CSE 142 Final Cheat Sheet

```
for (initialization; test; update) {
    statement(s);
    ...
}

if (test) {
    statement(s);
} else if (test) {
    statement(s);
} else {
    statement(s);
} else {
    statement(s);
}

    statement(s);

    return expression;
}
```

Math Method	Description
Math.abs(<i>value</i>)	absolute value
Math.min($v1$, $v2$)	smaller of two values
Math.max(<i>v1</i> , <i>v2</i>)	larger of two values
Math.round(value)	nearest whole number
Math.sqrt(value)	square root
Math.pow(<i>b</i> , <i>e</i>)	base to the exponent power

Random Method	Description	
nextInt(<i>max</i>)	random integer from 0 to max-1	

String Method	Description
contains (str)	true if this string contains the other's characters inside it
endsWith(str), startsWith(str)	true if this string starts/ends with the other's characters
equals(str)	true if this string is the same as str
equalsIgnoreCase(str)	true if this string is the same as str, ignoring capitalization
indexOf(str)	index in this string where given string begins (-1 if not found)
length()	number of characters in this string
replace(str1, str2)	replace all occurrences in this string of str1 with str2
substring(i, j)	characters in this string from index i (inclusive) to j (exclusive)
toLowerCase(), toUpperCase()	a new string with all lowercase or uppercase letters
charAt(i)	returns char at index i

Scanner Method	Description
nextInt()	reads/returns input token as int
next()	reads/returns input token as String
nextDouble()	reads/returns input token as double
nextLine()	reads/returns line as String
hasNextInt()	returns true if there is a next token and it can be read as an int
hasNext()	returns true if there is a next token to read
hasNextDouble()	returns true if there is a next token and it can be read as a double
hasNextLine()	returns true if there is a next line to read

```
Declaring and using Arrays
```

```
type[] name = new type[length];
name[index] = value;
```

Classes

```
Field (data inside each object)
                                           Constructor (code to initialize new objects)
   private type name;
                                              public className(parameters) {
                                                   statements;
Method (behavior inside each object)
   public type name(parameters) {
       statements;
                                           toString method (called when an object is printed)
                                              public String toString() {
                                                   code that produces/returns a String;
```

Inheritance

```
public class name extends superclass {
}
```

Critter classes

}

```
public class name extends Critter {
    fields
    constructor
    public boolean eat() {
        statement(s) that return true (eat) or false (don't eat);
    public Attack fight(String opponent) {
         returns either Attack.ROAR, Attack.POUNCE, or Attack.SCRATCH;
    public Color getColor() {
        statement(s) that return a Color;
    public Direction getMove() {
        statement(s) that return either Direction.NORTH, Direction.SOUTH,
         Direction. EAST, Direction. WEST, or Direction. CENTER;
    public String toString() {
        statement(s) that return a String;
```