



Java CheatSheet

For Beginners



HelloWorld.java

File Name

public class **HelloWorld**{

Class Name

Main Method

public static void main(String[] args){

//Print "Hello World " in the terminal window

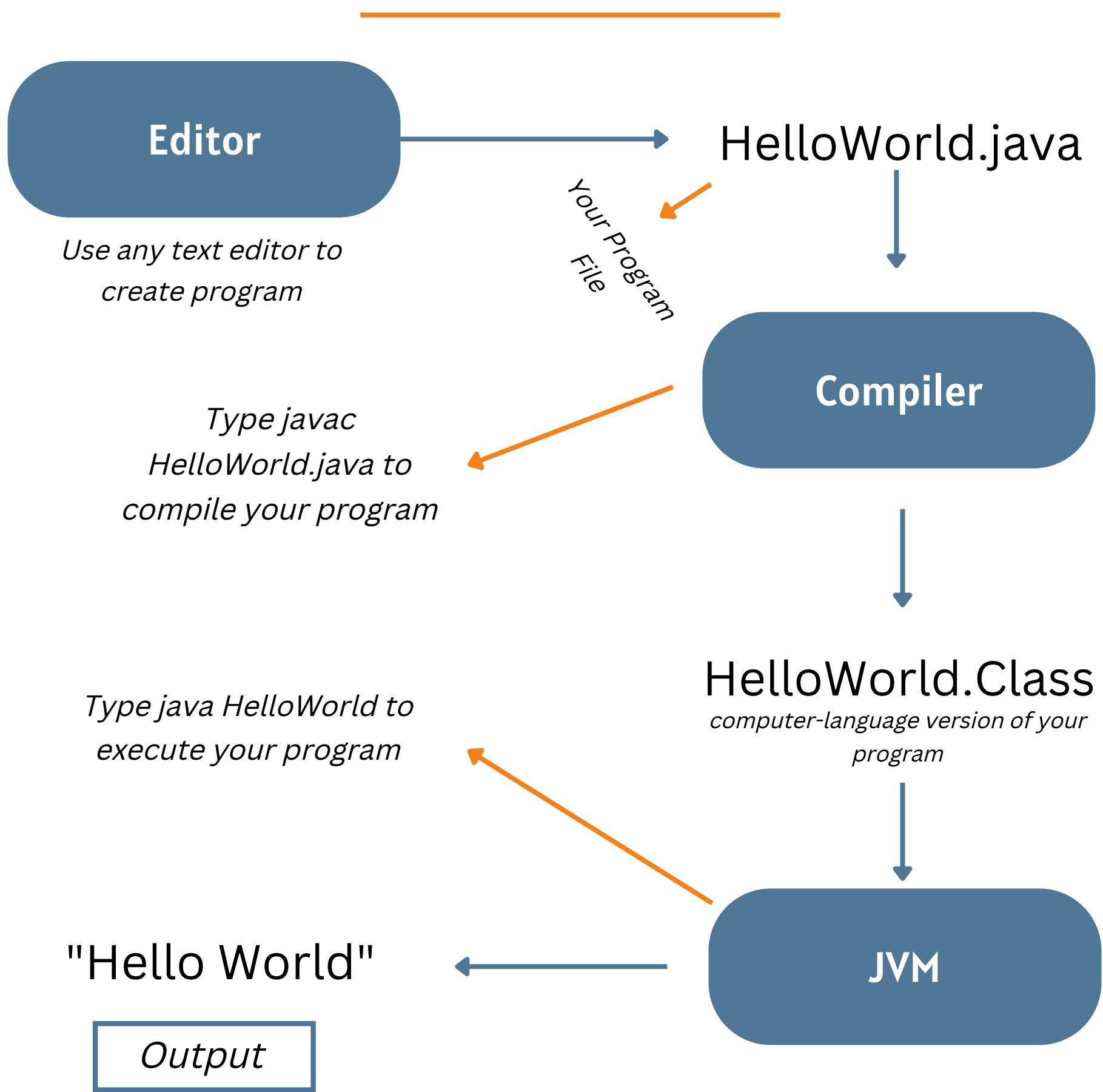
System.out.println("Hello World")

