JAVA SYNTAX CHEAT SHEET

Control Flow

Selection
If
Else
Switch
Case

Loop
While
Do
For

Exception
Throw
Try
Catch
Finally

Branch
Return
Break
Continue
Label

BASIC DEFINITIONS

Class	Describes a particular kind of object. It can contain related methods and variables.
Method	A function defined in a class. Methods implement the behavior for objects.
Object	The principal building blocks of Java. Objects consist of variables (data) and methods (functionality).

COMMENTS

HTML Comments

<!-- comment -->	Sent to the client in the viewable page source.

JSP Commens (Not Sent to Client)

<%-- comment --%>	Comments in JSP file.
// comment	Comment in scriplet part of JSP file.

ELEMENTS

Declaration

<%! declaration %>	Creates a global variable or method.

Expression

<%= expression %>	Statements evaluated on the server before the page is outputted to the client.

Page Directive

<%@ directive %>	Attributes that apply to the entire page.

Scriplet

<% code fragment of one or more lines %>	Contains a block of scripting code which is executed when the page is generated.

Taglib Directive

<%@ taglib uri="URIToTagLibrary" prefix="tagPrefix" %>	Defines a tag library and prefix for tags used in a JSP page.

SEPARATORS

( )	Used to surround parameters
{ }	Defines a block of code for a class or method or to contain the values of automatically initialized arrays
[ ]	Declares arrays or references array values
;	Denotes the end of a statement
,	Separates variables
.	Separates package names from subpackages/ classes or a variable/method from a reference variable

PRIMITIVE DATA TYPES

Type	Description	Bits
	(Integers)	
byte	Byte-length integer	8
short	Short integer	16
int	Integer	32
long	Long integer	64
	(Real Numbers)	
float	Single-precision floating point	32
double	Double-precision floating point	64
	(Other)	
char	A single character	16
boolean	A boolean value (true or false)	1

OPERATORS

+	addition of numbers, concatenation of Strings
+=	add and assign numbers, concatenate and assign Strings
-	subtraction
-=	subtract and assign
*	multiplication
*=	multiply and assign
/	division
/=	divide and assign
%	take remainder
%=	take remainder and assign
++	increment by one
--	decrement by one
>	greater than
>=	greater than or equal to
<	less than
<=	less than or equal to
!	boolean NOT
!=	not equal to
&&	boolean AND
||	boolean OR
==	boolean equals
=	assignment

Key Words

abstract
assert
boolean
break
byte
case
catch
char
class
const
continue
default
do
double
else
enum
extends
false
final
finally
float
for
goto
if
implements
import
instanceof
int
interface
long
native
new
null
package
private
protected
public
return
short
static
strictfp
super
switch
synchronized
this
throw
throws
transient
true
try
void
volatile
while