



General Information

public ... access privilege - access from everywhere
private ... access privilege - no access from outside
protected ... access privilege - access from package only
static vs nonstatic
static ... execute when starting the class, always usable (without creating a class), can always be only one value
nonstatic ... requires the creation of a class, before access to it

public class Helloworld { ... head of class
public Helloworld() { ... } ... constructor
}

void ... return type (void, String, int[], ...)
System.out.print("h w") ... functionCall(argument)
javac Helloworld.java ... command for compile Helloworld.java → H....class
java Helloworld ... command for execute H....java with H....class

Class

```
public class Human { // Human.java
    public String name;
    public Human(String name) {
        this.name = name;
    }
}

// heredity in UML

/* Terrestrial.java gets Human attribute */
/* age is only available in this class (private) */
/* super(name) get attribut

public class Terrestrial extends Human {
    private int age;
    public Terrestrial(String name, int age) {
        super(name);
        this.age = age;
    }
}

public static void main(String[] args) {
    Terrestrial jdObject = new Terrestrial("John Doe", 42);
    System.out.println(jdObject.name + " " + jdObject.age);
}

/*
object vs class
class:
- blueprint, how does it work
- won't be executed
- can not do anything
object:
- concrete form of a class
- accomplished functions
(e.g. mercedes in my garage )
*/
```

Numbers

byte total = 3 * 3; // 9 **8 bit**
short total = 3 * 3; // 9 **16 bit**
int total = 3 * 3; // 9 **32 bit**
int total = 5 + 2 * 3; // 11
// 3
long total = 3L; // 5.25 **64 bit**
float total = 1.50f + 3.75f; // 5.25 **32 bit**
double total = 1.50 + 3.75; **64 bit**

int total = (int)5.4 + 3; // 8 typecast
int nine = Integer.parseInt("9"); // 9
int modulo = 9 % 2 // 1 **rest**

Operators

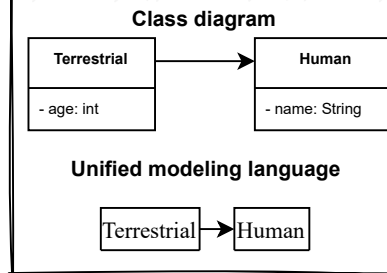
```
int a = 5 + 4; // 9
int b = 5 - 4; // 1
int c = 5 * 4; // 20
int d = 5 / 4; // 1
int e = 23 % 4 /* 3 modulo results in remainder
               with integer division */
```

Strings

```
String name = "Pacman is yellow"; // Pacman is yellow object
String.valueOf(name.charAt(0)); // P
name.length(); // 6
name.split(" "); // ["Pacman", "is", "yellow"]
String.valueOf(total.split(" ")[0]); // Pacman
String.join("Pacman", "is", "yellow") // Pacmanisyellow
String nine = Integer.toString(9); // "9"
total.replace("Pacman", "Sun") // "Sun is yellow"
```

```
char a = 'A'; // A
char b = 'B'; // B
System.out.println(a + b); // 131 16 bit
String surname = "John"; // John
String famillyname = "Doe"; // Doe
String fullname = surname + famillyname; // JohnDoe = Concatenate / link Strings
```

UML / Class diagram



Methods

```
public class MyClass {
    public static int methodName(double n) { // public ... see also @ General Information
        return (int) n; // static ... see also @ General Information
    }
    // int ... return type, only one type possible
    /* double n ... transfer parameter as type double, more than one
    parameters possible */
    // return ... return value, not output value!

    public static String twoDigitsAfterComma(double number) { // String method gets a number
        String str = String.format("%.2f", number); // formats number into String
        return str; // returns String
    } // method end

    public static void main(String args[]) {
        System.out.println(twoDigitsAfterComma(4.2/2) + " Euro"); /* "2.10 Euro", twoDigitsAfterComma
        method call */
        System.out.println(methodName(5.2)); // 5 , methodName method call
    }
}
```

While Loops

```
int i = 0;           // counter

while(true){        // As long as true
    i++;             // i increment by 1
    if(i == 2){
        continue;    // go to next loop
    }
    if(i == 4){
        break;        // end loop
    }
    System.out.print(i); // 13
}
```

For Loops

```
int[] number = { 6, 5, 4, 3, 2, 1 }; // int Array

for (int i = 0; i < number.length; i++) { /* 654321, access to
    System.out.print(number[i]);           location of i in array
                                           */
}

int[] number = { 1, 2, 3, 4, 5, 6 };
for (int i : number) {                   // for each
    System.out.print(i);                 // 123456
}
```

