

Appendix: Shortened API documentation for exam of Application Development.

This documentation is based on docs.oracle.com/javase/8/docs/api

java.lang

Class Math

Field Summary

static double	<u>E</u> The <code>double</code> value that is closer than any other to e , the base of the natural logarithms.
static double	<u>PI</u> The <code>double</code> value that is closer than any other to π , the ratio of the circumference of a circle to its diameter.

Method Summary

static double	<u>abs</u> (double a) Returns the absolute value of a <code>double</code> value.
static double	<u>cos</u> (double a) Returns the trigonometric cosine of an angle.
static double	<u>exp</u> (double a) Returns Euler's number e raised to the power of a <code>double</code> value.
static double	<u>hypot</u> (double x, double y) Returns $\text{sqrt}(x^2 + y^2)$ without intermediate overflow or underflow.
static double	<u>log</u> (double a) Returns the natural logarithm (base e) of a <code>double</code>

	value.
static double	<u>pow</u> (double a, double b) Returns the value of the first argument raised to the power of the second argument.
static double	<u>random</u> () Returns a <code>double</code> value with a positive sign, greater than or equal to 0.0 and less than 1.0.
static int	<u>round</u> (float a) Returns the closest <code>int</code> to the argument.
static double	<u>sin</u> (double a) Returns the trigonometric sine of an angle.
static double	<u>sqrt</u> (double a) Returns the correctly rounded positive square root of a <code>double</code> value.
static double	<u>tan</u> (double a) Returns the trigonometric tangent of an angle.

Class Graphics

Constructor Summary

protected	<u>Graphics</u> () Constructs a new Graphics object.
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Method Summary

abstract void	<u>drawArc</u> (int x, int y, int width, int height, int startAngle, int arcAngle) Draws the outline of a circular or elliptical arc covering the specified rectangle.
abstract void	<u>drawLine</u> (int x1, int y1, int x2, int y2) Draws a line, using the current color, between the points (x1, y1) and (x2, y2) in this graphics context's coordinate system.
abstract void	<u>drawOval</u> (int x, int y, int width, int height) Draws the outline of an oval.
void	<u>drawRect</u> (int x, int y, int width, int height) Draws the outline of the specified rectangle.
abstract void	<u>drawString</u> (<u>AttributedCharacterIterator</u> iterator, int x, int y) Draws the text given by the specified iterator, using this graphics context's current color.
abstract void	<u>drawString</u> (<u>String</u> str, int x, int y) Draws the text given by the specified string, using this graphics context's current font and color.

abstract void	<u>fillArc</u> (int x, int y, int width, int height, int startAngle, int arcAngle) Fills a circular or elliptical arc covering the specified rectangle.
abstract void	<u>fillOval</u> (int x, int y, int width, int height) Fills an oval bounded by the specified rectangle with the current color.
abstract void	<u>fillRect</u> (int x, int y, int width, int height) Fills the specified rectangle.
abstract <u>Color</u>	<u>getColor</u> () Gets this graphics context's current color.
abstract void	<u>setColor</u> (<u>Color</u> c) Sets this graphics context's current color to the specified color.

Class ArrayList

Constructor Summary

[ArrayList](#)()

Constructs an empty list with an initial capacity of ten.

[ArrayList](#)(int initialCapacity)

Constructs an empty list with the specified initial capacity.

Method Summary

boolean	<u>add</u> (<u>E</u> e) Appends the specified element to the end of this list.
void	<u>add</u> (int index, <u>E</u> element) Inserts the specified element at the specified position in this list.
void	<u>clear</u> () Removes all of the elements from this list.
boolean	<u>contains</u> (<u>Object</u> o) Returns true if this list contains the specified element.
<u>E</u>	<u>get</u> (int index) Returns the element at the specified position in this list.
int	<u>indexOf</u> (<u>Object</u> o) Returns the index of the first occurrence of the specified element in this list, or -1 if this list does not contain the element.
boolean	<u>isEmpty</u> () Returns true if this list contains no elements.
<u>E</u>	<u>remove</u> (int index) Removes the element at the specified position in this list.

boolean	<u>remove</u> (<u>Object</u> o) Removes the first occurrence of the specified element from this list, if it is present.
<u>E</u>	<u>set</u> (int index, <u>E</u> element) Replaces the element at the specified position in this list with the specified element.
int	<u>size</u> () Returns the number of elements in this list.