}

}

Statement

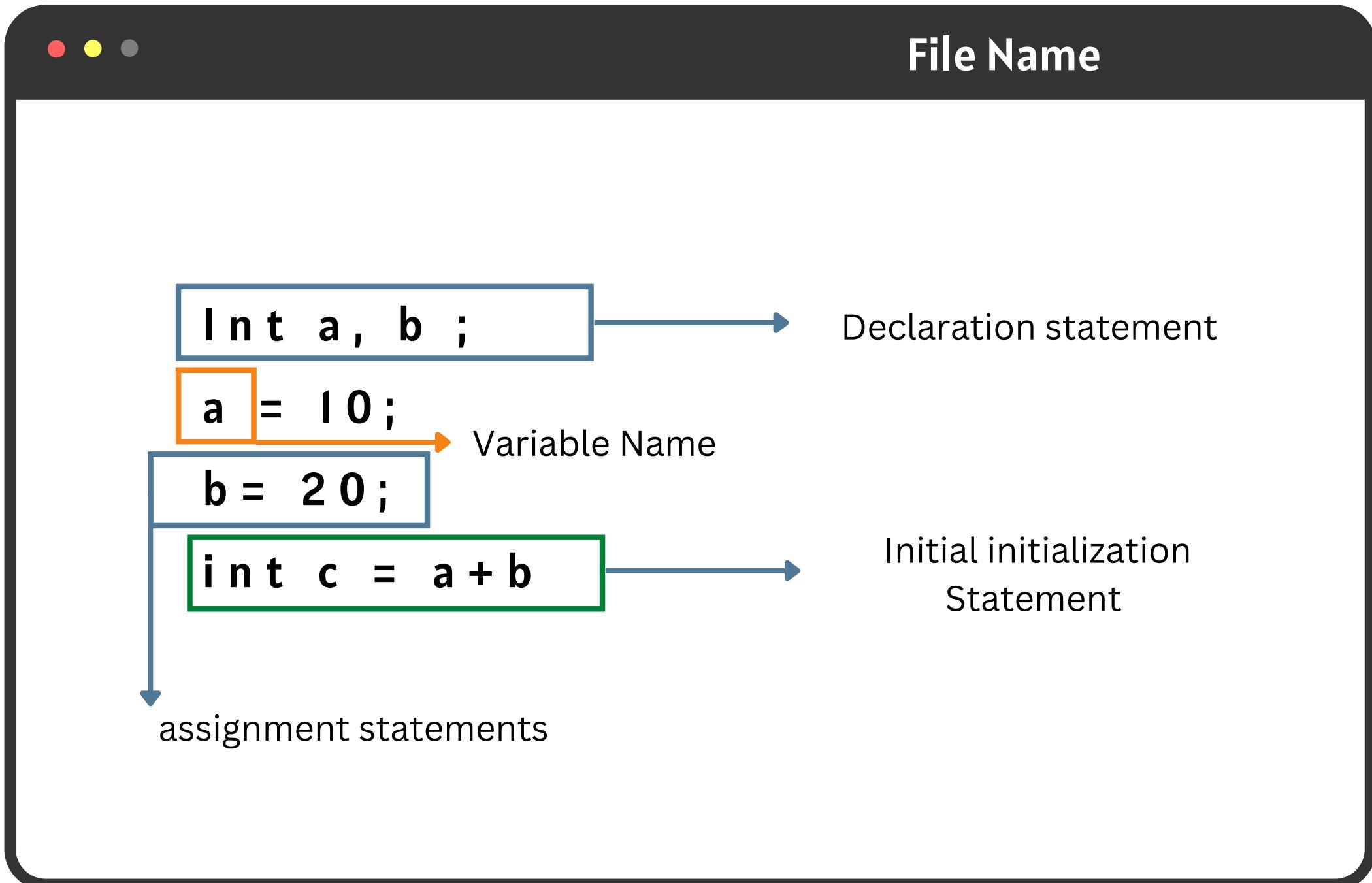
Editing, compiling, and executing.



