

# Computer Science E-76

## Building Mobile Applications

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Lecture 2: [Android] Java Primer  
February 8, 2011

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## **API:**

<http://java.sun.com/javase/6/docs/api/>

## **Tutorial:**

<http://java.sun.com/docs/books/tutorial/java/TOC.html>

Java

Documentation

- Begin with letters, \$, or \_
- Subsequent characters also can be numbers
- Case sensitive
- No spaces

**name**

**firstName**

**phoneNumber**

Variables

Naming

<code>abstract</code>	<code>continue</code>	<code>for</code>	<code>new</code>	<code>switch</code>
<code>assert</code>	<code>default</code>	<code>goto</code>	<code>package</code>	<code>synchronized</code>
<code>boolean</code>	<code>do</code>	<code>if</code>	<code>private</code>	<code>this</code>
<code>break</code>	<code>double</code>	<code>implements</code>	<code>protected</code>	<code>throw</code>
<code>byte</code>	<code>else</code>	<code>import</code>	<code>public</code>	<code>throws</code>
<code>case</code>	<code>enum</code>	<code>instanceof</code>	<code>return</code>	<code>transient</code>
<code>catch</code>	<code>extends</code>	<code>int</code>	<code>short</code>	<code>try</code>
<code>char</code>	<code>final</code>	<code>interface</code>	<code>static</code>	<code>void</code>
<code>class</code>	<code>finally</code>	<code>long</code>	<code>strictfp</code>	<code>volatile</code>
<code>const</code>	<code>float</code>	<code>native</code>	<code>super</code>	<code>while</code>

[http://java.sun.com/docs/books/tutorial/java/nutsandbolts/\\_keywords.html](http://java.sun.com/docs/books/tutorial/java/nutsandbolts/_keywords.html)

Variables

Reserved Words

**byte**  
**short**  
**int**  
**long**  
**float**  
**double**  
**boolean**  
**char**

Variables

Primitive Types

# String BigDecimal

Variables

Objects

```
int[] grades;  
grades = new int[15];
```

Variables

Arrays

```
if (boolean) {  
    // perform this code  
} else {  
    // otherwise, run this  
}
```

Control Flow

If-else statements



```
switch (variable) {  
    case 1: //code  
        break;  
    case 2: //code  
        break;  
    default: //code  
}
```

Control Flow

Switch

```
while (boolean) {  
    // code  
}
```

Control Flow

While Loops

```
for (init.; term.; update) {  
    // code  
}
```

Control Flow

For Loops

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