Int: integers

Double: real nums

Char: single text characters

Boolean: logical values

Variable: a piece of your computers memory that is given a name and type and can store a value

Declare variable <type> <name>; int x;

When tracing coded, draw boxes for variables

Assignment statement <name> = <value>

Final only declared once, for constants, if it is not going to change, name it in all caps

Variables and method names use lowercase, for several words use lower for first, capitalize first letter of second word

Class names use camel case

Int age = 18;

double height = 6.2;

char initial = ‘K’;

System.out.println(age);

System.out.println(height);

System.out.println(initial);

Header with name, class section, instructor, date, and brief description

Desc should explain, what prog does, its key features, supporting data structures, any unique techniques

User input

Create scanner obj

Scanner input = new Scanner(System.in);

Use the method nextDouble() to obtain a double value

System.out.print(“Enter a double value: “);

Scanner input = new Scanner(System.in);

double d = input.nextDouble();

make sure to import scanner

import java.util.Scanner;

nextByte()

nextShort()

nextInt()

nextLong()

nextFloat()

nextDouble()

% remainder

5 / 2 yields int 2

5.0 / 2 yields a double 2.5

5 % 2 yields 1

+= addition assignment I +=8 I = I + 8

-= subtraction assignment

++var preincrement increment var by 1, and use the new var in the statement int j = ++I // j is 2, I is 2

Var++ postincrement increment var by 1, but use the original var value in the statement int j = i++ // j is 1, i is 2

--var predecrement

Var—post decrement