

REFERENCE SHEET

Class declaration	<pre>class ClassName { // all code goes here }</pre>	
Methods		
Void methods	<pre>void methodName(){ // method code goes here }</pre>	
Methods with parameters	<pre>void methodName(int parameterName) { // rest of method code goes here int doubled = parameterName * 2; }</pre> * The parameter can be of any type, e.g., int, double etc. ** When calling this method, you must include the parameter you are passing it in the brackets: e.g., methodName(answer). Here the variable number should be of the same type as parameterName	
Non-void methods	<pre>int methodName() { int total = num1 + num2; return total; // returned variable is of same type as method }</pre> This method can be treated as the data it returns when called. Example: System.out.println (methodName); //outputs the value of total.	
Method main	<pre>public static void main(String args[]){ // rest of code goes here }</pre>	
Constructor method	<pre>ClassName(){ //constructors have the same name as the class // can be used to put a default value in an instance variable }</pre>	
Creating and using objects	ClassName objectName = new ClassName();	
Variable types		
Primitive Data Types	byte, short, int, long	whole numbers
	float, double	real numbers
	boolean	True or False
	char	a single character
Static final variables	<pre>static final double VAT = 0.18;</pre> * static means the value will be the same for every instance of this class ** final means the value assigned to the variable here cannot be changed	

String	This is not a primitive data type in Java, but it is predefined
Data Input from Keyboard	
Import Scanner Class	<code>import java.util.Scanner;</code>
Create Scanner Object	<code>Scanner objectName = new Scanner(System.in);</code> * In class we often called the Scanner object 'input'
Call Scanner methods to read data and place it in variables	<code>int age = objectName.nextInt();</code>
Output instructions	
print(), println()	<code>System.out.print("Enter name: ");</code> //cursor on same line <code>System.out.println ("Name: " + name);</code> //moves to next line
printf()	<code>System.out.printf("%1.2f", 3.14159);</code>
Calculations	<code>+, -, *, /</code>
Decisions	
if..else	<pre> if (condition){ // example (mark>49) //code to execute if condition is true } else{ //code to execute if condition is NOT true } </pre>
switch()	<pre> switch(variableToCheck){ // e.g. userChoice case 1: { //statement/s; break; } case 2: { //statement/s; break; } default: { //statement/s to execute if no case is satisfied } } </pre>
Loops	
do..while	<pre> do { // instructions to execute on a loop } while (condition) //e.g. while(choice != 4) </pre>