

Module1 --1.4

Notebook: Module 1_note

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1. in switchcase, we can use byte,int, short,char and String.
2. case invoke, take the value of the two options
3. for and while can be used in loop; but for usually used in the case that we know the numbers in loop, how many time the loop will be operated; while for we only know the conditions.
4. generate the random numbers in javaf
 - o import java.util.Random
 - o Random rd = new Random();
 - o int i = rd.nextInt(upperbound); if nextInt(10), the answer will be a number from 0 to 9.
5. the square root in java
 - o import java.lang.Math
 - o and the function is Math.sqrt(int)
6. in while loop,
 - o usually, the system is
while(condition){
}
o if , we add ; after the (condition), this will be a null loop
7. if we want the system to sleep for fee minutes, it would use Thread.sleep(millis) and right after the args) throws Exception