Data Types and Examples

Type	Set of Values	Common Operators
Int	Integers	+ - * / %
double	floating point numbers	+ - * /
boolean	boolean value	&& !
char	characters	
String	sequence of characters	+
<hr/>		
Int	:	74, 99, 21478521
double	:	3.5, 2.55, 6.0222e8
boolean	:	true , flase
char	:	'A' , 'D' , 'F' , '1' , '%' , '/n'
String	:	"AB" , "Hello"

Declaration and assignment statements



Integers

Values
Examples
Operations
operators

Integers between -2^{31} and $+2^{31}-1$

1234, 24, 5, 200000

sign add subtract multiply divide remainder
+ - * / %

Floating-point numbers.

Values
Examples
Operations
operators

Real Numbers (Specified by IEEE 754 Standard))

3.14159, 2.0, 1.4142556568, 6.022e23

add subtract multiply divide
+ - * /

Floating-point numbers.

Values
literals
Operations
operators

true or flase

True / Flase

and or not
&& || !

Comparison operators.

<i>op</i>	<i>Meaning</i>	<i>True</i>	<i>False</i>
<code>==</code>	equal	<code>2 == 2</code>	<code>2 == 5</code>
<code>!=</code>	not equal	<code>3 != 2</code>	<code>2 != 2</code>
<code><</code>	less than	<code>2 < 13</code>	<code>2 < 1</code>
<code><=</code>	less than or equal	<code>3 <= 4</code>	<code>3 <= 2</code>
<code>></code>	greater than	<code>14 > 5</code>	<code>5 > 14</code>
<code>>=</code>	greater than or equal	<code>3 >= 2</code>	<code>2 >= 3</code>

Printing

`void System.out.print(String s)`

print s

`void System.out.println(String s)`

print s

Followed by new line

`void System.out.println()`

print a new line

if and if else statement

<i>absolute value</i>	<pre>if (x < 0) x = -x;</pre>
<i>put the smaller value in x and the larger value in y</i>	<pre>if (x > y) { int t = x; x = y; y = t; }</pre>
<i>maximum of x and y</i>	<pre>if (x > y) max = x; else max = y;</pre>
<i>error check for division operation</i>	<pre>if (den == 0) System.out.println("Division by zero"); else System.out.println("Quotient = " + num/den);</pre>
<i>error check for quadratic formula</i>	<pre>double discriminant = b*b - 4.0*c; if (discriminant < 0.0) { System.out.println("No real roots"); } else { System.out.println((-b + Math.sqrt(discriminant))/2.0); System.out.println((-b - Math.sqrt(discriminant))/2.0); }</pre>

Nested if-else statement.

