

The Java API

Introduction to OO Programming

The Java API

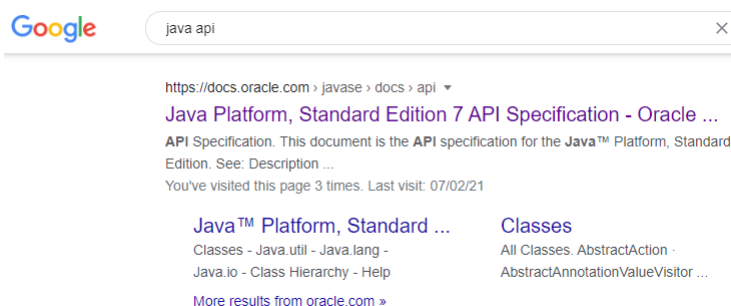
- The Java Application Programming Interface (API)
- The Java API documents the classes available in the Java library.
 - Like an instruction manual
- This includes the provision of information on the ***methods*** and ***instance variables*** of each class.

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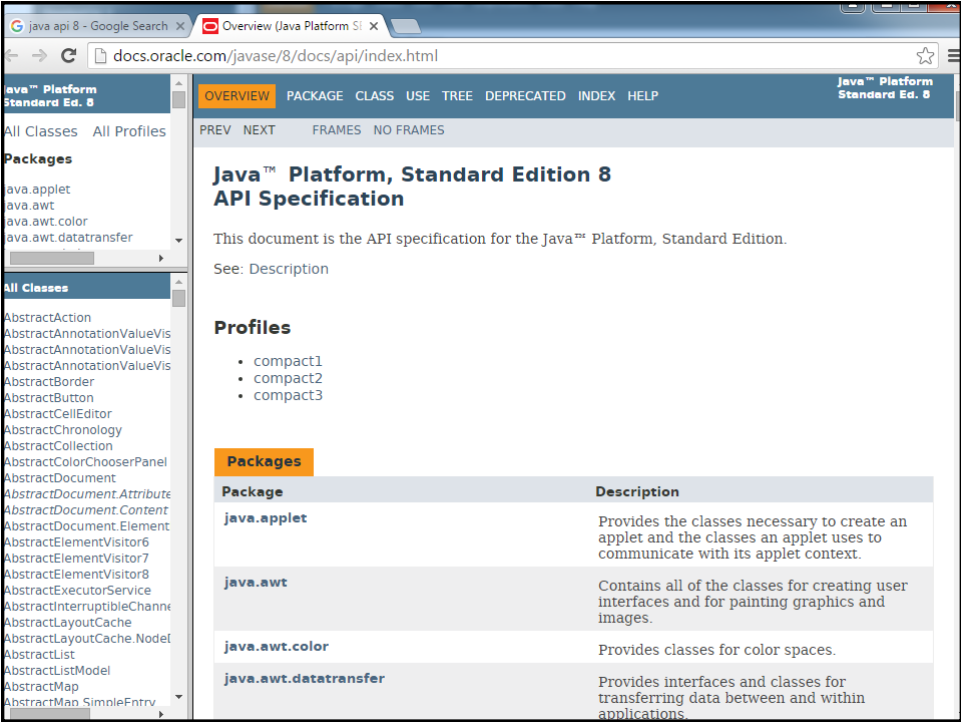
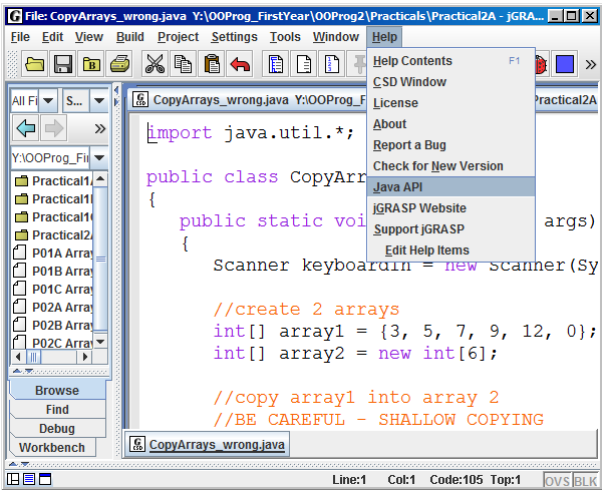
- The Application Programming Interface (API) is a collection of prewritten packages, classes, and interfaces with their respective **methods**, **fields** and **constructors**.
- In Java, most basic programming tasks are performed using the API's classes and packages,
 - Code reuse
 - Minimising the number of lines of code to be written.
- Learning to navigate the API is a skill

The Java API

Search the web for Java API for the latest documentation



Access the Java API from jGrasp Help



Using the Java API

Problem:

How do I find the first character in a particular String?

```
String name = new String();
name = "Katie Taylor";
```

Step 1:

Find the `String` class in the Java API

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Step 2:

Read through the Method Summary section to find the method which will retrieve a particular character.

Method Summary	
Methods	
Modifier and Type	Method and Description
char	<code>charAt(int index)</code> Returns the <code>char</code> value at the specified index.

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Step 3:

Figure out how to use the method by identifying its **input parameter type** and **return type**

Method Summary	
Methods	
Modifier and Type	Method and Description
char	<code>charAt(int index)</code> Returns the <code>char</code> value at the specified index.

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Step 4:

Based on these, write code to call the method, and deal with any returned values

Method Summary	
Methods	
Modifier and Type	Method and Description
char	<code>charAt(int index)</code> Returns the <code>char</code> value at the specified index.

```
char firstLetter;  
firstLetter = name.charAt(0);  
System.out.println(firstLetter);
```

```

import java.util.Scanner;
public class StringTester{

    public static void main(String [] args)
    {
        // declare variables
        Scanner keyboardIn = new Scanner(System.in);
        String userName = new String();
        int noOfLetters = 0;
        char letter;

        // get user name from the user
        System.out.print("Please enter your user name: ");
        userName = keyboardIn.nextLine();

        // use an appropriate method to find the number of letters
        noOfLetters = userName.length();

        // use an appropriate method to find the first letter
        letter = userName.charAt(0);

        System.out.println(userName + " has " + noOfLetters + " characters"
        System.out.println(" and starts with the letter " + letter);
    }
}

```