AP Java Study Guide

Topics

1. Constructors
   1. Three components of a Constructor
      1. Same name as a class
      2. No return type
      3. New operator
   2. Constructor creation
      1. The new operator
      2. public [class name] () {}
      3. New operator
         1. ClassName className = new ClassName();
   3. Constructor usage
      1. Initialize variables
   4. Unlimited Constructors, different data types
2. Creating Classes
   1. Class Naming
      1. Conventions
         1. All first letters in a word are uppercase
         2. Noun
   2. Method
      1. Naming conventions
         1. Camel case
         2. Adverbs
      2. How to identify a method
         1. Camel Case
         2. Parenthesis
         3. Proceeded by a object
      3. Calling a method
         1. Make object of class
         2. name.methodName();
      4. Scope of a method
   3. Accessing
      1. Object vs. static context
         1. Only static methods can access static methods unless you make it an object
3. Arrays
   1. Declaring
      1. Int arr[] = new Int[size]
   2. Initializing
   3. Size method
   4. Indexing and referencing
4. Array Lists
   1. Methods
      1. Adding
         1. Name.add(index, “content”);
      2. Deleting
         1. Name.remove(index);
      3. Accessing data
         1. Name.get(index);
   2. For (I = 0; I >= arrat.getSize(); I++) {

Array.get(I);

}

1. Random Class
   1. Methods
   2. Setting range