//------------COLLECTIONS-------------

//Declare List collection variable with values

//Order is important

//Same items can be recorded multiple times

//add remove methods

String text;

List<String> myList;

System.debug(myList);

List<String> myNewList = new List<String> ();

System.debug(myNewList);

List<String> salesforceDevelopers = new List<String>{'Ege', 'Melek', 'Maxwell', 'Hatice', 'Fatma Zehra'};

System.debug(salesforceDevelopers);

salesforceDevelopers.add('Adam');

salesforceDevelopers.add('Kezban');

salesforceDevelopers.add('Muzgen');

//System.debug(salesforceDevelopers);

//System.debug(salesforceDevelopers.get(1));

//salesforceDevelopers.remove(1);

//System.debug(salesforceDevelopers);

salesforceDevelopers.set(0, 'Muzgen');

System.debug(salesforceDevelopers);

salesforceDevelopers.clone();

//Use clone function for a list

//Declare Set collection variable with values

//Order is not important

//Unique values stored in Set

//add remove methods

//Declare Map collection variable with values

//Key value pairs

//Key is unique

//Value can be same

//put remove methods

//Declare sObjects (standard and custom)

//------------COLLECTIONS-------------

//Declare List collection variable with values

//Order is important

//Same items can be recorded multiple times

//add remove methods

String text;

List<String> myList;

System.debug(myList);

List<String> myNewList = new List<String> ();

System.debug(myNewList);

List<String> salesforceDevelopers = new List<String>{'Ege', 'Melek', 'Maxwell', 'Hatice', 'Fatma Zehra'};

System.debug(salesforceDevelopers);

salesforceDevelopers.add('Adam');

salesforceDevelopers.add('Kezban');

salesforceDevelopers.add('Muzgen');

//System.debug(salesforceDevelopers);

//System.debug(salesforceDevelopers.get(1));

//salesforceDevelopers.remove(1);

//System.debug(salesforceDevelopers);

salesforceDevelopers.set(0, 'Muzgen');

System.debug(salesforceDevelopers);

salesforceDevelopers.clone();

//Use clone function for a list

List<String> salesforceStars = new List<String> (salesforceDevelopers.clone());

System.debug('The Salesforce Stars are: ' +salesforceStars);

System.debug(salesforceStars.size());

//Declare Set collection variable with values

//Order is not important

//Unique values stored in Set

//add remove methods

Set<Integer> myNumber = new Set<Integer>{3, 9};

Set<Integer> myNumbers = new Set<Integer>{1,2, 4,6, 2, 5, 2};

System.debug(myNumbers);

myNumbers.add(7);

System.debug(myNumbers);

myNumbers.remove(2);

System.debug(myNumbers);

System.debug(myNumbers.size());

myNumbers.addAll(myNumber);

System.debug(myNumbers);

//Declare Map collection variable with values

//Key value pairs

//Key is unique

//Value can be same

//put remove methods

Map<Integer, String> salesforceStudents = new Map<Integer, String> {1001 => 'Ali', 1002 => 'Isabelle', 1003=> 'Destiny'};

system.debug(salesforceStudents);

salesforceStudents.put(1004, 'Didem');

system.debug(salesforceStudents);

salesforceStudents.put(1005, 'Fatma');

salesforceStudents.put(1006, 'Didem');

system.debug(salesforceStudents.values());

system.debug(salesforceStudents.size());

//Declare sObjects (standard and custom)

Account myAccount = new Account();

Contact myContact = new Contact();

System.debug(myAccount);

Account myAccount = new Account(Name = 'Salesforce', ShippingCountry = 'Canada');

System.debug(myAccount);

myAccount.BillingCountry = 'USA';

System.debug(myAccount);

Todo\_\_c myTodo = new Todo\_\_c();

System.debug(myTodo);

myTodo.Tasks\_\_c = 'Call Michael';

System.debug(myTodo);

//………….CONSTANTS……………..

