JAVA for 兩個寫法

and &&

EX:

int a=3,b=5;

int c;

if(a==3&b==5){c=6;}

else{c=3;}

System.out.println(c);

JAVA第四種迴圈

DO-WHILE(舊式)

WHILE是先判斷再做(可能完全不執行)

DO-WHILE是先做再判斷(先作s+=i;i+=1;})

EX:

int s=0;

int n=10;

int i=1;

do{s+=i;

i+=1;}

while(i<=n);

System.out.println("S = "+s);

輸入指令 (右鍵Fix inport)

輸入插件

EX:

Scanner input = new Scanner(System.in);

char key;

do {

key = input.next().toUpperCase().charAt(0);

switch (key) {

case 'Q':

System.out.println("Quit");

break;

case 'W':

case 'S':

case 'A':

case 'D':

System.out.println("Move");

break;

case 'H':

System.out.println("Help");

}

}while(key!='Q');

}

}

While取代DO-While(布林變數看是否為真)

EX:

Scanner input = new Scanner(System.in);

boolean flag=true;

while(flag){

char key=input.next().toUpperCase().charAt(0);

if(key=='Q')

{

System.out.println("Quit");

flag=false;

}

elseif(key=='W'||key=='A'||key=='S'||key=='D'){

System.out.println("Move");}

不知次數用while

EX:

int n=360;

int count=0;

while(n%2==0){n/=2; count+=1;

}

System.out.println("count = "+count);}

迴圈中變數可以更改

EX:

int n=10;

for(int i=1; i<=n+1; i++)

System.out.println("Hello");

陷阱\*\*

EX:

int n=10;

for(int i=1; i<=n+1; i++);//空迴圈10次

System.out.println("Hello");

陣列宣告(可為空): int[] a={};

EX:

int[]a={2,1,5,9,3};

int n=a.length;

for (int i=0;i<n;i++){

System.out.println("a["+(i+1)+"]="+a[i]);

所有物件導向語言需添加要加new

EX:

int n=100;

int[]a =new int[n];

for(int i=1;i<n;i++)

{a[i]=i+1;}

\*\*\*\*作業:第二章12 13 19 20 21

3/17實習交