condition

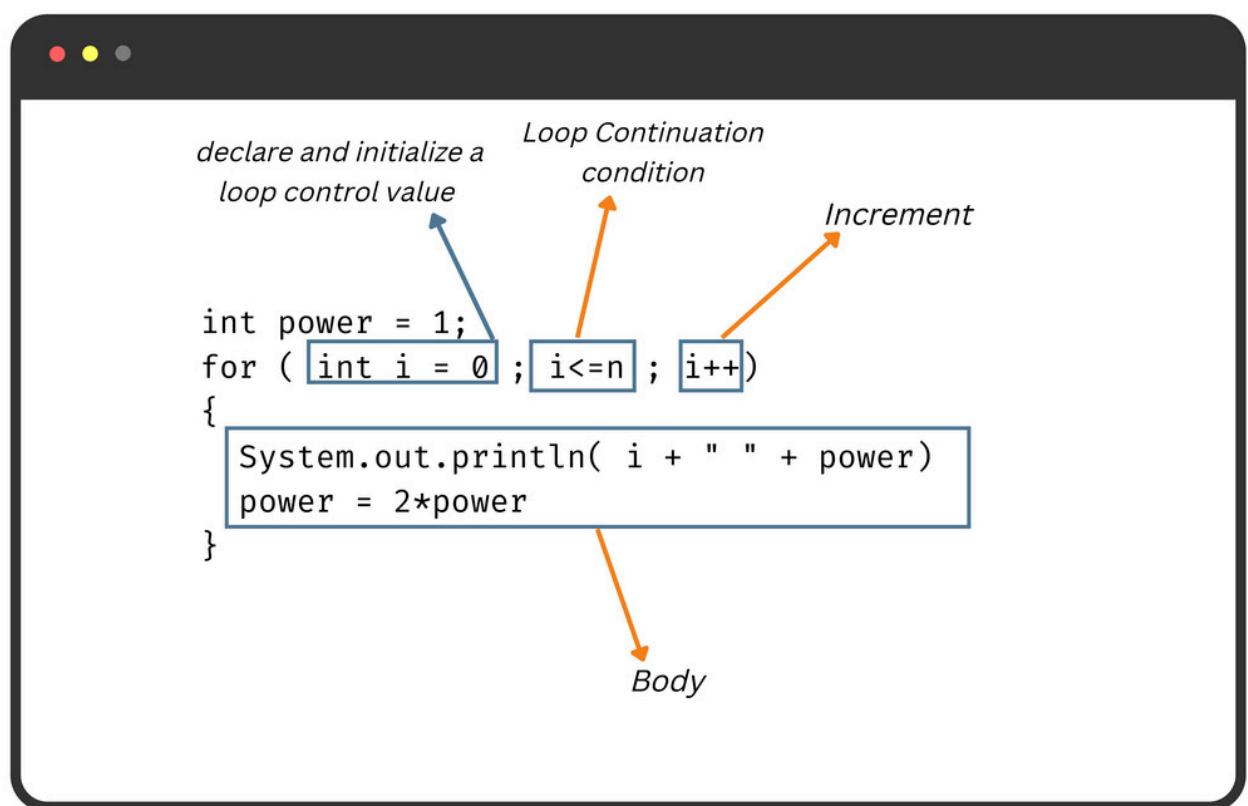
BODY

Brackets are option when body is a single statement



## For Loop

---



# Loops.

---

*compute the largest power of 2 less than or equal to n*

```
int power = 1;
while (power <= n/2)
    power = 2*power;
System.out.println(power);
```

*compute a finite sum  
 $(1 + 2 + \dots + n)$*

```
int sum = 0;
for (int i = 1; i <= n; i++)
    sum += i;
System.out.println(sum);
```

*compute a finite product  
 $(n! = 1 \times 2 \times \dots \times n)$*

```
int product = 1;
for (int i = 1; i <= n; i++)
    product *= i;
System.out.println(product);
```

*print a table of function values*

```
for (int i = 0; i <= n; i++)
    System.out.println(i + " " + 2*Math.PI*i/n);
```