Lists

```
int[] numbers = {2,4,1}; // int array → immutable
// index = location of number
// index = 0      index = 1      index = 2

double[] numbers; // double array
char[] letters = {'Y','E','S'}; // char array one-dimensional
int[][] matrix; // int array two-dimensional
int[][][] matrix_4x_4x; // int array four-dimensional
int[] empty = new int[5]; // {0,0,0,0,0}
int[][] empty2 = new int[2][2]; // { {0,0} , {0,0} }
numbers.length // 3
```

Heredity

```
public class Terrestrial extends Human {}
```

```
public interface Polygon{} ... Polygon.java
```

```
public interface Circle{} ... Circle.java
```

```
public class Geometry implements Polygon, Circle{} ... Geometry.java
```

```
public abstract Animal{} ... Animal.java
```

```
public class Dog implements Animal{} ... Dog.java
```

/*

extends (normal heredity of classes) - only one super class

implements (heredity interfaces) - use as much interfaces as you need

interfaces: completely abstract, methods don't have a body

abstract classes: can be normal or abstract = methods that are always the same can get a body, there are no objects create-able, **see also @ Override**

*/

Imports / Java-packages

```
import java.util.Scanner; // Scanner: used to intercept user input
import java.math.*;       // used for e.g. randomized numbers
    math.random(5);       // 0...5
    math.pow(5,2);        // 52 calculates potentiaates
    math.round(5.9999);   // 6
import java.util.ArrayList;
    ArrayList<String> cars = new ArrayList<String>();
    cars.add("Volvo");
import java.lang.Exception; // see also @ Exceptions
import java.lang.Throwable; // see also @ Exceptions
```

Enum

```
public enum Color           /* brief list
{                           of various
    black, red, yellow, unknown; acceptable
}                           values */
```

Exceptions

```
try { // try ... catch ...
    int i = scanner.nextInt(); // try to do this (i) and
}

catch(InputMismatchException ime) { // if error occurs handle this with output
    System.out.println("Please enter an Integer"); // "Please enter an Integer"
} // this program could go ahead*/

if(i<10){ // throw error
    throw new IllegalArgumentException("wrong number"); // if i >= 10 output "wrong number"
} // this program stops immediately
// */
```

Override

```
@Override // overwrites methods of parent class e.g. to give the
// method a body in the interface */
```

```
public interface Polygon{
    public int acreage;
    public int perimeter;
}
```

```
/*
public class Polygon{
    @Override
    public int acreage(){
        return a * b;
    };
    public int perimeter(){
        return 2 * (a + b);
    }
}

public abstract class Polygon {
    int a;
    int b;
    public Polygon(int a, int b){
        public int acreage;
        public int perimeter(){
            return a + b;
        }
    }
}
*/
```

Conditional Statements

```
boolean truth_value = true; // true
                                // boolean ... express truth value true or false

double temp = 40;
if(temp <= 4){                  // if(condition){do something}
    System.out.println("Winter is coming!"); // smaller than or equal to 4
} else if(temp > 4 && temp < 8){
    System.out.println("Fall is coming!"); // greater than 4 AND smaller than 8
} else if((temp == 9) || (temp == 10)){    // = assignment, == boolean operator
    System.out.println("Fall is here!"); // 9 OR 10
} else if(!(temp < 11)){                  // NOT smaller than 11
    System.out.println("Climate change is here"); // "Climate change is here"
}

int weekday = 3;
String day;

switch (weekday) {              // switch(condition){
    case 1:                     // case condition:
        day = "Monday";        // do something;
        break;                 // until break; ...}
    case 2:
        day = "Tuesday";
        break;
    default:
        day = "no saved day"; // if condition is false do something
        break;                // break is necessary, otherwise loop
}
/*
!(x && y) is same as !x || !y
!(x || y) is same as !x && !y
!(a < 3 && b == 10) is same as a >= 3 || b != 10
*/

int a = 4;                      // && = sequential conjunction
int b = 5;                      // || = sequential disjunction
if(a > 0 && b > 0){              /* sequential ... first I evaluate partial
                                statements & then adjust the result */
}

int a = 4;                      // & = strict conjunction
int b = 5;                      // |= strict disjunction
if(a > 0 & b > 0){              /* strict ... I evaluate statements from
                                left to right and note partials */
}

int a = 4;
// int b = 5;
if(a > 0 & b > 0){ // int b == 'UNDEFINED'; // causes error
}

// true && true → works
// true & true → works
// true && UNDEFINED → works
// true & UNDEFINED → error
```