

# Java 1.5 Cheat Sheet

## Create a new object instance

```
StringBuffer buffer = new StringBuffer(128);
```

## Output a string to standard output

```
System.out.println("Some string");
```

## Create a new object using generic types (array list that holds strings)

```
ArrayList<String> list = new ArrayList<String>();
```

## For Each Loop (loop over any Iterable object, or array this way)

```
String[] spaghetti = { "a", "b", "c"};
```

```
for (String noodle : spaghetti) {  
    System.out.println(noodle);  
}
```

## JavaDocs Example

```
/**  
 * HTML Description here  
 * @author Bob  
 * @version 1.0  
 * @see java.lang.String  
 */  
public class Foo {  
    /**  
     * Method description  
     * @param arg1 The first arg  
     * @param arg2 The second arg  
     * @throws FooException if things are bad  
     * @return what it returns  
     */  
    public String bar(int arg1, int arg2) throws FooException { }  
}
```

## Enum Example

```
public enum Day { SUN, MON, TUE, WED, THU, FRI, SAT }
```

```
public void checkDay(Day d) {  
    if (d == Day.FRI) {  
        System.out.println("Yippie!");  
    }  
}
```

## Annotations Example

```
/** Use to define a license for an annotated element */  
public @interface License {  
    String value();  
}
```

```
@License("GPL")  
public class MyGPLLicensedClass { ... }
```

## Main - Hello World

```
public class TestRun {  
    public static final void main(String[] args) {  
        System.out.println("Hello World.");  
    }  
}
```