

Java Main method.

Main - must be 1, never more than 1  
 you can put the main method in any class,  
 but often best to have its own.

if/else a basic blocks

if a member variable, <sup>'age'</sup> that is part of 'dog'  
 for example, every dog will have the variable  
 'age'

Primitive types in Java

int - whole number

float - decimal numbers

Java has large ~~of~~ a pi of useful classes.

variable is a space in memory

so int myNumber creates an empty 'cup'

and the primitive puts into the cup

slot written in binary.

If object does not fit into the 'cup'

Java then leaves the object somewhere else in the 'heap' memory and simply adds a reference to the instance.

Defined	in Java	in Classes
Stored	directly in variables	reference stored in variable
Passed	Pass by copy	Pass by reference

If you want to clone, you have to do it yourself - do you want the tree of references cloned too?

Integer and int - Java "boxes + unboxes seamlessly"

Methods can include shorter-lived local variables.

Local variables cannot be seen or used in other methods

possible to get conflict if variable (eg balance) declared twice. See SCOPE

Ensure names do not match to reduce confusion over local/global. Variable names

case sensitive like 3.2 Ca camel case →

Classes usually start with capital letter.

Objects vs. Classes  
(instances) vs. (templates)

Variables :

Intro to Scope -