

CMP 326 Spring 2014 Midterm Reference Sheet

String methods - Usage: String.method

- `charAt(i)` returns the character of a string at the index `i`
- `concat(str)` concatenates `str` to the end of the `String`. It works like the `+` symbol.
- `equals(otherString)` returns `true` if this string and `otherString` are equal. Otherwise, returns `false`.
- `equalsIgnoreCase(otherString)` is the same as `equals` but ignores the case during evaluation
- `length()` returns the length of the string
- `replace(char1, char2)` replaces `char1` with `char2` in a `String`
- `substring(start, end)` returns a new string having the same characters as the substring that begins at index `start` of this string though, but not including, index `end` of the string.
- `toLowerCase()` returns a new string having the same characters, but in all lower case
- `toUpperCase()` returns a new string having the same characters, but in all upper case

Miscellaneous

- `Integer.parseInt(str)` returns `str` as an `int`
- `Double.parseDouble(str)` returns `str` as a `double`
- `(double)n` casts `n` to a `double`, assuming it can be cast

Input and Output

- `System.out.println(str)` prints `str` to the console
- `new Scanner(inStrm)` creates an instance of a `Scanner` object that takes its input from the specified input stream. `System.in` is the input stream from the console.

Scanner methods

- `next()` reads in the next word
- `nextInt()` reads in an `int` value
- `nextLine()` reads in the next line

GUI and Applet/JApplet methods

ActionEvent methods

- `getActionCommand(str)` returns the `String` identifying the command from the event.

JButton methods

- `addActionListener(this)` adds the `ActionListener` to “this” component to receive action events

JLabel and JTextField methods

- `getText()` gets the text from an input component
- `setText(str)` sets the text on the face of the component

Component methods

- `setVisible(flag)` sets the component to be visible if `flag` is `true`, and not visible if `flag` is `false`
- `setBackground(color)` sets the background color of the container to `color`. Color constants look like `Color.BLUE`, `Color.GRAY`, etc.

Container methods

- `add(component)` method that adds the component `component` to the applet container

static methods

- `JOptionPane.showInputDialog(str)` displays the message `str` and a text field in a dialog box. Returns the user input in the text field as a `String`
- `JOptionPane.showMessageDialog(null, str)` displays the message `str` in a dialog box