

Review

CSCI 1111, April 20th 2011

Understand

- Loops, Branching, conditionals
- Methods
- Arrays (pass by reference vs value)
- Strings (related methods)
- Variables (casting and scope)
- Spot compiler errors, trace programs

(No guarantee that this list is complete)

Conditionals

- `&&` `||` `<` `>` `<=` `>=` `==` `!=`
- Evaluate to boolean
- `((x < 25) && (x > 20))`
- Do not check doubles for equality (rounding errors)
- Strings use `.equals` method, not `==`

Branching

- if, else if, else
- if (conditional_statement) { ... }
- if (c_s) { ... } else { ... }
- if (c_s) { ... } else if (c_s2) { ... }
- if (c_s) { ... } else if (c_s2) { ... } else { ... }
- As many else if statements as you please

Loops - for

- `for (declare_i; conditional; increment_i) { ... }`
- Index can be int, double
- Can “count” up or down, by any increment
- Halts when conditional becomes false
 - Make sure it halts!
- `for (int i = 0; i < 10; i++) { ... }`

Loops - while

- `while (conditional) { ... }`
- Can do anything done with for loops
- Checks conditional at start of each iteration
 - Halts when conditional is false
 - Make sure it will halt!

Methods

- `return_type name (arguments) { ... }`
- `public static void printMin (int x, int y) { ... }`
- `public static int factorial (int x) { ... }`
 - Must return an int
 - Careful with branches – easiest to have one return
- Define in class `{ }`, but outside all other `{ }`

Arrays

- A block of multiple variables, referenced by a index
 - Exception if incorrect index
- Should be able to copy, rotate, and reverse
- Call-by-value Vs. Call-by-reference
 - Module 12, exercise 14

Strings

- Objects, not primitives
 - Have methods such as `charAt`, `substring`, `indexOf`
 - Should review these methods
- Concatenation operator `+`
 - `System.out.println("Value: " + x);`

Variables

- Casting converts variables
 - Only needed when loss of information is possible

```
int x = (int) 3.5;
double y = x;
```
- Scope
 - Only accessible within the { } declared within
 - Global vs. Local
 - Local variables will obscure global

Good Luck