

Java Quick Reference

Accessible methods from the Java library that may be included in the exam

Class Constructors and Methods	Explanation
String Class	
<code>String(String str)</code>	Constructs a new <code>String</code> object that represents the same sequence of characters as <code>str</code>
<code>int length()</code>	Returns the number of characters in a <code>String</code> object
<code>String substring(int from, int to)</code>	Returns the substring beginning at index <code>from</code> and ending at index <code>to - 1</code>
<code>String substring(int from)</code>	Returns <code>substring(from, length())</code>
<code>int indexOf(String str)</code>	Returns the index of the first occurrence of <code>str</code> ; returns <code>-1</code> if not found
<code>boolean equals(String other)</code>	Returns <code>true</code> if this is equal to <code>other</code> ; returns <code>false</code> otherwise
<code>int compareTo(String other)</code>	Returns a value <code><0</code> if this is less than <code>other</code> ; returns zero if this is equal to <code>other</code> ; returns a value <code>>0</code> if this is greater than <code>other</code>
Integer Class	
<code>Integer(int value)</code>	Constructs a new <code>Integer</code> object that represents the specified <code>int</code> value
<code>Integer.MIN_VALUE</code>	The minimum value represented by an <code>int</code> or <code>Integer</code>
<code>Integer.MAX_VALUE</code>	The maximum value represented by an <code>int</code> or <code>Integer</code>
<code>int intValue()</code>	Returns the value of this <code>Integer</code> as an <code>int</code>
Double Class	
<code>Double(double value)</code>	Constructs a new <code>Double</code> object that represents the specified <code>double</code> value
<code>double doubleValue()</code>	Returns the value of this <code>Double</code> as a <code>double</code>
Math Class	
<code>static int abs(int x)</code>	Returns the absolute value of an <code>int</code> value
<code>static double abs(double x)</code>	Returns the absolute value of a <code>double</code> value
<code>static double pow(double base, double exponent)</code>	Returns the value of the first parameter raised to the power of the second parameter
<code>static double sqrt(double x)</code>	Returns the positive square root of a <code>double</code> value
<code>static double random()</code>	Returns a <code>double</code> value greater than or equal to <code>0.0</code> and less than <code>1.0</code>
ArrayList Class	
<code>int size()</code>	Returns the number of elements in the list
<code>boolean add(E obj)</code>	Appends <code>obj</code> to end of list; returns <code>true</code>
<code>void add(int index, E obj)</code>	Inserts <code>obj</code> at position <code>index</code> (<code>0 <= index <= size</code>); moving elements at position <code>index</code> and higher to the right (adds 1 to their indices) and adds 1 to <code>size</code>
<code>E get(int index)</code>	Returns the element at position <code>index</code> in the list
<code>E set(int index, E obj)</code>	Replaces the element at position <code>index</code> with <code>obj</code> ; returns the element formerly at position <code>index</code>
<code>E remove(int index)</code>	Removes element from position <code>index</code> ; moving elements at position <code>index + 1</code> and higher to the left (subtracts 1 from their indices) and subtracts 1 from <code>size</code> ; returns the element formerly at position <code>index</code>
Object Class	
<code>boolean equals(Object other)</code>	
<code>String toString()</code>	

Java Language Reference Guide

Olaf Kirch, Terry Dawson



Java Language Reference Guide:

The Java Language Specification James Gosling, 2005 Written by the inventors of the technology The Java tm Language Specification Third Edition is the definitive technical reference for the Java tm programming language If you want to know the precise meaning of the language s constructs this is the source for you The book provides complete accurate and detailed coverage of the Java programming language It provides full coverage of all new features added since the previous edition including generics annotations asserts autoboxing enums for each loops variable arity methods and static import clauses

Java Language Reference Mark Grand, 1997 The second edition of the Java Language Reference is an invaluable tool for Java programmers especially those who have migrated to Java 1.1 This complete reference describes all the aspects of the Java language plus new features in Version 1.1 such as inner classes final local variables and method parameters anonymous arrays class literals and instance initializers

The Java Language Specification James Gosling, 2000 For nearly five years one book has served as the definitive reference to Java for all serious developers The Java Language Specification by James Gosling Bill Joy and Guy Steele Now these world renowned Java authorities along with new co author Gilad Bracha have delivered a monumental update This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision offering the invaluable insights of Java s creators to every developer There is no better source for learning everything about the Syntax and Semantics of the Java programming language Developers will turn to this book again and again

XLIB Programming Manual, Rel. 5 Adrian Nye, 1992 Covering X11 Release 5 the Xlib Programming Manual is a complete guide to programming the X library Xlib the lowest level of programming interface to X It includes introductions to internationalization device independent color font service and scalable fonts Includes chapters on X Window System concepts A simple client application Window attributes The graphics context Graphics in practice Color Events Interclient communication Internationalization The Resource Manager A complete client application Window management This manual is a companion to Volume 2 Xlib Reference Manual