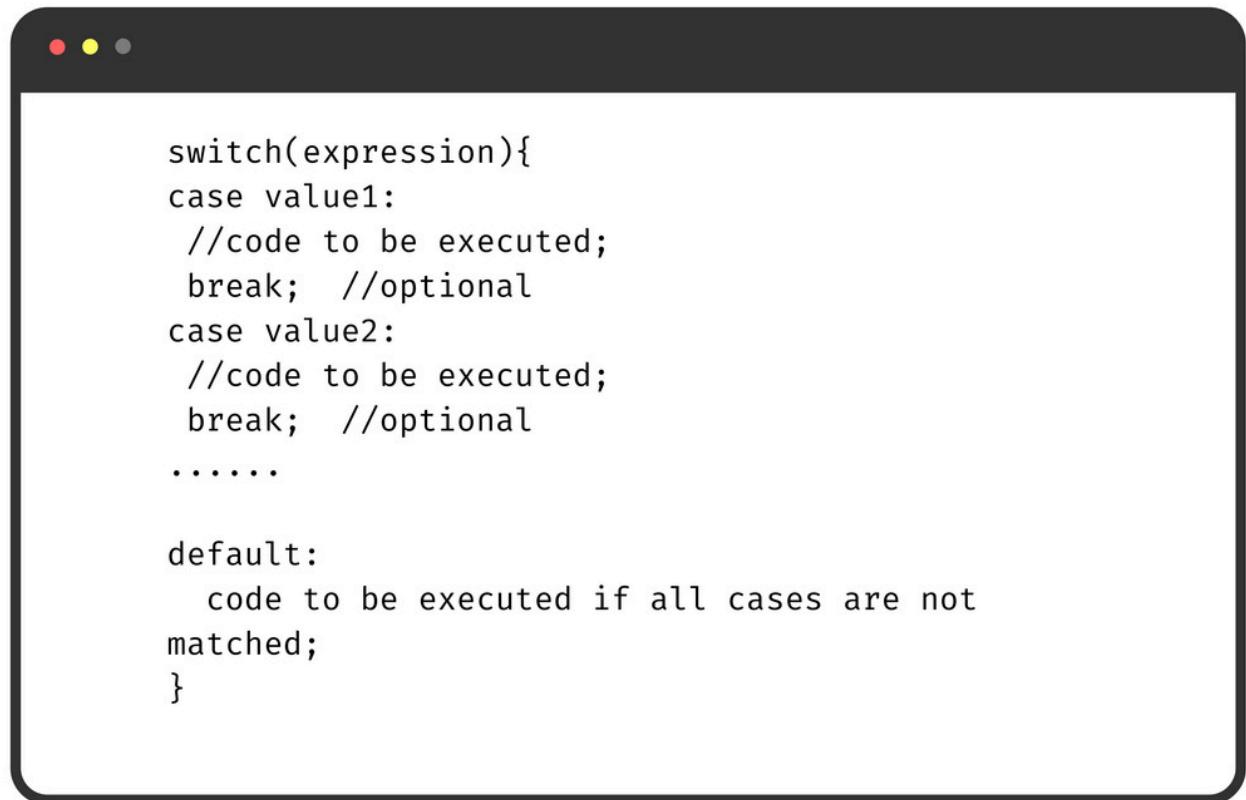
*compute the ruler function  
(see PROGRAM 1.2.1)*

```
String ruler = "1";
for (int i = 2; i <= n; i++)
    ruler = ruler + " " + i + " " + ruler;
System.out.println(ruler);
```



# Switch statement.

---



```
switch(expression){  
    case value1:  
        //code to be executed;  
        break; //optional  
    case value2:  
        //code to be executed;  
        break; //optional  
    ....  
  
    default:  
        code to be executed if all cases are not  
        matched;  
}
```



