1 Data Types

1.1 Date and Time

1.1.1 LocalDate

LocalDate is an immutable date-time object that represents a date, often viewed as year-month-day. Other date fields, such as day-of-year, day-of-week and week-of-year, can also be accessed.

```
1
            // to obtain, e.g.
 2
            static LocalDate of (int year, int month, int
               dayOfMonth)
3
            static LocalDate of (int year, Month month, int
               dayOfMonth)
 4
            static LocalDate ofInstant (Instant instant, ZoneId
5
            static LocalDate parse (CharSequence text,
               DateTimeFormatter formatter)
6
 7
           // instance methods, e.g.
           Local Date Time \ at Time (\ \textbf{int} \ hour \ , \ \ \textbf{int} \ minute \ , \ \ \textbf{int} \ second \ ,
8
               int nanoOfSecond)
9
            LocalDateTime atTime(LocalTime time)
10
            int getDayOfMonth()
11
12
           DayOfWeek getDayOfWeek()
13
            int getDayOfYear()
           Month getMonth()
14
15
            int getMonthValue()
16
            int getYear()
17
18
           // same for plus
            LocalDate minus(long amountToSubtract, TemporalUnit
19
20
            LocalDate minusDays(long daysToSubtract)
21
            LocalDate minusMonths(long monthsToSubtract) //etc
```

1.1.2 LocalTime

LocalTime is an immutable date-time object that represents a time, often viewed as hour-minute-second. Time is represented to nanosecond precision. For example, the value "13:45.30.123456789" can be stored in a LocalTime.

```
// to obtain, e.g.
1
2
           static LocalTime of (int hour, int minute, int second,
              int nanoOfSecond)
3
           static LocalTime ofInstant (Instant instant, ZoneId
4
           // instance methods, e.g.
5
6
           LocalDateTime atDate(LocalDate date)
7
8
           int getHour()
           int getMinute() //etc.
9
10
11
           // same for minus
           LocalTime plus (long amountToAdd, TemporalUnit unit)
12
13
           LocalTime plusNanos(long nanosToAdd) // etc.
14
15
           // returns copy
           LocalTime withHour(int hour)
16
           LocalTime withMinute(int minute) //etc.
17
```

1.1.3 LocalDateTime

1.1.4 Month

In addition to the textual enum name, each month-of-year has an int value (1-12). Do not use ordinal() to obtain the numeric representation of Month. Use getValue() instead.

```
// to obtain, e.g.
static Month of(int month)
Month e = Month.of(10); // DECEMBER
static Month valueOf(String name)
Month m = Month.valueOf("DECEMBER"); // DECEMBER
// instance methods, e.g.
```

```
8     int getValue()
9     int length(boolean leapYear)
10     minus(long months)
11     plus(long months)
```

1.1.5 ChronoUnit

```
// to obtain, e.g.
static ChronoUnit valueOf(String name)

// instance methods, e.g.

kextends Temporal > R addTo(R temporal, long amount)
// returns a copy!

long between(Temporal temporallInclusive, Temporal temporal2Exclusive)
```

1.1.6 Instant

An Instant represents a specific moment in time using GMT. Consequently, there is no time zone information.

```
1
           // to obtain, e.g.
2
           static Instant from (Temporal Accessor temporal)
3
           static Instant now()
           static Instant of Epoch Milli (long epoch Milli)
4
5
6
           // instance methods, e.g.
7
           OffsetDateTime atOffset(ZoneOffset offset)
           ZonedDateTime atZone(ZoneId zone)
8
9
           Instant minus (long amount To Subtract, Temporal Unit
10
              unit) //returns copy! others too
           Instant minus (Temporal Amount amount To Subtract)
11
12
13
           Instant minusMillis(long millisToSubtract)
14
           Instant minusNanos(long nanosToSubtract)
15
           var instant = trainDay.toInstant(); // will not
16
              compile if this is a LocalDateTime!
```

1.1.7 Period

This class models a quantity or amount of time in terms of years, months and days. See Duration for the time-based equivalent to this class.

Durations and periods differ in their treatment of daylight savings time when added to ZonedDateTime. A Duration will add an exact number of seconds, thus a duration of one day is always exactly 24 hours. By contrast, a Period will add a conceptual day, trying to maintain the local time.

For example, consider adding a period of one day and a duration of one day to 18:00 on the evening before a daylight savings gap. The Period will add the conceptual day and result in a ZonedDateTime at 18:00 the following day. By contrast, the Duration will add exactly 24 hours, resulting in a ZonedDateTime at 19:00 the following day (assuming a one hour DST gap).

The supported units of a period are YEARS, MONTHS and DAYS. All three fields are always present, but may be set to zero.

The period is modeled as a directed amount of time, meaning that individual parts of the period may be negative.

```
1
           // to obtain, e.g.
2
           static Period between (LocalDate startDateInclusive,
              LocalDate endDateExclusive)
3
           static Period of (int years, int months, int days)
4
           static Period of Days (int days) // other fields will be
           static Period of Months (int months)
5
6
7
           // instance methods, e.g.
8
           Temporal addTo(Temporal temporal)
           Period minusDays(long daysToSubtract) // all return
9
              copies!
10
           minusMonths(long monthsToSubtract)
11
           Period with Months (int months) // copies, too!
12
13
           Period with Years (int years)
14
15
           int getDays()
```

1.1.8 Duration

This class models a quantity or amount of time in terms of seconds and nanoseconds. It can be accessed using other duration-based units, such as minutes and hours. In addition, the DAYS unit can be used and is treated as exactly equal to 24 hours, thus ignoring daylight savings effects.

See Period for the date-based equivalent to this class.

```
1
        // to obtain, e.g.
2
        static Duration of (long amount, TemporalUnit unit)
3
        static Duration of Days (long days)
4
5
        // instance methods, e.g.
6
        Duration dividedBy (long divisor) // all these copy
7
       long dividedBy(Duration divisor)
8
9
       long get (TemporalUnit unit)
10
        int getNano()
11
       long getSeconds()
```

1.2 String and StringBuffer

1.2.1 **String**

```
1
       // strip()-related methods (these are the only ones)
       strip(), stripLeading(), stripTrailing(), stripIndent()
2
3
       // indent(): normalizes the output by adding a line break
4
           to the end
5
       // does not change the indentation, but still adds a
           normalizing line break
       System.out.println(phrase.indent(0).length());
6
7
8
       // translateEscapes()
       // these print 2 lines:
9
10
       System.out.println("cheetah\ncub");
       System.out.println("cheetah\ncub".translateEscapes());
11
12
       System.out.println("cheetah\\ncub".translateEscapes());
13
       - this prints 1:
       System.out.println("cheetah\\ncub");
14
15
16
       // format string
       var quotes = """
17
       "The Quotes that Could\" // could remove both backslashes
18
        \"\"\"
                                   // could remove 2 backslashes
19
       """;
20
21
22
       // there is no reverse()
```

1.2.2 StringBuilder

```
1
2
           // instance methods, e.g.
          char charAt(int index)
3
4
           IntStream chars()
5
6
           int indexOf(String str)
7
8
           int length()
9
10
           StringBuilder
           delete(int start, int end)
11
1
          // to obtain, e.g.
2
3
           // instance methods, e.g.
1
          // to obtain, e.g.
2
          // instance methods, e.g.
3
```