

# Chapter 1 Primitive Java

- review of primitives
- applicable to any language
- static and control review

\* javac - compiler

java - runtime

boolean

byte

short

int

long

float

double

char

## Logical

==    ||  
!=    & &  
>=     
!=

## direct

int a = 0;

## indirect

int a;

a = 0;

## Casting

int x = 1;

int y = 6;

double quotient;

quotient = (double)x / y;

## Assignment

=

+=    \*=

--    /=

## Unary

-a

a++    ++a

a--    --a

## Control

if

elseif

else

break

continue

for(int i = 0; i < 10; i++)

while (a == false)

do {

} while (a)

## Control pt.2

switch(a) {

case 0:

break;

case 1:

break;

var ?    yes : no

$$4 + 5 + 2 + 1$$

## Chapter 1 cont.

## methods

header : `Public void Max(int a);`

body/declaration: " {

Static allows for global & static methods

## method overloading

```
public static int Max (double a);  
public static int Max (int a);
```

## Storage

statut fiscal double  $PI = 34\%$

↑                      ↑  
accessible          constant  
by  
str+2