

Classes

Available fields and methods and examples on how to use them

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Object

Parent class of all Java objects.

Parent

None (and itself at the same time, don't question it)

Variables and Functions

| Name | Type | Info |
|-----------------------|-------------------------|---|
| toString() | String | Tag collection type. |
| equals(Object other) | boolean | Checks equality with another object. |
| hashCode() | int | Hash code of this object. It is used to optimize maps and other things, should never be used for object equality. |
| class | Class | Object's type/class. |

String

Class of string objects, such as "abc" (and in JS 'abc' works as well)

Parent

[Object](#)

Variables and Functions

| Name | Type | Info |
|---|-------------------------|---|
| empty | boolean | Returns if string is empty a.k.a <code>string === ""</code> |
| <code>toLowerCase()</code> | String | Returns a copy of this string, but with all characters in upper case |
| <code>toUpperCase()</code> | String | Returns a copy of this string, but with all characters in lower case |
| <code>equalsIgnoreCase(String other)</code> | boolean | Hash code of this object. It is used to optimize maps and other things, should never be used for object equality. |
| <code>length()</code> | int | Number of characters |
| <code>charAt(int index)</code> | char | Single character at index |

Primitive Types

Information

Primitive types are objects that don't have a real class and don't inherit methods from [Object](#).

All primitive types

| Type | Java class | Info |
|---------|------------|--|
| void | Void | No type |
| byte | Byte | 8 bit decimal number. |
| short | Short | 16 bit decimal number. |
| int | Integer | 32 bit decimal number, most common decimal type. |
| long | Long | 64 bit decimal number. |
| float | Float | 32 bit floating point number. |
| double | Double | 64 bit floating point number. |
| char | Character | Single character in String such as 'a' or '-'. <code>'a'</code> <code>'-'</code> |
| boolean | Boolean | Only <code>true</code> and <code>false</code> values. Can be checked in if function without comparing to true, as <code>if (x)</code> or <code>if (!x)</code> instead of <code>if (x == true)</code> or <code>if (x == false)</code> . |