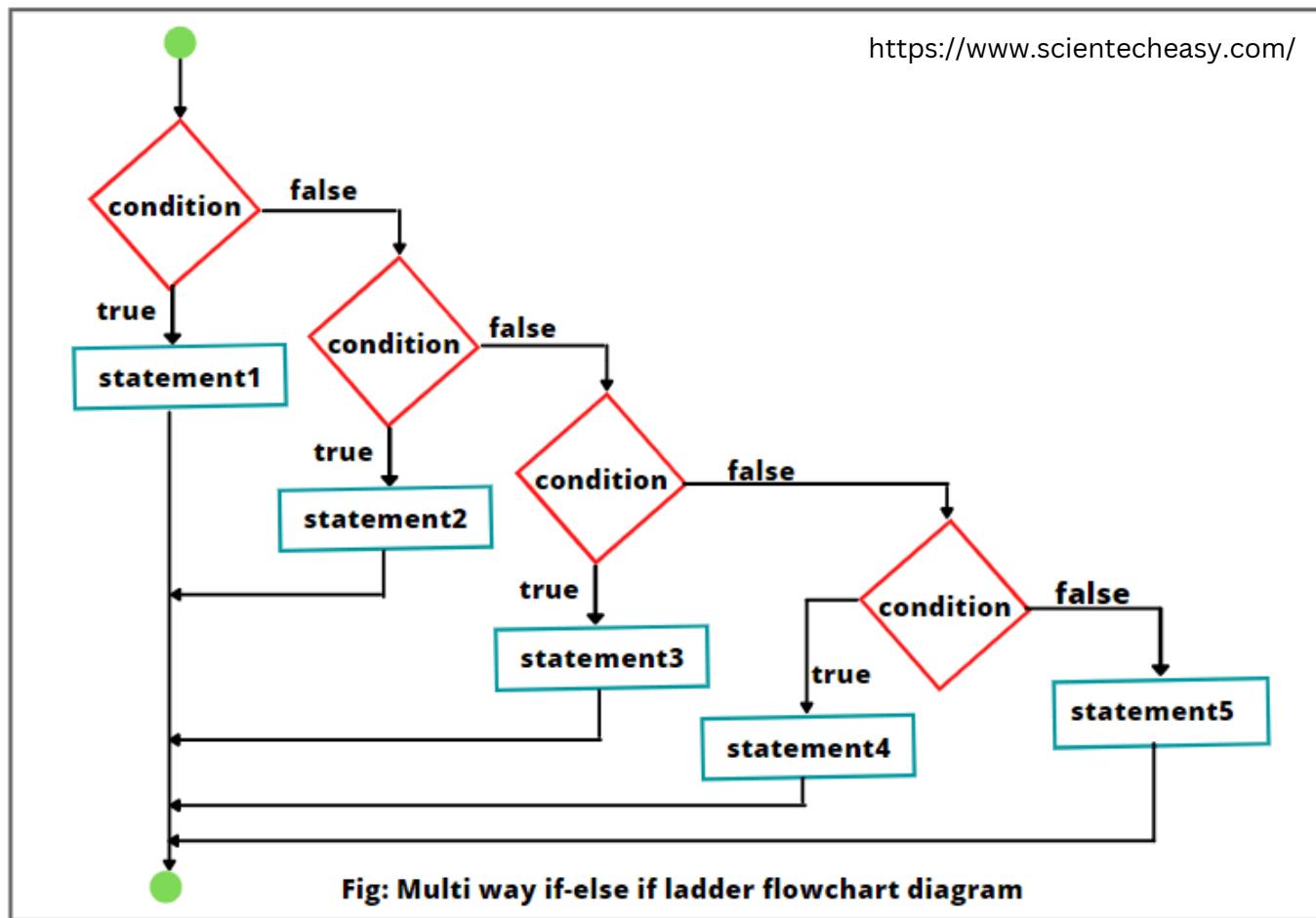
```
// Outer if statement.  
if(condition)  
{  
// Inner if statement defined in outer if else statement.  
    if(condition)  
        statement1;  
}  
// Else part of outer if statement.  
else {  
    statement2;  
}
```

For example:

