Java Cheat Sheet

Objects

Create an object:

```
Type VarName = new ClassName(params);
Car myFerrari = new Car(300);
Car myFiat = new Car(120);
```

Call an object's method:

```
myFerrari.drive();
```

Variables

Declare a variable:

```
Visibility Type VariableName;
private int theAnswer;
private Button trueButton;
```

Assign a value to a variable:

```
theAnswer = 42;
```

Types

int	1, -25, 0
float	1.6f, 6.89f
double	3.1415925
boolean	true, false
String	"Philipp"

Classes

```
public class Car {
    private int speedField;
    // The Constructor:
    public Car (int speedInput) {
        speedField = speedInput;
    }
    // Car class methods }
```

Methods

Declare a method:

```
Visibility ReturnType Name (inputs) {...}
public void myMethod () {
    // "void" does not return anything }
public int methodWithParam (int a, int b) {
    return a + b; }
```

Arrays

Declare an array:

```
int[ ] myInts;
```

Set the array size:

```
myInts = new int[5];
```

Assign values by index:

```
myInts[0] = 5;
myInts[1] = 74;
```

Retrieve an element:

```
1stElement = myInts[0];
2ndElement = myInts[1];
3rdElement = myInts[2];
```

If-Else Blocks

```
if (condition 1) {
    // do x if condition 1 is true
} else if (condition 2) {
    // do y if condition 2 is true
} else {
    // default case
}
```

Logic

Symbol	Meaning	Example
==	EQUAL TO	x == 4
!=	NOT EQUAL TO	x != 3
&&	AND	x > 0 && x < 5
||	OR	x < 0 || x > 10