

CIS 1068 Study Guide

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This list is by no means exhaustive

- Assignment statement
- Types
 - Primitives
 - * Variables hold the value
 - * Types
 - `int` and `long`
 - `float` and `double`
 - `char`
 - `boolean`
 - Objects
 - * Collection of fields and methods.
 - * Variables for object hold a reference to where the object is located in memory.
 - * Can have a parent class.
- Arithmetic
- Boolean Logic
- Scanner
 - How to read from user
 - How to read from file
- If-else statements
- `for`
- `while`
- `do-while`
- Methods

- static vs instance
 - parameters
 - return types
- Arrays
- Multidimensional Array
- `try-catch`
 - Single `try` statement to prevent an `Exception` from crashing program
 - First relevant `catch` executes if `Exception` occurs
 - Optional `finally` on end.
- Objects
 - Object vs Classes
 - Instance vs static vs local variables
- Inheritance
- Polymorphism
- Recursion
 - Method calls itself to solve problem.
 - Does not result in an infinite loop as the base case will terminate the recursion.