

# JAVA Quick Reference

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http://www.bigbookjava-judging.de

## Simple Data Types

byte	8	-128..127
short	16	-32,768..32,767
int	32	-2,147,483,648..2,147,483,647
long	64	-9,223,372,036,854,775,808..9,223,372,036,854,775,807
float	32	3.4e-018..3.4e+08
double	64	1.7e-308..1.7e+308
char	16	Complete Unicode Character Set
Boolean		true, false

Declare a variable:  
type identifier [= value];

## Arrays

<code>int array_name [ ];</code> <code>array_name = new int [ 100 ];</code>	Declare an integer array and allocate 100 elements of memory.
<code>int array_name [ ] = new int [ 100 ];</code> <code>int array_name [ ] = { 1, 2, 3, 4, 5 };</code>	Declare and allocate an integer array in one statement.
<code>int array_name [ ] = new int [ 100 ];</code>	multidimensional array.
<code>int array_name;</code>	for reference type (class, array).

## Class

```
public class identifier { class name  
    { fields, variable declarations  
      public static void main(String[] args) { statements }  
      methods  
    }  
}
```

Use: `object`

## Methods

`public` | `private` | `public` | `type` | `void` | `return type` | `...` | `arg` | `{ statements }`

## Variable

`public` | `private` | `public` | `type` | `name` | `{ arguments }`

## Arithmetic Operators

<code>+</code>	addition
<code>-</code>	subtraction
<code>*</code>	multiplication
<code>/</code>	division
<code>%</code>	remainder
<code>&gt;</code>	greater than
<code>&lt;</code>	less than
<code>&gt;=</code>	greater than or equal to
<code>&lt;=</code>	less than or equal to

<code>++</code>	increment
<code>--</code>	decrement
<code>+</code>	positive
<code>-</code>	negative
<code>!</code>	logical not
<code>&amp;&amp;</code>	logical and
<code>&amp;&amp;&amp;</code>	logical or
<code>^</code>	logical xor
<code>&amp;</code>	bitwise and
<code> </code>	bitwise or
<code>^</code>	bitwise xor
<code>~</code>	bitwise not

<code>&gt;&gt;</code>	right shift
<code>&lt;&lt;</code>	left shift
<code>&gt;&gt;=</code>	right shift with sign extension
<code>&lt;&lt;=</code>	left shift with sign extension
<code>~</code>	bitwise not

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`+` addition, `-` subtraction, `*` multiplication, `/` division  
`%` modulus, `++` increment, `--` decrement

## Relational Operators

`==`, `!=`, `>`, `<`, `>=`, `<=`  
`>`, `<`  
`>=`, `<=`

## Logical Operators

`!L1 && !L2`, `L1 && L2`, `L1 || !L2`, `L1 || L2`, `!L1`, `!L2`

## Bitwise Operators

`~`, `&`, `|`, `^`, `>>`, `<<`, `>>=`, `<<=`  
`>`, `<`, `>=`, `<=`

## Comments

`// rest of line`  
`/* multiline comment */`  
`/** documentation comment */`

## Compile and Run

```
javac sourceCode.java  
java sourceCode
```

CLASSPATH must set correctly.  
The name of the file has to match exactly the name of the class.

## Flow Control

```
if (boolean expression) statement1; else statement2; }  
while (boolean expression) {  
    while (boolean expression -> true) {  
        statements;  
    }  
do while loop  
do {  
    statements;  
} while (boolean expression);  
for loop  
for (initialization, termination -> false, iteration)  
{  
    statements;  
}
```

```
Program Structure  
class className {  
    public static void main (String args) { }  
    statements;  
}  
method definition;  
---  
method definitionN  
}
```

## Key words

<code>abstract</code>	abstract class or interface
<code>assert</code>	enable assertions
<code>boolean</code>	boolean type
<code>break</code>	break out of loop or switch
<code>byte</code>	byte type
<code>case</code>	case in switch
<code>catch</code>	catch exception
<code>char</code>	char type
<code>class</code>	class
<code>continue</code>	continue loop
<code>default</code>	default case in switch
<code>do</code>	do while loop
<code>double</code>	double type
<code>else</code>	else in if-else
<code>enum</code>	enum type
<code>extends</code>	extends class or interface
<code>final</code>	final class or method
<code>finally</code>	finally in try-catch
<code>float</code>	float type
<code>for</code>	for loop
<code>if</code>	if statement
<code>implements</code>	implements interface
<code>import</code>	import package
<code>int</code>	int type
<code>interface</code>	interface
<code>instanceof</code>	instanceof operator
<code>long</code>	long type
<code>new</code>	new operator
<code>package</code>	package
<code>private</code>	private access modifier
<code>protected</code>	protected access modifier
<code>public</code>	public access modifier
<code>return</code>	return statement
<code>short</code>	short type
<code>static</code>	static access modifier
<code>strictfp</code>	strict floating point
<code>super</code>	super keyword
<code>switch</code>	switch statement
<code>synchronized</code>	synchronized keyword
<code>throw</code>	throw statement
<code>throws</code>	throws in method signature
<code>try</code>	try statement
<code>try-with-resources</code>	try-with-resources statement
<code>void</code>	void type
<code>volatile</code>	volatile access modifier
<code>while</code>	while loop

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## Java packages

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<code>java.awt</code>	Contains all of the classes for creating user interfaces and for painting graphics and images.
<code>java.awt.color</code>	Provides classes for color spaces.
<code>java.awt.datatransfer</code>	Provides interfaces and classes for transferring data between and within applications.
<code>java.awt.dnd</code>	Drag and Drop is a direct manipulation paradigm found in many Graphical User Interface systems that provides a mechanism for transferable information between two windows. It typically associated with presentation elements in the GUI.
<code>java.awt.event</code>	Provides interfaces and classes for dealing with different types of events fired by AWT components.
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<code>java.awt.geom</code>	Provides the Java 2D classes for defining and performing operations on objects related to two-dimensional geometry.
<code>java.awt.image</code>	Provides classes and interfaces for the input method framework.
<code>java.awt.image.desktop</code>	Provides interfaces that enable the development of input methods that can be used with any Java runtime environment.
<code>java.awt.image.desktop</code>	Provides classes for creating and modifying images.
<code>java.awt.image.renderable</code>	Provides classes and interfaces for producing rendering independent images.
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<code>java.beans</code>	Contains classes related to developing beans - components based on the "beanshell" architecture.

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# Java Language Reference Guide

**RS Peters**



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