Websites

Java Forum: <https://javaranch.com/>

Head First Java的Java code下載地址：wickedlysmart.com

Learning habit

## Principle

A person’s brain craves novelty

e.g. unusual, interesting, dangerous

## A stimulating learning process

1. Get - and keep – the reader’s attention.
2. Make it (knowledge & skills) visual （視覺刺激）
3. Use a conversational and personalized style （陪伴）
4. Get the learner to think more deeply

* The big picture & layout
* Think（Don’t just read. Stop and think.）
* Practice（Your brain is turned to learn and remember more when you do things than when you read about things.）
* Repetition (刺激multiple senses, the content gets coded into more than one area of your brain) （執行力）

1. Touch learns’ emotions

* curiosity, surprise, fun （過程好玩）
* achievement (when a problem is solved or you have made some progress)（結果有成就感）

1. Rest

* Part of the learning (especially the transfer to long-term memory) happens after you put the book down. Your brain needs time on its own, to do more processing.（消化）
* When your brain is getting overloaded, rest. （放鬆）

Every Java application has to have at least one class, and at least one main method (not one main per class; just one main per application).

About Exercise

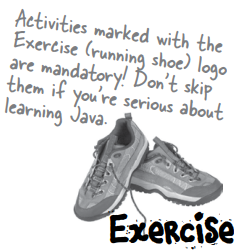
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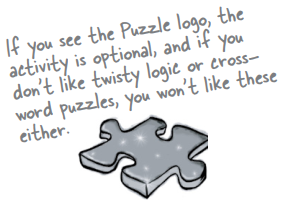
Read the “There are No Dumb Questions”

That means all of them. They are not optional side-bars – they’re part of the core content! Sometimes the questions are more useful than the answers.

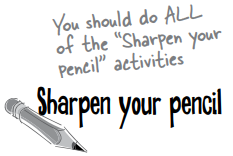
Type and run the code.

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The end-of-chapter exercises are mandatory.

Puzzles are optional.

Answers for both are at the end of each chapter.

The ‘Sharpen Your Pencil’ exercises don’t have answers.

Not printed in the book, anyway. For some of them, there is no right answer, and for the others, part of the learning experience for the Sharpen activities is for you to decide if and when your answers are right. (Some of our suggested answers are available on wickedlysmart.com)

Terms

Java Virtual Machine (JVM)

a pair of curly braces { }

a comparison operator: < less than, > greater than, == equality

The equals operator uses two equals signs ==

The assignment operator is one equals sign =

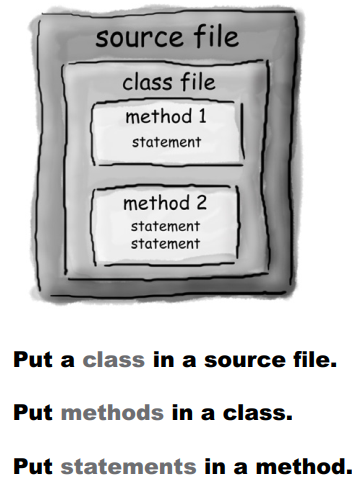
Declare an int variable with a name and a type: int x;

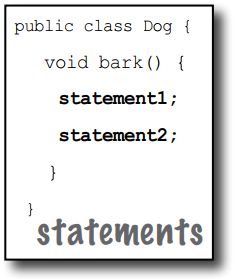
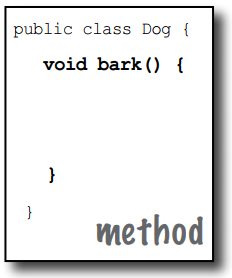
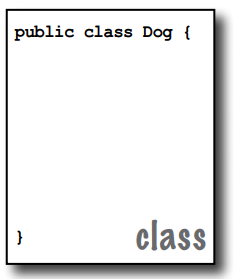
int x = 4; // assign 4 to x

Put a boolean test inside parentheses（小括號）: while (x == 4) { }

Coding

## Java code structure





## While loops

Q: In my other language I can do a boolean test on an integer. In Java, can I say something like: int x = 1; while (x){ } Is this right?

A: No. A boolean and an integer are not compatible types in Java. Since the result of a conditional test must be a boolean, the only variable you can directly test (without using a comparison operator) is a boolean. For example, you can say: boolean isHot = true; while(isHot) { }

## System.out.print vs. System.out.println

System.out.println inserts a newline (think of println as printnewline while System.out.print keeps printing to the same line. If you want each thing you print out to be on its own line, use println. If you want everything to stick together on one line, use print.