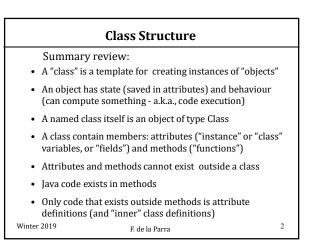
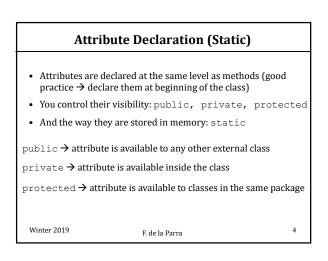
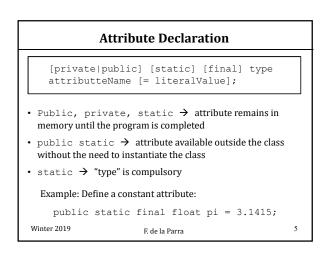
CISC124 - Java Syntax		
	<ul> <li>Structure</li> <li>Basics of class structure</li> <li>Attribute declaration</li> <li>Method declaration</li> <li>Access modifiers</li> <li>Arrays (review)</li> <li>Strings</li> <li>Flow control</li> <li>Conditional branching</li> <li>Expressions</li> <li>Example</li> </ul>	
Winter 2019	F. de la Parra	1

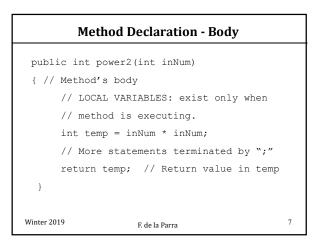


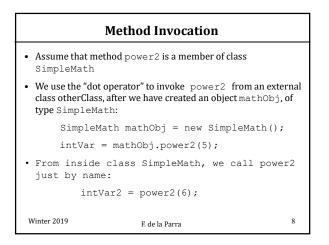
Class Structure				
ſ	public class MyClassName {			
	int number1 = 10;			
	String name = "John";			
	public static void main(String[] args) {			
CLASS	// Method 's body METHOD			
decl. ¯	}			
	private int doWork (int inNumber) {			
	// Method's body METHOD			
	}			
	_ }			
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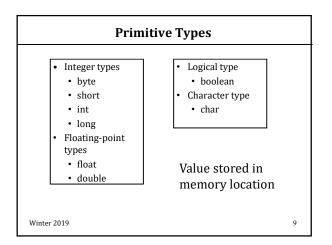


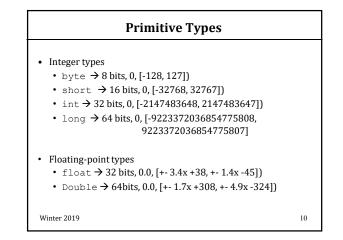


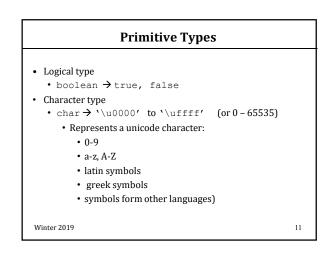
Method Declaration		
	public] [static] [void][final] pe methodName ([parameterList]) { body }	
	public, static, final $\rightarrow$ have the sa s for attributes	me
	<pre>nust return a value of returnType, unless t ifier is specified.</pre>	he
<ul> <li>main → c</li> <li>starting poi</li> </ul>	loes not return any value and it is the program' nt :	S
public	<pre>static void main(String[] args)</pre>	{ }
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Class Types				
<ul> <li>Classes are used as types ("templates") of ins</li> <li>Classes that we declare can be used as types methods</li> <li>Classes in the Java libraries can also be used</li> <li>Example: strings are objects in Java. Instance String</li> </ul>	of attributes and as types			
String name = "John";				
String name = new String(	John");			
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## Arrays

- List of "fixed size" containing elements of the "same type"
   Arrow size is set at declaration time. Attribute length contain
- Array size is set at declaration time. Attribute length contains the number of elements (locations) in the array
  Locations in the array are indexed → 0, (length 1)

```
int[] skillLevel = {1,2,3,4,5,6,7,8,9,10};
int[] skillLevel = new int[10];
skillLevel[0] = 1;
skillLevel[1] = 2;
etc.
```

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```
Arrays
• List of "fixed size" containing elements of the "same
type"
• Array size is set at declaration time. Attribute length contains
the number of elements (locations) in the array
• Locations in the array are indexed → 0, (length - 1)
int[] skillLevel = {1,2,3,4,5,6,7,8,9,10};
int[] skillLevel = new int[10];
skillLevel[0] = 1;
skillLevel[1] = 2;
etc.
Wnter 2019
```

