

Accessor - return the value of a private field, has "get" at the front at start of method name

Mutator - change a value of a private field, has "set" at the front at start of method name

Know if constructor if method name is same as class name, and no return type

Instance variables

This keyword

API - Application Program Interface

Static method meaning - already out there, do not need to create

`Math.random()` - never ≤ 0.0 , never ≥ 1.0

`6*Math.random()` - never ≤ 0.0 , never ≥ 6.0

`[0.0, 1.0)` - notation for range

Casting to data types, always rounds it down

Integer division, will throw away everything from the fraction part

If doing double/int, gives double answer

Object - instantiation of a class, combination of variables, functions and data types

Class - contains fields and methods to describe behaviour of object

`getWidth-1`, `getHeight-1` is the bottom right corner, so x,y of a rectangle starts at `getWidth-1`, `getHeight-1`

For loop (`int i = 0; i < 10; i++`)
Initialization, condition, post-statement

`Math.pow` returns a double, not int

Concatenate

Writing methods: public/private + static + (return type) + method name + (parenthesis arguments)

Return type - int, string, double, etc

Modulus is the remainder

`10 % 3 == 3.333`

".333" is the modulus

ArrayList

add(E)

add(i, E)

get()

size()

Array

num[3]

length()