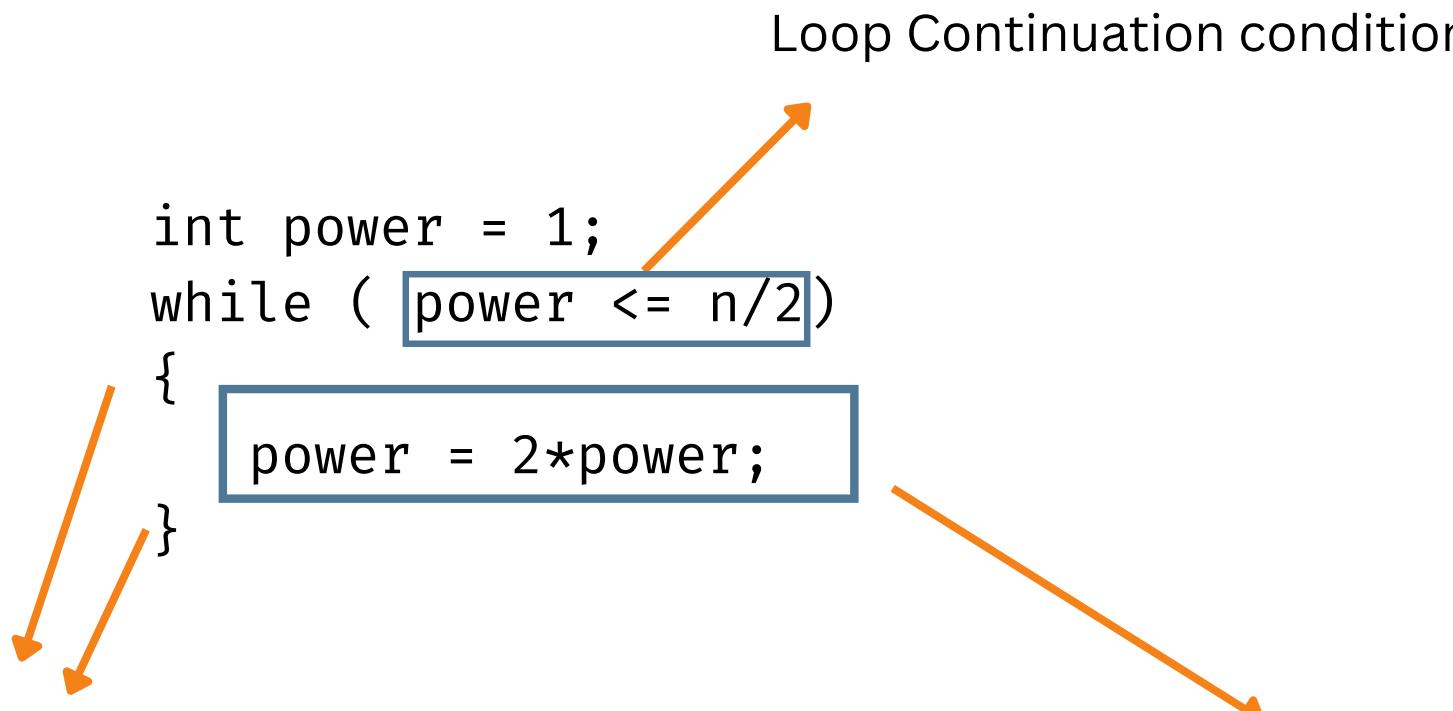
```
if (x > y)  
{  
    if (y > z)  
        System.out.println("x is greater than y and z"); //  
    statement1.  
}  
else  
    System.out.println("x is less than or equal to y"); //  
statement2.
```

if-else if Ladder Statements in Java

```
if(condition)
    statement1;
else if(condition)
    statement2;
else if(condition)
    statement3;
    ...
else
    statement4;
```



while loop.



Brackets are option when body
is a single statement

For Loop

The diagram illustrates the structure of a Java for loop with the following annotations:

- declare and initialize a loop control value*: Points to the initialization part of the for loop: `int i = 0`.
- Loop Continuation condition*: Points to the condition part of the for loop: `i <= n`.
- Increment*: Points to the increment part of the for loop: `i++`.
- Body*: Points to the code block enclosed in a box: `System.out.println(i + " " + power)` and `power = 2*power`.

```
int power = 1;
for ( int i = 0 ; i<=n ; i++)
{
    System.out.println( i + " " + power)
    power = 2*power
}
```

Loops.

compute the largest power of 2 less than or equal to n

```
int power = 1;
while (power <= n/2)
    power = 2*power;
System.out.println(power);
```

*compute a finite sum
 $(1 + 2 + \dots + n)$*

```
int sum = 0;
for (int i = 1; i <= n; i++)
    sum += i;
System.out.println(sum);
```

*compute a finite product
 $(n! = 1 \times 2 \times \dots \times n)$*

```
int product = 1;
for (int i = 1; i <= n; i++)
    product *= i;
System.out.println(product);
```

print a table of function values

```
for (int i = 0; i <= n; i++)
    System.out.println(i + " " + 2*Math.PI*i/n);
```

*compute the ruler function
(see PROGRAM 1.2.1)*

```
String ruler = "1";
for (int i = 2; i <= n; i++)
    ruler = ruler + " " + i + " " + ruler;
System.out.println(ruler);
```

Switch statement.

```
switch(expression){  
    case value1:  
        //code to be executed;  
        break; //optional  
    case value2:  
        //code to be executed;  
        break; //optional  
    ....  
  
    default:  
        code to be executed if all cases are not  
        matched;  
}
```

Arrays



Single Dimensional Array in Java

Syntax to Declare an Array in Java

```
dataType[] arr; (or)  
dataType []arr; (or)  
dataType arr[];
```

