CH 1

Java Coding Styles:

* Classes: CapitalLetters
* Variables: lowerCaseLetters
* Instance variables (class-level data) should be marked private
  + Local variables must be initialized before use
* Equality
  + == checks for equality of int, Boolean, or char, but nothing else
    - .equals() method for objects
      * if(input.equalsIgnoreCase("Kendra"){ System.out.println("Correct!"); }
  + Double must be approximately equal
    - Math.abs( v1 – v2) <= tolerance
* If statements
  + If ( condition) { //statement }
    - If (age>18){System.out.println(“You can vote!”);
* Loops
  + While Loops
    - while (condition) { //do stuff }
      * while (answer.equalsIgnoreCase(“Y”)){System.out.println(“Looping is fun”);
  + Do-While
    - do { //stuff} while (condition);

do {

printMenu();

choice = scanner.nextInt();

doAction(choice);

} while (choice != QUIT\_OPTION);

* + for loops

public void printLoop() {

for (int x = 2; x <= 10; x++) {

for (int i = 1; i <= 10; i ++) {

System.out.print(i \* x + "\t");}

System.out.println()}}

* Methods
  + Public void methodName() { // stuff in here };
* Conditionals
  + && = and , || = or, ! = not
* Switch
  + switch (num) { case 4: System.out.println("A"); break; case 3: System.out.println("B"); break;
* Scanner