

Variable

How to define?

Letter , digits , _ , eg, maximum, subject_1

唔好用同Program有關(Eg : abstract ,do ,while ,if etc),數字同底線開頭！命名時亦不要漏空格(EG :

fairy tale vs fairy_tale)

Data type Notes ch 3 P.18

String for letter

Int, float, double for digit; int 整數用 , float and double for 小數點用 , double 用64bits , 因此會準

D , 但佔用RAM比較多

Boolean for true or false

Operation

Int width, height, result;

Width=3;

Height=4;

Result= width * height;

數字永遠放右手邊

Difference between / and %

/ : 除的數 , eg $7/2 = 3$

% : 餘數 , eg $7\%2=1$

Operators' shortcut

a+=7

a=a+7

Post-increment operator

Int k=4;

k++; // +1, k=4+1

K becomes 5

k++ vs ++k

k++: 先用後加一

++k: 先加一後用

Logical Operators (&&,||,^ , !)

Exclusive or (^) :全true or false = false

Output

Scanner

當有新輸入的資料，我們要把它儲起來時就會用SCANNER

```
String str1; //input 分數是
Int num1;    //input 90
Scanner sc = new scanner ( System.in);
str1= sc.nextLine();
num1=sc.nextInt();
System.out.println( str1 + num1); //display 分數是90
```

Escape Character

\n : 換新行

\t : 向右隔一格

\r : 走回去最前

%d: 用十進制方式顯示

%xyd: x係空白是，填夠y個位，eg: "[%10d]" , 10 //display [10]

%x: 用十六進制方式顯示

%e: 用e 顯示小數點

%f: 顯示小數點

%s : 顯示字

%c: 顯示英文字

Array

由0開始計

```
int [] t = new int [12]; //代表個Array有十二個位 , 0-11
```

```
eg.char[] charArray = {'a', 'b', 'c', 'd'};
```

```
Int[] numArray={1,4,5,0};
```

```
Int [][] array= { {1,2,3},{7,8}}; , []=打橫 []=打直
```

Selection Structures

IF ELSE AND SWITCH

If else example :

```
Int num_1;  
num_1 = sc. nextInt();  
String str_1;  
If ( num_1 =1){  
str_1="first";  
}else if (num_1=2){  
str_1="second";  
}
```

Switch example:

```
Int num_1;  
num_1 = sc. nextInt();  
String str_1;  
Switch (num_1){  
Case 1:  
System.out.println("first");  
Break;  
Case 2:  
System.out.println("second");  
}
```

Switch不能用於> 或者 <, 亦不能在用在FLOAT

While loop & for loop

While loop example:

```
int j = 0;
while ( j < 3) {
    System.out.print( j + " " );
    j++;
}
```

For loop example:

```
for(int j = 0; j<3;j++){
    System.out.print( j + " " );
}
```

int j = 0 //起始值為零

j<3 // 在甚麼條件下運行

j++ //每做完一次加一