//Create Enum values for weekdays

//Declare a constant value use Final

//Operators

//=

//== !=

// === !==

// <, >

// &&, ||

//Math operators (+, -, \*, / )

//x += 1

//X++, x--

//------------COLLECTIONS-------------

//Declare List collection variable with values

//Order is important

//Same items can be recorded multiple times

//add remove methods

List<String> myList;

System.debug(myList);

List<String> myNewList = new List<String>();

System.debug(myNewList);

List<String> saleforceDevelopers = new List<String>{'Ege', 'Melek', 'Maxwell', 'Hatice','Fatma Zehra'};

System.debug(saleforceDevelopers);

saleforceDevelopers.add('Adam');

saleforceDevelopers.add('Kezban');

saleforceDevelopers.add('Muzgen');

//System.debug(saleforceDevelopers);

//System.debug(saleforceDevelopers.get(1));

//saleforceDevelopers.remove(1);

//System.debug(saleforceDevelopers);

saleforceDevelopers.set(0,'Muzgen');

System.debug(saleforceDevelopers);

//Use clone function for a list

saleforceDevelopers.clone();

List<string> salesforceStars = new List<string>(saleforceDevelopers.clone());

System.debug('Ege\'s favourite friends are: ' + salesforceStars);

System.debug(salesforceStars.size());

//Declare Set collection variable with values

//Order is not important

//Unique values stored in Set

//add remove methods

Set<Integer> myNumber = new Set<Integer>{3,9};

Set<Integer> myNumbers = new Set<Integer>{1,2, 4,6, 2, 5, 2};

System.debug(myNumbers);

myNumbers.add(7);

System.debug(myNumbers);

myNumbers.remove(2);

System.debug(myNumbers);

System.debug(myNumbers.size());

myNumbers.addAll(myNumber);

System.debug(myNumbers);

//Declare Map collection variable with values

//Key value pairs

//Key is unique

//Value can be same

//put remove methods

Map<Integer, String> salesforceStudents = new Map<Integer, String>{1001 => 'Ali', 1002 => 'Isabelle', 1003 =>'Destiny'};

System.debug(salesforceStudents);

salesforceStudents.put(1004, 'Fatma');

System.debug(salesforceStudents);

salesforceStudents.put(1004, 'Didem');

salesforceStudents.put(1005, 'Fatma');

salesforceStudents.put(1006, 'Fatma');

System.debug(salesforceStudents);

System.debug(salesforceStudents.values());

System.debug(salesforceStudents.size());

//Declare sObjects (standard and custom)

Account myAccount = new Account();

Contact myContact = new Contact();

System.debug(myAccount);

Account myAccount = new Account(Name= 'Salesforce', ShippingCountry = 'Canada');

System.debug(myAccount);

myAccount.BillingCountry = 'USA';

System.debug(myAccount);

Todo\_\_c myTodo = new Todo\_\_c();

System.debug(myTodo);

myTodo.Tasks\_\_c = 'Call Michael';

System.debug(myTodo);

//………….CONSTANTS……………..

//Create Enum values for weekdays

Enum weekdays {MONDAY, TUESDAY, WEDNESDAY, THURSDAY, FRIDAY}

System.debug(weekdays.Monday);

System.debug(weekdays.values());

system.debug(weekdays.Tuesday.name());

System.debug(loggingLevel.values()); // camelCase

//Declare a constant value use Final

String fuel = 'Fear';

system.debug(fuel);

fuel = 'worrysome';

system.debug(fuel);

fuel= ' positive attitude';

system.debug(fuel);

Final String FUEL = 'Fear'; //SNAKE\_CASE

system.debug(fuel);

//fuel = 'worrysome';

//system.debug(fuel);

//fuel= ' positive attitude';

//system.debug(fuel);

Final Date COMPANY\_FOUNDATION\_DATE = Date.newInstance(2019, 11, 1);

System.debug(COMPANY\_FOUNDATION\_DATE.format());