Classes

Available fields and methods and examples on how to use them

- Object
- String
- Primitive Types

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 `string === ''`
toLowerCase()	String	Returns a copy of this string, but with all characters in upper case
toUpperCase()	String	Returns a copy of this string, but with all characters in lower case
equalsIgnoseCase(String other)	boolean	Hash code of this object. It is used to optimize maps and other things, should never be used for object equality.
length()	int	Number of characters
charAt(int index)	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 `'-'`.
boolean	Boolean	Only `true` and `false` values. Can be checked in if function without comparing to true, as `if (x)` or `if (!x)` instead of `if (x == true)` or `if (x == false)`.