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* **What types of variables used in java?**
	+ int
	+ double
	+ String
	+ JLabel
	+ What are 3 variable naming no no’s?
* **Java classes**
	+ Each java program is a class that contains a main method where the program starts running
	+ A constructor can be defined which will get called when an instance of the class is created
	+ Methods are called by using the name of the method followed by the () and inside any \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ needed to be passed to the method
* **Java naming conventions**
	+ Java classes are named using \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	(First letter \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and subsequent words \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_)
	+ A class defining a circle would be spelled \_\_\_\_\_\_\_\_\_
	+ An object is a specific instance of a class
	+ 3 objects of the circle class could be spelled c1, c2 and c3
* **Import statements**
	+ What do import statements accomplish?
	+ What is a typical import statement we have used?
* **Printing to the console window**
	+ What are the two commands to print stuff to the console window??
	+ Write a method called output10 that loops and prints out the numbers 1-10 on separate lines
	+ Write a method called output10NoLineBreaks that prints out the numbers -1 to -10 on the SAME line separated by a space
* **Methods cont’d**
	+ Methods can also have \_\_\_\_\_\_\_\_\_\_\_\_\_ or variables in the parentheses of the method that act as inputs to the method
	+ Parameters can help a programmer create powerful, reusable methods
* **For example**
	+ To find the area of any triangle
	+ public double area(double len, double height)
	+ {

return .5\*len\*height;

* + }
	+ //To call this method and find the area of a 12 length by 4.5 h triangle and print it use…
* **Looping**
	+ Allows a programmer to repeat commands a certain number of times
	+ Typical loop format
	+ Set control var
	+ while(condition){
		- //take some action
		- Increment control variable
	+ }
* **Looping – cont’d**
	+ How many times will the following loop get executed?
	+ int i = 5;
	+ while(i<0){

System.out.println(“I am in the loop”);

i++;

}

* + How about this one?
	+ int i = 0;
	+ while(i<8){
		- System.out.println(“I am in the loop”);
		- System.out.print(i\*i);
		- i++;
	+ }
* **Logical Operators**
	+ Logical AND
	+ Logical OR
	+ Logical Negation
	+ What is the value of
	+ (5!=3)&&(4<8|| 1>0)?
	+ ((!(3>=3))&&(1<5))?
	+ !(-1>0)?
* **Mathematical Operators**
	+ +
	+ -
	+ / double
	+ / integer
	+ \*
	+ %
* **Scope of variables**
	+ Describe the scope of;
		- Globals
		- Local variables
		- Parameters
* **Arrays**
	+ Arrays are collections of variables of the same type, grouped under a single name.
	+ Array sizes are \_\_\_\_\_\_\_\_\_ at the time an array is created with the new command
	+ In order to utilize an array, use a subscript inside the [ ] ‘s.
* **Arrays – cont’d**
	+ Use an array to store 5 different randomly generated integers between 1 and 1000. You may assume that java.util.\* has been imported
	+ public static void main(String[] args) {
		- Random r = new Random();
		- int[ ] nums = new int[5];
		- for (int i=0; i<5; i++) {
		- nums[i] = r.nextInt(1000)+1;
		- }
* **java.util.Random**
	+ Random r = new Random();
	+ What is the range of r.nextInt(5)?
	+ What is the range of r.nextInt(10)?
	+ What is the range of r.nextInt(3)+1?
* **Glossary Terms**
	+ method
	+ double
	+ String
	+ int
	+ application
	+ applet
	+ if statement
	+ JFrame
	+ TCP/IP
	+ GUI
	+ CPU
	+ JAR file
	+ .java file
	+ .class file
	+ IDE
	+ main
	+ logic error
	+ syntax error
	+ Java Virtual Machine
	+ algorithm
	+ object oriented programming
	+ class
	+ ASCII code
	+ hardware dongle
	+ boolean