

# For Your Reference

## Operator Precedence Table

Precedence	Operator
	<code>var++ and var-- (postfix)</code>
	<code>+ , - (Unary plus and minus), ++var and --var (prefix)</code>
	<code>(type)(Casting)</code>
	<code>! (Not)</code>
	<code>* , / , % (Multiplication, division, and remainder)</code>
	<code>+,- (Binary addition and subtraction)</code>
	<code>&lt;,&lt;=,&gt;,&gt;= (Relational)</code>
	<code>==, != (Equality)</code>
	<code>^ (Exclusive OR)</code>
	<code>&amp;&amp; (AND)</code>
	<code>   (OR)</code>
V	<code>=, +=, -=, *=, /=, %= (Assignment operator)</code>

## Methods

You may find all, some, or none of these methods useful. Descriptions are taken from the textbook or the Java 8 Specification; some have been slightly abbreviated for space.

### Methods from the Scanner (`java.util.Scanner`):

<code>Scanner(System.in)</code>	creates a <code>Scanner</code> that reads from the keyboard
<code>Scanner(File file)</code> <code>throws FileNotFoundException</code>	creates a <code>Scanner</code> that reads from <code>file</code>
<code>void close()</code>	closes the scanner
<code>boolean hasNext()</code>	returns true if this scanner has another token in its input
<code>boolean hasNextInt()</code>	returns true if the next token can be interpreted as an int
<code>boolean hasNextDouble()</code>	returns true if the next token can be interpreted as a double
<code>boolean hasNextLine()</code>	returns true if there's another line of input
<code>String next()</code>	reads a <code>String</code> that ends with a whitespace character
<code>int nextInt()</code>	reads an integer of the <code>int</code> type

## Scanner, continued

<code>double nextDouble()</code>	reads a number of the <code>double</code> type
<code>String nextLine()</code>	reads a <code>String</code> that ends with a newline character

## Methods from the Math class (java.lang.Math):

<code>double random()</code>	returns a double value [0.0, 1.0)
<code>double pow(double a, double b)</code>	returns <code>a</code> raised to the power of <code>b</code> ( $a^b$ )
<code>double sqrt(double a)</code>	returns the square root of <code>a</code> ( $\sqrt{a}$ ) for <code>a &gt;= 0</code>
<code>double floor(double a)</code>	<code>a</code> is rounded down to its nearest integer, returned as double
<code>double ceil(double a)</code>	<code>a</code> is rounded up to its nearest integer, returned as double
<code>long round(double a)</code>	<code>a</code> is rounded to the closest integer, returned as long

## Methods from the Character class (java.lang.Character):

<code>boolean isDigit(char c)</code>	returns true if <code>c</code> is a digit
<code>boolean isLetter(char c)</code>	returns true if <code>c</code> is a letter
<code>boolean isLowerCase(char c)</code>	returns true if <code>c</code> is a lowercase letter
<code>boolean isUpperCase(char c)</code>	returns true if <code>c</code> is an uppercase letter
<code>char toLowerCase(char c)</code>	returns the lowercase version of <code>c</code>
<code>char toUpperCase(char c)</code>	returns the uppercase version of <code>c</code>

## Methods from the String class (java.lang.String):

<code>int length()</code>	returns the number of characters in this string
<code>char charAt(int index)</code>	returns the character at the specified index in this string
<code>String toLowerCase()</code>	returns a new String with all letters in lowercase
<code>String toUpperCase()</code>	returns a new String with all letters in uppercase
<code>boolean equals(String s1)</code>	returns true if this string is equal to string <code>s1</code>
<code>int compareTo(String s1)</code>	returns an integer $> 0$ , $= 0$ , or $< 0$ to indicate whether this string is greater than, equal to, or less than <code>s1</code>
<code>boolean contains(String s1)</code>	returns true if <code>s1</code> is a substring of this string
<code>int indexOf(String s1)</code>	returns the index of the first occurrence of string <code>s1</code> in this string. Returns -1 if not matched.
<code>int indexOf(String s1, int index)</code>	returns the index of the first occurrence of string <code>s1</code> in this string after index. Returns -1 if not matched.

## String, continued

<code>String substring(int begin)</code>	returns this string's substring that begins with the character at the specified <code>begin</code> index and extends to the end of the string
<code>String substring(int begin, int end)</code>	returns this string's substring that begins at the specified <code>begin</code> index and extends to the character at <code>end - 1</code> .
<code>String[] split(String delim)</code>	returns an array of Strings consisting of the substrings split by the delimiter <code>delim</code>

## Methods from the Arrays class (java.util.Arrays):

`E []` indicates an array of elements are of type `E`.

<code>static sort(E[] array)</code>	Sorts the specified array in memory
<code>static String toString(E[] array)</code>	Returns a String representation of the specified array

## Methods from the ArrayList class (java.util.ArrayList):

`E` indicates an object of type `E`.

<code>int size()</code>	Returns the number of elements in this list.
<code>add(E item)</code>	Appends the element <code>item</code> at the end of this list
<code>add(int index, E item)</code>	Adds the element <code>item</code> at the specified index in this list
<code>E get(int index)</code>	Returns the element at the specified <code>index</code> in this list
<code>E set(int index, E item)</code>	Replaces the element at the specified <code>index</code> in this list with the element <code>item</code> .
<code>boolean remove(E item)</code>	Removes the first occurrence of the element <code>item</code> from the list, if it is present.
<code>E remove(int index)</code>	Removes the element at the specified <code>index</code> in this list
<code>void clear()</code>	Removes all the elements from this list
<code>boolean contains(E item)</code>	Returns <code>true</code> if this list contains <code>item</code> , <code>false</code> otherwise

## Methods from the Object class (java.lang.Object):

<code>String toString()</code>	Returns a String representation of the object. This is the <code>hashcode</code> of the instance unless this method is overridden.
<code>boolean equals(Object obj)</code>	Returns <code>true</code> if <code>this</code> is equal to <code>obj</code> , <code>false</code> otherwise. This checks if the object reference <code>obj</code> is the same as <code>this</code> , unless overridden by the class.

## Methods from the File class (java.io.File):

<code>File(String filename) throws FileNotFoundException</code>	Creates a <code>File</code> object for the given file name, <code>filename</code>
<code>boolean exists()</code>	Returns <code>true</code> if the specified file already exists, <code>false</code> otherwise

### Methods from the PrintWriter class (java.io.PrintWriter):

<code>PrintWriter(String filename) throws FileNotFoundException</code>	Creates a new PrintWriter for the given file name, filename
<code>PrintWriter(File file) throws FileNotFoundException</code>	Creates a new PrintWriter from file
<code>void print(String str)</code>	Prints the String str
<code>void println(String str)</code>	Prints the String str followed by a newline character
<code>void close()</code>	Closes the PrintWriter

### Methods from the Comparable<E> interface:

<code>int compareTo(E obj)</code>	Returns a negative integer, zero, or a positive integer if this object is less than, equal to, or greater than obj.
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