# Lecture 9¾: End of Part One

## Question Time

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# Java

"Who uses Java? What experience do you need to work with Java?"

# Conventions

"Can you confirm the conventions we need to follow in Java?"

# Sorting

"Can we look at how to sort an ArrayList in descending order?"

# toString

"What is the toString method all about and how do you write one?"

# getters and setters

## "Should you include getters and setters even if you don't need them?"

# Wrapper Classes

"I've seen Java examples using types like Double and Integer.  What are those?"

# Keyboard

"What's the easiest way to read values from the keyboard?"

# static methods

## "IntelliJ keeps talking about static context. What's that all about?"

# Comments

"Are you serious when you say we shouldn't put comments in our programs?"

90% of all code comments:

CAT

# Comments

**The Elder Rule of Comments**

*Include a comment if some code needs explanation.*

*Then look at the code really, really, carefully to see if you can refactor it to remove the need for a comment.*

*If the comment is still there, look again.*

```java
/*
 * This method always returns true.
 */

public boolean santaExists () {
  return false;
}
```

# Comments

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# IntelliJ Demo Time