# Arrays

---

Single Dimensional Array in Java

**Syntax to Declare an Array in Java**

```
dataType[] arr; (or)  
dataType []arr; (or)  
dataType arr[];
```

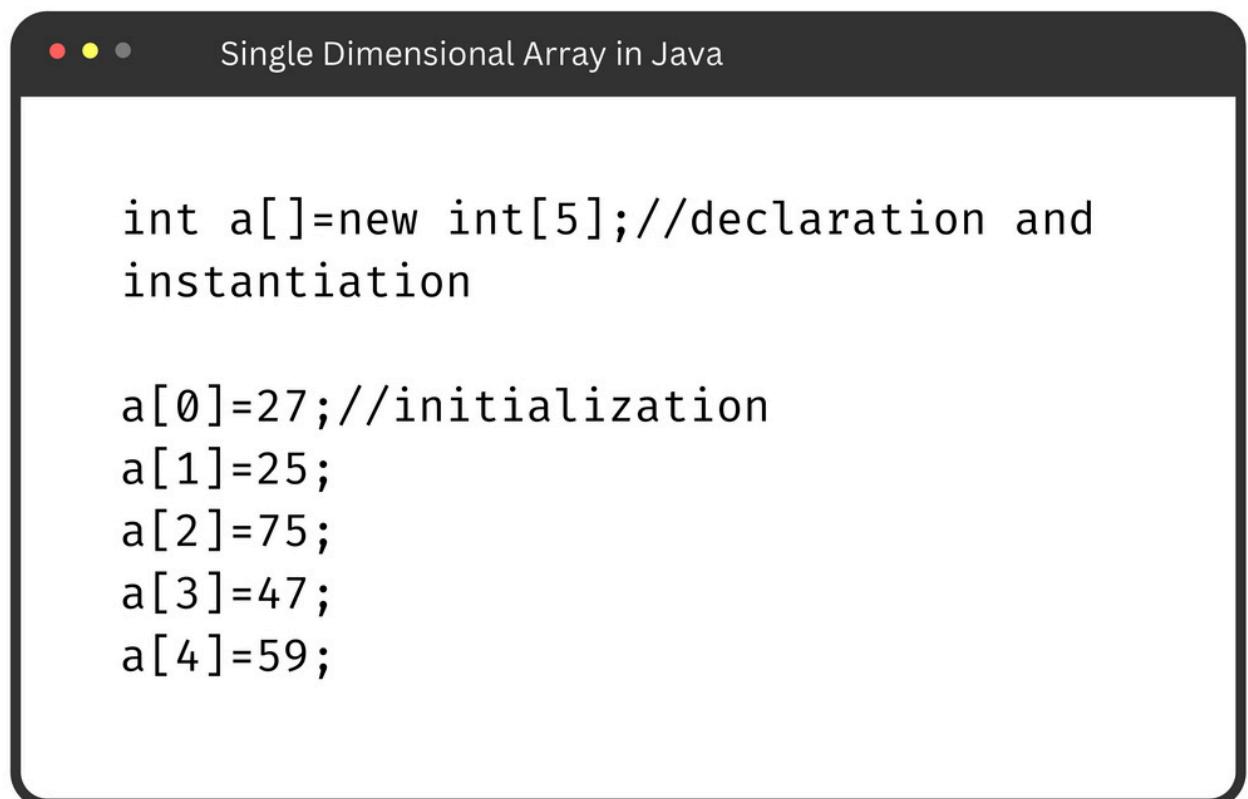
**Instantiation of an Array in Java**

```
arrayRefVar=new datatype[size];
```



# Arrays

---



A screenshot of a Java code editor window titled "Single Dimensional Array in Java". The code displayed is:

```
int a[]={}; //declaration and instantiation  
a[0]=27; //initialization  
a[1]=25;  
a[2]=75;  
a[3]=47;  
a[4]=59;
```



# Arrays

---

Multidimensional Array in Java

**Syntax to Declare Multidimensional Array in Java**

```
dataType[][] arrayRefVar; (or)
dataType [][]arrayRefVar; (or)
dataType arrayRefVar[][]; (or)
dataType []arrayRefVar[];
```

