

String Class

1. Important Methods
 - a. `int length ()`
 - b. `char charAt (int index)`
 - c. `String toLowerCase ()`
 - d. `String toUpperCase ()`
 - e. `boolean equals (String other)`
 - f. `boolean equalsIgnoreCase (String other)`
 - g. `int compareTo (String other)`
 - h. `String substring (int startIndex)`
 - i. `String substring (int startIndex, int endIndex)`
 - i. `int indexOf (String string)`
 - i. `int indexOf(char character)`
 - ii. `int indexOf(String string, int startIndex)`
 - iii. `int indexOf(char character, int startIndex)`
 - j. `String concat(String other)`
2. Special Notes
 - a. Strings are immutable - they cannot change their values
 - b. The `+` operator used with Strings will invoke the *concat* method

Math Class

1. Important methods
 - a. `abs (number)`
 - b. `round (number)`
 - c. `ceil (number)`
 - d. `floor (number)`
 - e. `max (numberX, numberY)`
 - f. `min (numberX, numberY)`
 - g. `random ()`
 - h. `sqrt (number)`
 - i. `pow (number, power)`
2. Special Notes
 - a. All these methods are static (invoke them like `Math.abs(-10)`)