



Save this post

JAVA

Cheat Sheet



Sanskaar Singh
@codes.learning



1. Basic Structure

```
public class Main {  
    public static void main(String[] args) {  
        System.out.println("Hello, Java!");  
    }  
}  
  
// Comments  
// Single line  
/* Multi-line */
```

2. Data Types & Variables

```
int age = 25;  
double price = 99.99;  
char grade = 'A';  
boolean isJavaFun = true;  
String name = "Nikhil";  
  
// Constants  
final int MAX = 100;
```

Comment “Java” for Full PDF

3. Operators & Control Flow

```
// Arithmetic: + - * / %
int a = 5, b = 2;
int sum = a + b;

// Comparison: == != > < >= <=
// Logical: && || !

// if-else
if (a > b) {
    System.out.println("A is greater");
} else {
    System.out.println("B is greater");
}

// switch
switch(day) {
    case 1: System.out.println("Mon"); break;
    default: System.out.println("Other");
}
```

4. Loops

```
for (int i = 0; i < 5; i++) {}

while (a < 10) { a++; }

do { b--; } while (b > 0);

// break & continue
```

5. Methods

```
public static int add(int x, int y) {  
    return x + y;  
}
```

6. Arrays

```
int[] nums = {1, 2, 3};  
System.out.println(nums[0]);  
  
for (int n : nums) {  
    System.out.println(n);  
}  
  
// Multi-dimensional  
int[][] grid = {{1,2}, {3,4}};
```

Join telegram for free notes (Link in bio)

7. Object-Oriented Concepts

```
class Car {
    String model;
    Car(String model) {
        this.model = model;
    }
    void drive() {
        System.out.println("Driving " + model);
    }
}

Car c = new Car("Tesla");
c.drive();
```

8. Inheritance & Polymorphism

```
class Animal {
    void sound() {
        System.out.println("Some sound");
    }
}

class Dog extends Animal {
    void sound() {
        System.out.println("Bark");
    }
}
```

9. Abstraction & Interfaces

```
abstract class Shape {
    abstract void draw();
}

class Circle extends Shape {
    void draw() {
        System.out.println("Drawing Circle");
    }
}

interface Flyable {
    void fly();
}

class Bird implements Flyable {
    public void fly() {
        System.out.println("Flying");
    }
}
```

10. Strings & Useful Methods

```
String s = "Java";
s.length();           // 4
s.toUpperCase();      // JAVA
s.contains("va");     // true
s.charAt(1);          // a
s.equals("Java");     // true
```

11. Collections

```
import java.util.*;

List<String> list = new ArrayList<>();
list.add("Java");

Set<Integer> set = new HashSet<>();
Map<String, Integer> map = new HashMap<>();

for (String item : list) {
    System.out.println(item);
}
```

12. Exception Handling

```
try {
    int result = 10 / 0;
} catch (ArithmeticException e) {
    System.out.println("Cannot divide by zero");
} finally {
    System.out.println("Done");
}
```

13. Multithreading

```
class MyThread extends Thread {  
    public void run() {  
        System.out.println("Running thread...");  
    }  
}  
  
MyThread t1 = new MyThread();  
t1.start();
```

14. File Handling

```
import java.io.*;  
  
File file = new File("data.txt");  
  
try (BufferedReader br = new BufferedReader(new FileReader(file))) {  
    String line;  
    while ((line = br.readLine()) != null) {  
        System.out.println(line);  
    }  
} catch (IOException e) {  
    e.printStackTrace();  
}
```


15. Packages & Access Modifiers

```
package myapp;  
  
public class MyClass {} // public  
private int x;           // private  
protected int y;        // protected  
int z;                   // default
```

Comment “**Java**” for Full PDF

Which language cheat sheet you want next ?
Let me know in the comments

Save It & Follow For More !



**Join Telegram Channel For
Free Notes, Resources &
More**

Link in Bio !