Cheatsheet Java

```
Comments
Single-line Comment:
1 String txt = "Hello!";
 //this is a Comment
3 System.out.println(txt);
Multi-line Comment:
1 String txt = "Hello!";
2 /*Comments will not be
  executed */
4 System.out.println(txt);
```

Control structures 1if(condition1){ *if condition1 true, execute*/ 4 } 5else if(condition2){ /*if condition1 false and condition2 true, execute */ 8 }

//if everything false, execute

11 }

Loops 1for(int i=0; i<10; i++){ 2 //execute 10 times</pre> 3 } 4while(condition){ //execute as long as condition 6 } 7 **do{** //execute at least once 9 }while(condition);

```
Switch
1switch(expression){
  case 1:
  //execute if expression==1
   case 2:
     //execute if expression==2
break;
   default:
  /*execute if expression is
      not 1 or 2 */
     break;
```

```
Types
Primitive data types:
 Type
          Size
                   Type
                                Size
 byte 8 bit
                   float
                                32 bit
 short 16 bit
                   double
                                64 bit
 int 32 bit
                   Type
                                Value
 long 64 bit
                                'a', 'G'
                   char
                                true,
                   boolean
                                false
                   void
Typecasting:
                byte \rightarrow short \rightarrow
char \ \rightarrow \ int \ \rightarrow \ long \ \rightarrow \ float \ \rightarrow
Non-Primitive data types:
 Type
            Value
 String
            "Hello World!"
            int[] myNum = {10,}
            20, 30, 40};
     Declaration, Initialisation
```

Declaration: int a; String txt; <Type>< Name>; Initialisation: int b = 50; int b = a; <Type><Name>=<Literal/Variable>; Assignment: a = b; txt = "abc";

Operations			
Arithmetic:			
Operation		Example	
+		3 + 5 == 8	
-		7 - 2 == 5	
*		4 * 2 == 8	
/		7 / 2 == 3	
% (Modulo)		72 % 10 == 2	
Comparison:			
Operator	Math		Example
>	>		5 > 2
>=		\geq	5 >= 2
<	- < <		10 < 21
<=	≤		5 <= 5
==		=	5 == 5

-32 != 32

```
1//Delaration and Implementation
2<ret-type> <func-name>(<para-type>
    // function body //execute
     return <expression>;
6 }
7//Function call
8<func-name>(<argument>, ...);
```

Arrays 1//Declaration 2<type>[] <name>; 3int[] arr; 4//allocation 5<name> = new <type>[<size>]; 6arr = new int[5]; 7//or 8<name> = {<element1>, ...}; 9arr = {1, 2, 3, 4, 5}; //Access <name>[<index>]; 2arr[2] = 5;

```
Strings
1/*Strings are immutable and come
with a number of methods
3already implemented*/
 4//Declaration
5String <name>=new String(<value>);
6String helloString=new String("
        hello");
7//or
8String <name>=<value>;
String helloString="hello";
0//Small Selection of useful Methods
11 helloString.length();
12 helloString.charAt(<index>);
13 helloString.split(" ");
```