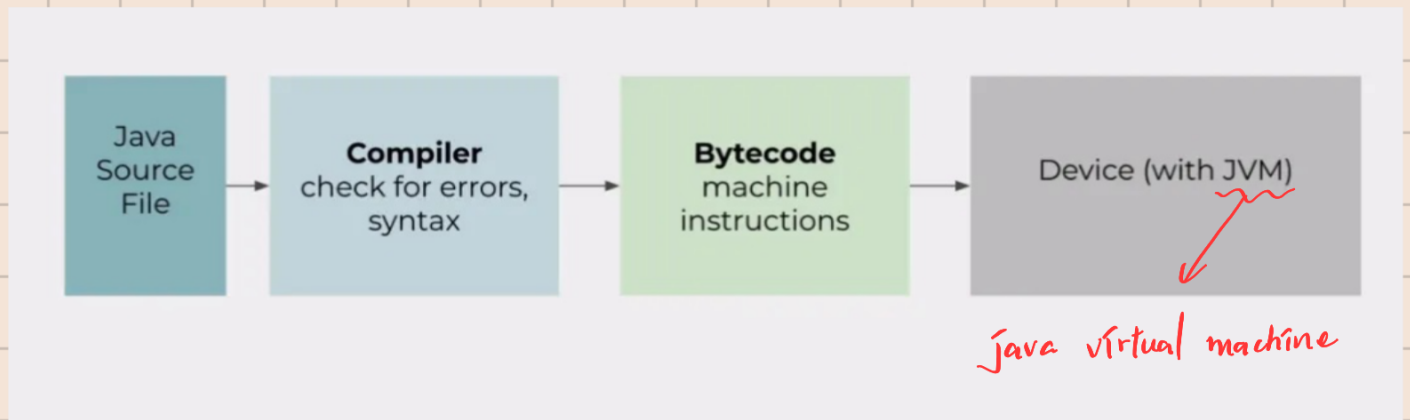


How Java Works



Variables

`String name = "Logan";`

`System.out.println("Hello" + name);`

JAVA
";" is needed
"//" is comment

`int age = 10;` → Integer: 32 bits in java

`long age = 100L;` → long: 64 bits in java
↑
L is needed, otherwise it will be integer

`byte myByte = 1;` → 8 bits

`short myShort = 10;` → 16 bits

`float width = 0.56f;` → 32 bits

`double height = 5.9;` → 64 bits

char letter = 'c'; single quote for char
double for string

boolean isTall = true;

Operators

*. Comment =

1) //

2) /**/

double a = 20;

double b = 34;

int sum = (int) a + b;

int diff = (int) a - b;

int mult = (int) a * b;

double quot = a / b;

double remainder = a % b;

Relation Operators (==, !=, <=, >=, <, >)

```
if (a == b) {
```

```
    // ... ;
```

```
} else {
```

```
    // ... ;
```

```
}
```

Logical Operators (AND, OR, NOT)

AND: (&&) , OR: (||) , NOT (!)

```
if ( (age > 18) && (isCitizen) && (isLogan) )  
    // ... ;  
}
```

```
boolean isFunny = true ;
```

→ isFunny 為 false 才會 print!

```
if (!isFunny) {
```

```
    System.out.println ("This is True") ;  
}
```

For loop

```
for (int i = 0 ; i < 10 ; i++) {  
    // ...  
}
```

int u = 0 ; 特殊寫法

```
for ( ; u < 10 ; u++) {
```

// ...
}
事先宣告 iterator 後, 此處可留白

if else statement

```
if ( grade == 'A' ) {
```

```
    // ...
```

```
} else if {
```

```
    // ...
```

```
} else {
```

```
    // ...
```

```
}
```

*. System out shortcut
⇒ Type "sou"

Switch statement

```
int command = 0;
```

```
switch ( command ) {
```

```
    case 0:
```

```
        // ...
```

```
        break;
```

case 1:

//....

break;

...

default:

//....

}

↖ No break here

Class Method

*. MyClass.java

Class Name



public class MyClass {

main function

public static void main (String[] arg) {

showName(); → call class method in main

test("logan", 26);

}

→ Class Method "showName"

public static void showName() {

System.out.println("Hello");

}

← return type

public static **int** test(String msg, int age){

System.out.println("Hello" + msg + age);

return age;

}

}

