COFFEE BREAK WITH ACE!(get it because java!?)

JAVA CHEAT

Type	Explanation
`int`	A 32-bit (4-byte) integer value
`short`	A 16-bit (2-byte) integer value
`long`	A 64-bit (8-byte) integer value
`byte`	An 8-bit (1-byte) integer value
`float`	A 32-bit (4-byte) floating-point value
`double`	A 64-bit (8-byte) floating-point value
`char`	A 16-bit character using the Unicode encoding scheme
`boolean`	A `true` or `false` value

Above is a card! ...duh ACE I know it is card, but why did you put a random ACE on the worksheet? Well youngling it is because we are going to use it to talk about OBJECTS! What is an object? Well if we have a deck of cards we do not want to make 4000 cards we want to be able to make one or program our program to make cards for us. What would our object require? Look at the card and below write what you think we would need to get and set from our card to make a deck of them. Something we might need to get would be the color of the card. Something we might need to set is the color as well. If we make a card we need to be able to decided the color and also know what color the card is.

What is a getter?

What is a setter?

What do we end each line of code with?

```
Below is a bunch of code declaring variables! Pay close attention and soon you will be able to do this yourself!
```

```
int a, b, c;         // Declares three ints, a, b, and c.
int a = 10, b = 10;  // Example of initialization
byte B = 22;         // initializes a byte type variable B.
double pi = 3.14159; // declares and assigns a value of PI.
char a = 'a';        // the char variable a iis initialized with value 'a'
```

.

Make me a variable of string type named george with the value “Bacon”.

Make me a variable of Int type named Age that is equal to 12!

Now add 5 to the variable Age and store it in Age!

Now store the value 2.34243 in the variable named cheese!

```
// Copy this code box into your class file

/*
 *     Minecraft Text Adventure
 *
 */

import java.util.Scanner;

public class MineExplorer {

    // Variables created here can be used anywhere in this class file. They will
be set to these values when the program starts.

    // Variable to keep track of the player's health while the program is running
    static int playerHealth = 100;

    // Keep track of ore that the player found
    static int ore = 0;

    static String playerName = "Steve";

    // Create a scanner to get what the user types
    static Scanner input = new Scanner(System.in);
    static String playerInput;

    // Store a true of false value to check if the player ran away from the mine
    static boolean runAway = false;

    public static void main(String[] args) {
       // When the program runs, it will start here

       // Run until player dies or runs away.
       while(playerHealth > 0 && !runAway){

             // Find some ore in the mines.
             int oreFound = 5;
             System.out.println(playerName +" found " + oreFound + " ore.");

             ore += oreFound;  // Give the player ore found
             System.out.println(playerName +" has " + ore + " total ore.");

             // Ask if the player wants to keep searching for ore.
             System.out.println("Keep searching for ore? (yes, no)");
             playerInput = input.nextLine();
             playerInput = playerInput.toLowerCase();
```

```
            // if the player says anything other than yes, stop.
            if(!playerInput.contains("yes")){
                  runAway = true;
                  break;
            }

      }

      System.out.println(playerName + " runs out of the mine.");
      System.out.println(playerName + " made it out of the mine with " + ore +
" ore.");

   }


}
```