POSIX Programmers Guide Donald Lewine, 1991-04 Software Operating Systems

Java The Complete Core Reference, 11th Edition

Kotiyana, 2019-07-15 Java The Complete Reference 11th Edition Fully updated for Java SE 11 explains how to develop compile debug and run Java programs Best selling Java programming author Mr kotiyana covers the entire Java language including its syntax keywords and fundamental programming principles You ll also find information on key portions of the Java API library such as I/O the Collections Framework the stream library and the concurrency utilities Swing JavaBeans and servlets are examined and numerous examples demonstrate Java in action Of course the very important module system is discussed in detail This Oracle Press resource offers a complete introduction to Java for beginners This book covers introduction to java java basics Data types variables arrays and operators Control statements Classes objects and methods Method overloading and overriding Inheritance Local variable type inference Interfaces and packages Exception handling

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The Harvard Conference on the Internet & Society O'Reilly & Associates,1997 In 1996 many international leaders in business law government and education gathered at Harvard University to discuss the growth and future of the Internet This volume includes the writings discussion transcripts and computer demonstrations from this meeting **Java Examples in a Nutshell** David Flanagan,1997 From the author of Java in a Nutshell comes Java Examples in a Nutshell chock full of practical real world Java programming examples that readers can learn or modify for their own use A must have for anyone who prefers to learn by example *Database Programming with JDBC and Java* George Reese,1997 Software Programming Languages **C++** Gregory Satir,Doug Brown,1995 A primer for C programmers transitioning to C and designed to get users up to speed quickly this book tells users just what they need to learn first Covering a subset of the features of C the user can actually use this subset to get familiar with the basics of the language The book includes sidebars that give overviews of advanced features not covered Java Programming Language Robin Nixon,2025 Essential Java six page laminated guide with core statements operators variables containers events handling and more for support of beginners who are learning and experts as a handy quick reference Author Robin Nixon worked with computers in the 80s and started developing websites in the 90s becoming an expert and writing over 40 programming books and over 500 articles for top computer magazines With his expertise in the field and writing to his audience in our succinct and organized QuickStudy format this reference has more quality actionable facts per page than any book or website Designed for quick access to the

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Access Database Design & Programming Steven Roman,1997 This book provides experienced Access users who are novice programmers with frequently overlooked concepts and techniques necessary to create effective database applications It focuses on designing effective tables in a multi table application using the Access interface or Access SQL to construct queries and programming using the Data Access Object DAO and Microsoft Access object models

Java Quick Syntax Reference Mikael Olsson,2018-01-25 Quickly gain the insight necessary to address a multitude of Java coding challenges using this succinct reference guide Short focused code examples will help you master Java elements such as modules boxing unboxing and more You won t find any technical jargon bloated samples drawn out history lessons or witty stories in this book What you will find is a language reference that is concise to the point and highly accessible The book is packed with useful information and is a must have for any Java programmer What You Will Learn Code with Java modules Box unbox Utilize exception handling Who This Book Is For Those with prior experience with Java who want a quick and handy reference

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Java AWT Reference John Zukowski,1997 The Java AWT Reference provides complete reference documentation on the Abstract Windowing Toolkit AWT a large collection of classes for building a graphical user interface GUI in Java This book takes readers beyond what they would expect from standard reference manuals Classes and methods are explained in detail

Proceedings of the ACM 2001 Java Grande/ISCOPE Conference ACM Special Interest Group on Programming Languages,2001

Protecting Networks with SATAN Martin Freiss,1998 SATAN performs security audits scanning host computers for security vulnerabilities This book describes how to

install and use SATAN and how to adapt it to local requirements and increase its knowledge of specific security vulnerabilities *Netscape IFC in a Nutshell* Dean Petrich, David Flanagan, 1997 This programmer's guide and quick reference documents the Internet Foundation Classes version 1.1 the preferred development library for Navigator 4.0 that makes it easier to create better graphical user interfaces in Java applets and applications Users can master the IFC now for a head start on the forthcoming Java Foundation Classes JFC

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web oct 1 2006 for example a typical spray application paint formulation may include fast medium and slow evaporating solvents the fast evaporating solvent provides a lower initial paint viscosity for easier application good atomization of the spray while allowing a higher viscosity after application after the fast evaporating solvent quickly

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web to qualify as an automotive fuel cell engine the integrated fuel cell system needs to have high power density as well as high efficiency and near zero emissions over a wide power band start up quickly when cold and respond rapidly to frequent load changes resist shock and vibration be relatively easy to maintain and have costs

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web the study of automotive engineering is to design develop fabricate and test vehicles or vehicle components from the concept stage to production stage production development and manufacturing are the three major functions in this field

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