

Java Extension Packages

import <class>

Packages

package <package_path>.<package_name>

Common Extensions

java.awt, java.io, java.lang, java.util, javax.swing

Data Types

boolean, char, byte, short, int, long, float, double, String

Comments

// Single line Comment

/* Multiple line Comment */

Arithmetic Operators

+ (Addition), - (Subtraction), * (Multiplication), / (Division), % (Modulus)

Equality Operators

== (Equal To)

!= (Not Equal To)

Relational Operators

> (Greater Than), < (Less Than), >= (Greater Than or Equal To), <= (Less Than or Equal To)

In-/Decremental Operators

++x (PreIncrement), x++ (PostIncrement), --x (PreDecrement), x-- (PostDecrement)

Logical Operators

&& (logical AND), & (boolean logical AND), || (logical OR), || (boolean logical inclusive OR), ^ (boolean logical exclusive OR), ! (logical NOT)

Escape Sequences

\n (newline)

\t (horizontal tab)

\r (carriage return)

\b (backslash)

\" (double quote)

Other

? (Conditional)

= (Assignment)

If Else

```
if (<condition>) {  
    <statement(s)>  
}
```

```
else {  
    <statement(s)>  
}
```

```
}
```

Switch Case

```
switch(<expression>){  
    case <option 1>:  
        <statement>  
        break;
```

```
    case <option 2>:  
        <statement>  
        break;
```

```
    default:  
        <statement>  
}
```

```
}
```

```
}
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}
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}
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```
}
```

For Loop

```
for (<initial value>, <condition>, <in-/decrement>){  
    <statement(s)>  
}
```

```
}
```

While Loop

```
while(<condition> )  
{ <statement(s)> ;
```

```
}
```

Do While Loop

```
do {
```

```
    <statement(s)>;
```

```
} while (<condition>);
```

Arrays

```
int a[] = new int[5]; //declare and allocate in one
```

```
//declare and allocate in two
```

```
int myArray[] ;
```

```
myArray = new int[5];
```

```
//initialize
```

```
myArray = {10,20,30,40,50}
```

```
//access 3rd Element
```

```
myArray[2] = var;
```

Method

```
<access modifier> <return data type> <function name> (<parameters>)
```

```
{
```

```
    <declarations>
```

```
    <statements>
```

```
    [return;]
```

```
    [return <expression>;]
```

```
}
```

Class

```
<access modifier> <return data type> <class name> [extends
```

```
<superclass name>]implements <interface name>]
```

```
{
```

```
    <declarations>
```

```
    <methods>
```

```
}
```

Exception Handling

```
try{
```

```
    //Code, can include method calls
```

```
}
```

```
catch(Exception e){
```

```
    //What to do on an error. Multiple catches may be used
```

```
}
```

```
finally{
```

```
    //this code is executed with or without an error }
```

File IO

// Read in a Text File

```
//should be contained in a try catch block
```

```
BufferedReader in = new BufferedReader(new
```

```
FileReader(directory.getPath()));
```

```
//directory is a File object
```

```
String nextLine = in.readLine(); //reads first line, repeat for next line
```

```
in.close();
```

// Write to a Text File

```
//should be contained in a try catch block
```

```
DataOutputStream out = new DataOutputStream(new
```

```
FileOutputStream(myfile.dat));
```

```
//creates myfile.dat, can add directory
```

```
out.writeUTF(theText); //writes String object theText
```

```
out.close();
```

Java Programming Guide Quick Reference

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Java Programming Guide Quick Reference:

Java Language Reference Mark Grand, 1997 The Java Language Reference is an indispensable tool for Java programmers. Part of O'Reilly's new Java documentation series, this book details every aspect of the Java programming language from the definition of data types to the syntax of expressions and control structures. Using numerous examples to illustrate various fine points of the language, this book helps you understand all of the subtle nuances of Java so you can ensure that your programs run exactly as expected. This edition describes Version 1.0.2 of the Java language. It includes a complete reference describing all aspects of the Java language. Syntax for all Java statements presented using easy-to-understand railroad diagrams. A detailed look into Java's style of object-oriented programming. A chapter explaining exception handling in Java. An examination of multithreaded programming with Java. Reference material on classes in the Java language. Notes highlighting the differences between Java features and similar features in C and C++. The Java Language Reference and the forthcoming Java Fundamental Classes Reference and Java AWT Reference provide a complete set of reference material on the Java language and the Java Core API. These manuals comprise the definitive set of Java documentation that you need to do serious programming with Java. O'Reilly Associates also publishes a tutorial, *Exploring Java*, if you need to get up to speed with this exciting new technology. For advanced Java programming topics, look for upcoming books from O'Reilly on network programming, distributed computing, and database programming.

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Table of Contents Java Programming Guide Quick Reference

1. Understanding the eBook Java Programming Guide Quick Reference
 - The Rise of Digital Reading Java Programming Guide Quick Reference
 - Advantages of eBooks Over Traditional Books
2. Identifying Java Programming Guide Quick Reference
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Java Programming Guide Quick Reference
 - User-Friendly Interface
4. Exploring eBook Recommendations from Java Programming Guide Quick Reference
 - Personalized Recommendations
 - Java Programming Guide Quick Reference User Reviews and Ratings
 - Java Programming Guide Quick Reference and Bestseller Lists
5. Accessing Java Programming Guide Quick Reference Free and Paid eBooks
 - Java Programming Guide Quick Reference Public Domain eBooks
 - Java Programming Guide Quick Reference eBook Subscription Services
 - Java Programming Guide Quick Reference Budget-Friendly Options
6. Navigating Java Programming Guide Quick Reference eBook Formats

- ePub, PDF, MOBI, and More
 - Java Programming Guide Quick Reference Compatibility with Devices
 - Java Programming Guide Quick Reference Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Java Programming Guide Quick Reference
 - Highlighting and Note-Taking Java Programming Guide Quick Reference
 - Interactive Elements Java Programming Guide Quick Reference
 8. Staying Engaged with Java Programming Guide Quick Reference
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Java Programming Guide Quick Reference
 9. Balancing eBooks and Physical Books Java Programming Guide Quick Reference
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Java Programming Guide Quick Reference
 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
 11. Cultivating a Reading Routine Java Programming Guide Quick Reference
 - Setting Reading Goals Java Programming Guide Quick Reference
 - Carving Out Dedicated Reading Time
 12. Sourcing Reliable Information of Java Programming Guide Quick Reference
 - Fact-Checking eBook Content of Java Programming Guide Quick Reference
 - Distinguishing Credible Sources
 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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