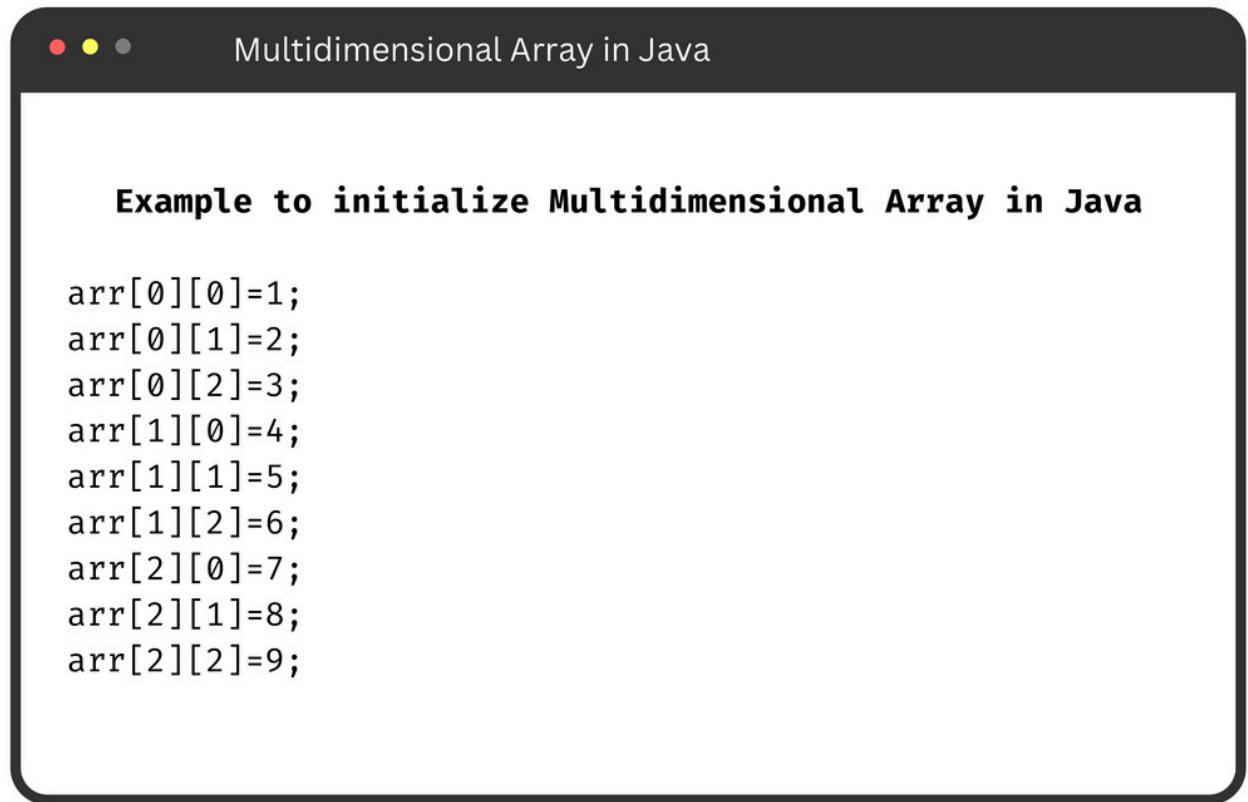
**Example to instantiate Multidimensional Array in Java**

```
int[][] arr=new int[3][3];//3 row and 3 column
```



# Arrays

---



Multidimensional Array in Java

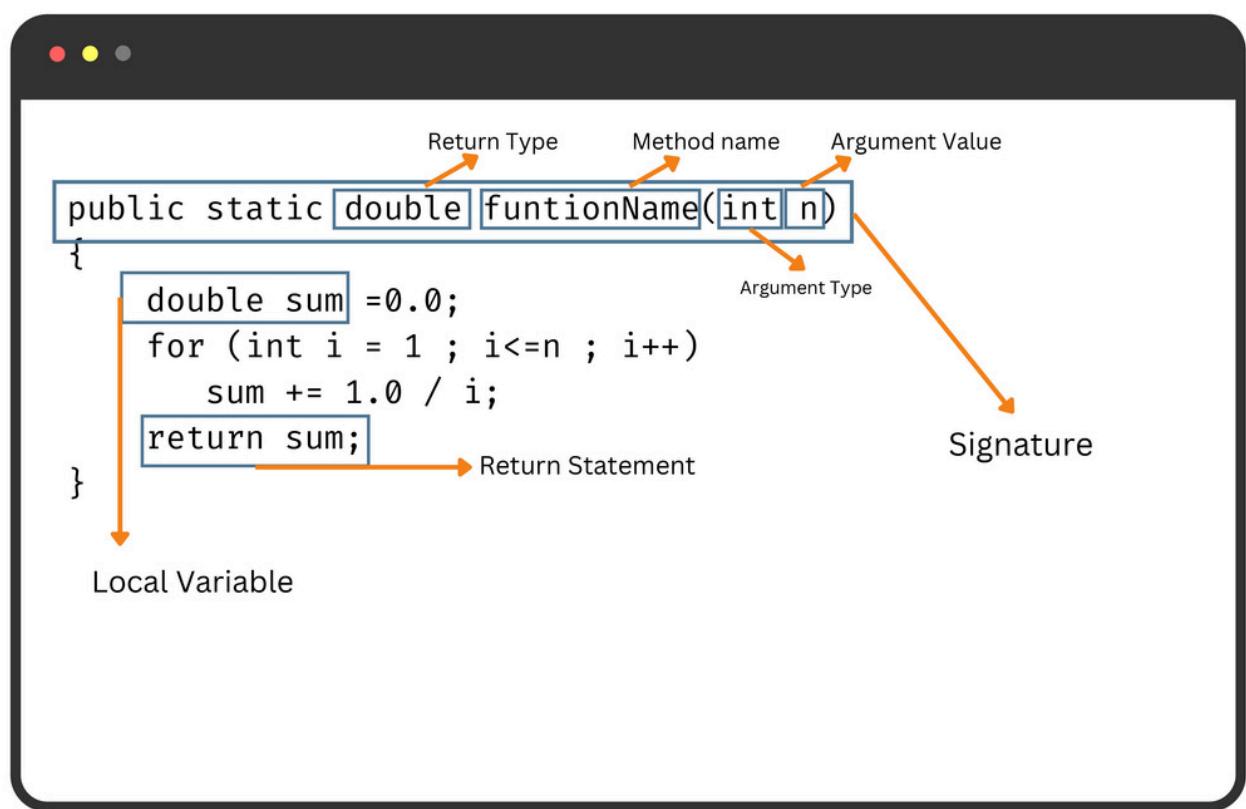
```
Example to initialize Multidimensional Array in Java

arr[0][0]=1;
arr[0][1]=2;
arr[0][2]=3;
arr[1][0]=4;
arr[1][1]=5;
arr[1][2]=6;
arr[2][0]=7;
arr[2][1]=8;
arr[2][2]=9;
```