Instantiation of an Array in Java

```
arrayRefVar=new datatype[size];
```

Arrays



Single Dimensional Array in Java

```
int a[]={}; //declaration and instantiation
```

```
a[0]=27; //initialization  
a[1]=25;  
a[2]=75;  
a[3]=47;  
a[4]=59;
```

Arrays



Multidimensional Array in Java

dataType[][] arrayRefVar; (or)
dataType [][]arrayRefVar; (or)
dataType arrayRefVar[][]; (or)
dataType []arrayRefVar[];

Example to instantiate Multidimensional Array in Java

```
int[][] arr=new int[3][3];//3 row and 3 column
```

Arrays



Multidimensional Array in Java

Example to initialize Multidimensional Array in Java

```
arr[0][0]=1;  
arr[0][1]=2;  
arr[0][2]=3;  
arr[1][0]=4;  
arr[1][1]=5;  
arr[1][2]=6;  
arr[2][0]=7;  
arr[2][1]=8;  
arr[2][2]=9;
```

Functions



```
public static double funtionName(int n)
{
    double sum = 0.0;
    for (int i = 1 ; i<=n ; i++)
        sum += 1.0 / i;
    return sum;
}
```

Return Type Method name Argument Value
Argument Type Signature
Local Variable

Return Statement

Functions

<i>absolute value of an int value</i>	<pre>public static int abs(int x) { if (x < 0) return -x; else return x; }</pre>
<i>absolute value of a double value</i>	<pre>public static double abs(double x) { if (x < 0.0) return -x; else return x; }</pre>
<i>primality test</i>	<pre>public static boolean isPrime(int n) { if (n < 2) return false; for (int i = 2; i <= n/i; i++) if (n % i == 0) return false; return true; }</pre>
<i>hypotenuse of a right triangle</i>	<pre>public static double hypotenuse(double a, double b) { return Math.sqrt(a*a + b*b); }</pre>
<i>harmonic number</i>	<pre>public static double harmonic(int n) { double sum = 0.0; for (int i = 1; i <= n; i++) sum += 1.0 / i; return sum; }</pre>
<i>uniform random integer in [0, n)</i>	<pre>public static int uniform(int n) { return (int) (Math.random() * n); }</pre>
<i>draw a triangle</i>	<pre>public static void drawTriangle(double x0, double y0, double x1, double y1, double x2, double y2) { StdDraw.line(x0, y0, x1, y1); StdDraw.line(x1, y1, x2, y2); StdDraw.line(x2, y2, x0, y0); }</pre>

Classes

```
public class Charge
{
    private final double rx, ry;
    private final double q;

    public Charge(double x0, double y0, double q0)
    {   rx = x0; ry = y0; q = q0; }

    public double potentialAt(double x, double y)
    {
        double k = 8.99e09;
        double dx = x - rx;
        double dy = y - ry;
        return k * q / Math.sqrt(dx*dx + dy*dy);
    }

    public String toString()
    {   return q + " at " + "(" + rx + ", " + ry + ")"; }

    public static void main(String[] args)
    {
        double x = Double.parseDouble(args[0]);
        double y = Double.parseDouble(args[1]);
        Charge c1 = new Charge(0.51, 0.63, 21.3);
        Charge c2 = new Charge(0.13, 0.94, 81.9);
        double v1 = c1.potentialAt(x, y);
        double v2 = c2.potentialAt(x, y);
        StdOut.printf("%.2e\n", (v1 + v2));
    }
}
```

Annotations:

- instance variables*: Points to the two `private final double` declarations.
- constructor*: Points to the `public Charge` constructor.
- instance methods*: Points to the `potentialAt` and `toString` methods.
- test client*: Points to the `main` method.
- create and initialize object*: Points to the two `new Charge` constructor invocations.
- object name*: Points to the `c1` and `c2` variable names.
- class name*: Points to the `Charge` class name.
- instance variable names*: Points to the `rx`, `ry`, and `q` variable names.
- invoke constructor*: Points to the `new Charge` constructor invocations.
- invoke method*: Points to the `c1.potentialAt` and `c2.potentialAt` method invocations.