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IS3806  
Cheat Sheet

TechTarget  
Kodejava.org  
Javabeginnerstutorial  
http://www.homeandlearn.co.uk/java/java.html

byte       |\_|

short  |\_\_|

long  |\_\_\_|

char  |\_\_\_\_|

boolean |\_\_\_\_|

**int  |\_\_\_\_|**

**float  |\_\_\_\_\_|**

**double  |\_\_\_\_\_\_|**

**JDK** – Program development environment for writing Java applets and applications. It consists of a runtime environment that “sits on top” of the OS layer as well as the tools and programs that developers need to compile, debug, and run applets and apps written in the Java language.

**JRE** – The Java Runtime Environment (JRE), also known as Java Runtime, is part of the Java Development Kit. A set of programming tools for developing java applications. The JRE provides the minimum requirements for executing a Java application; It consists of the JVM, core classes, and supporting files.

**JVM** – An implementation of the JVM Specification, interprets compiled Java binary code for a computer’s processor so that it can perform Java program’s instructions. Makes it possible for java to be able to be built and run on any platform without having to be rewritten or recompiled by the programmer for each separate platform.

**API** – An application program interface is code that allows two software programs to communicate with each other. Typically, APIs are released for third-party development as part of a software development kit or as an open API published on the internet.

Defines the correct way for a developer to write a program that requests services from an OP or other application. APIs are implemented by function calls. The required syntax is described in the documentation of the application being called.

**IDE** – An integrated development environment is a programming environment that has been packaged as an application program, typicalled consisting of a code editor, a compiler, a debugger, and a GUI builder.

**Declare and Define Variables**

* Objects of reference type are created (intantiated) by using the new operator.  Example:  
  SomeType A = new SomeType(); // Instantiates object of type Sometype and defines reference A to the object

1. **public** **class** SoccerPlayer
2. {
3. **private** **int** soccer\_skill =100; //instance variable
4. **private** String name="Bob"; //instance variable
6. **public** **static** String specie= "Human"; //class variable
8. Leg right = **new** Leg(80); // reference varaible
9. Leg left = right; // reference varaible
10. }
12. **class** Leg
13. {
14. **public** **int** shootingSkill; //instance varaible
15. **public** Leg(**int** skill)
16. {
17. shootingSkill = skill;
18. }
19. }

**Do while Loops**

class DoWhileDemo {

public static void main(String[] args){

int count = 1;

do {

System.out.println("Count is: " + count);

count++;

} while (count < 11);

}

}

**For loops**

class ForDemo {

public static void main(String[] args){

for(int i=1; i<11; i++){

System.out.println("Count is: " + i);

}

}

}

**While Loops**

class WhileDemo {

public static void main(String[] args){

int count = 1;

while (count < 11) {

System.out.println("Count is: " + count);

count++;

}

}

}