LOGAN MAY 30TH, 2022

Coding is fun!

WHAT WE WILL COVER (NOT ALL TODAY)

- Variables
 - Types
 - Basic Types: int, string, boolean, etc.
 - Operations
- Data Structures
 - Arrays
 - Lists
 - Trees
 - Dictionaries (Hashset in java)
 - Stacks and Queues
- Classes
- Inheritence
 - Interfaces
 - Abstract classes

- Logical Operators
- Control Structures
 - If/Else Statements
 - Loops (for loops and while loops)
 - Switch Statements
- IO Operations
 - User Input using Java Scanner
 - Ouput using System Output
 - Reading/Writing Files
- Unit Testing
 - Asserts
 - Setup and Teardown
 - Ul Testing

VARIABLES: TYPES

In Java you can create a variable and assign it a value that you can reuse later. Each variable has a type, which means exactly what you might think. A Type in programming is just what type of data does the variable store.

Basic Types:

- int: stores integer numbers (max value of 2,147,483,647), examples: 1, -4, 3, -6, 24
- long: used to store numbers larger than 2147483647 up to 9,223,372,036,854,775,807
- double: stores decimal numbers, examples: 1.0, 0.0. -2.3, 21.045
- string: stores text, examples: "Coding is Fun!", "123456789"
- boolean: stores true and false values

Operations:

- Numeric operations for int, long, and double types
 - + , , * , / , %

LETS CREATE SOME VARIABLES

```
public class Day1 {

public static void main(String[] args) {

/*

* Notice the semicolon at the end of each line,
 * this is required in java.
 */

int ageInt = 22;

double ageDouble = 22.0;

String name = "Logan Hylton";

string name = "Logan Hylton";

}
```

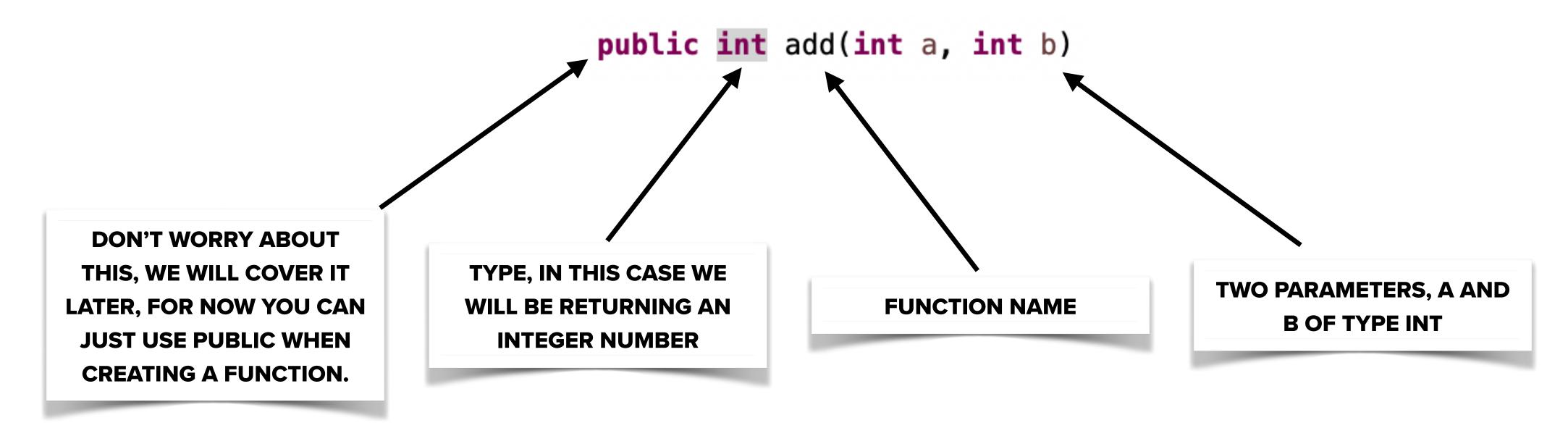
NOTICE THE QUOTATION MARKS.

THESE ARE REQUIRED WHEN

CREATING A STRING VARIABLE

FUNCTIONS

A function takes in some number of parameters (variables) and returns something back. So, when creating a function, we must specify what type will be returned and we must specify the parameters along with their types.



Let's try writing this function together.