# Functions

---



# Functions

*absolute value of an int value*

```
public static int abs(int x)
{
    if (x < 0) return -x;
    else        return x;
}
```

*absolute value of a double value*

```
public static double abs(double x)
{
    if (x < 0.0) return -x;
    else          return x;
}
```

*primality test*

```
public static boolean isPrime(int n)
{
    if (n < 2) return false;
    for (int i = 2; i <= n/i; i++)
        if (n % i == 0) return false;
    return true;
}
```

*hypotenuse of a right triangle*

```
public static double hypotenuse(double a, double b)
{   return Math.sqrt(a*a + b*b); }
```

*harmonic number*

```
public static double harmonic(int n)
{
    double sum = 0.0;
    for (int i = 1; i <= n; i++)
        sum += 1.0 / i;
    return sum;
}
```

*uniform random integer in [0, n)*

```
public static int uniform(int n)
{   return (int) (Math.random() * n); }
```

*draw a triangle*

```
public static void drawTriangle(double x0, double y0,
                                double x1, double y1,
                                double x2, double y2 )
{
    StdDraw.line(x0, y0, x1, y1);
    StdDraw.line(x1, y1, x2, y2);
    StdDraw.line(x2, y2, x0, y0);
}
```



# Classes

```
public class Charge
{
    private final double rx, ry;
    private final double q;

    public Charge(double x0, double y0, double q0)
    {   rx = x0; ry = y0; q = q0; }

    public double potentialAt(double x, double y)
    {
        double k = 8.99e09;
        double dx = x - rx;
        double dy = y - ry;
        return k * q / Math.sqrt(dx*dx + dy*dy);
    }

    public String toString()
    {   return q + " at " + "(" + rx + ", " + ry + ")"; }

    public static void main(String[] args)
    {
        double x = Double.parseDouble(args[0]);
        double y = Double.parseDouble(args[1]);
        Charge c1 = new Charge(0.51, 0.63, 21.3);
        Charge c2 = new Charge(0.13, 0.94, 81.9);
        double v1 = c1.potentialAt(x, y);
        double v2 = c2.potentialAt(x, y);
        StdOut.printf("%.2e\n", (v1 + v2));
    }
}
```

Annotations:

- instance variables* points to `rx`, `ry`, and `q`.
- constructor* points to the constructor `Charge(double x0, double y0, double q0)`.
- instance methods* points to the method `potentialAt(double x, double y)`.
- test client* points to the `main` method.
- create and initialize object* points to the lines `Charge c1 = new Charge(0.51, 0.63, 21.3);` and `Charge c2 = new Charge(0.13, 0.94, 81.9);`.
- object name* points to `c1` and `c2`.
- class name* points to `Charge`.
- instance variable names* points to `rx`, `ry`, and `q`.
- invoke constructor* points to the constructor call in `c2.potentialAt(x, y);`.
- invoke method* points to the method call `c2.potentialAt(x, y);`.