Class String

Method Summary

char	<code>charAt</code> (int index) Returns the char value at the specified index.
int	<code>compareTo</code> (String anotherString) Compares two strings lexicographically.
int	<code>compareToIgnoreCase</code> (String str) Compares two strings lexicographically, ignoring case differences.
String	<code>concat</code> (String str) Concatenates the specified string to the end of this string.
boolean	<code>contains</code> (CharSequence s) Returns true if and only if this string contains the specified sequence of char values.
boolean	<code>endsWith</code> (String suffix) Tests if this string ends with the specified suffix.
boolean	<code>equals</code> (Object anObject) Compares this string to the specified object.
boolean	<code>equalsIgnoreCase</code> (String anotherString) Compares this String to another String , ignoring case considerations.
int	<code>indexOf</code> (int ch) Returns the index within this string of the first occurrence of the specified character.
int	<code>indexOf</code> (String str) Returns the index within this string of the first occurrence of the specified substring.
boolean	<code>isEmpty</code> ()

	Returns true if, and only if, <code>length()</code> is 0.
int	<code>lastIndexOf</code> (int ch) Returns the index within this string of the last occurrence of the specified character.
int	<code>lastIndexOf</code> (String str) Returns the index within this string of the rightmost occurrence of the specified substring.
int	<code>length</code> () Returns the length of this string.
boolean	<code>startsWith</code> (String prefix) Tests if this string starts with the specified prefix.
String	<code>substring</code> (int beginIndex) Returns a new string that is a substring of this string.
String	<code>substring</code> (int beginIndex, int endIndex) Returns a new string that is a substring of this string.
String	<code>toUpperCase</code> () Converts all of the characters in this String to upper case using the rules of the default locale.

javax.swing

Class JTextField

```
public class JTextField
extends JTextComponent
```

Method Summary

void	<code>copy()</code> Transfers the currently selected range in the associated text model to the system clipboard, leaving the contents in the text model.
void	<code>cut()</code> Transfers the currently selected range in the associated text model to the system clipboard, removing the contents from the model.
int	<code>getSelectionEnd()</code> Returns the selected text's end position.
int	<code>getSelectionStart()</code> Returns the selected text's start position.
<code>String</code>	<code>getText()</code> Returns the text contained in this <code>TextComponent</code> .
<code>String</code>	<code>getText(int offs, int len)</code> Fetches a portion of the text represented by the component.
boolean	<code>isEditable()</code> Returns the boolean indicating whether this <code>TextComponent</code> is editable or not.
void	<code>setEditable(boolean b)</code> Sets the specified boolean to indicate whether or not this <code>TextComponent</code> should be editable.
void	<code>setSelectedTextColor(Color c)</code>

	Sets the current color used to render the selected text.
void	<code>setSelectionColor(Color c)</code> Sets the current color used to render the selection.
void	<code>setSelectionEnd(int selectionEnd)</code> Sets the selection end to the specified position.
void	<code>setSelectionStart(int selectionStart)</code> Sets the selection start to the specified position.
void	<code>setText(String t)</code> Sets the text of this <code>TextComponent</code> to the specified text.

javax.swing

Class JButton

```
public class JButton
extends AbstractButton
```

Method Summary

<code>String</code>	<code>getText()</code> Returns the button's text.
void	<code>setText(String t)</code> Sets the button's text.
boolean	<code>isSelected()</code> Returns the state of the button. True if the toggle button is selected, false if it's not.
void	<code>setIcon(Icon defaultIcon)</code> Sets the button's default icon. This icon is also used as the "pressed" and "disabled" icon if there is no explicitly set pressed icon.

Class Integer

Method Summary

int	<code>compareTo</code> (<code>Integer</code> anotherInteger) Compares two <code>Integer</code> objects numerically.
double	<code>doubleValue</code> () Returns the value of this <code>Integer</code> as a double.
boolean	<code>equals</code> (<code>Object</code> obj) Compares this object to the specified object.
int	<code>intValue</code> () Returns the value of this <code>Integer</code> as an <code>int</code> .
static int	<code>parseInt</code> (<code>String</code> s) Parses the string argument as a signed decimal integer.
static int	<code>parseInt</code> (<code>String</code> s, int radix) Parses the string argument as a signed integer in the radix specified by the second argument.
<code>String</code>	<code>toString</code> () Returns a <code>String</code> object representing this <code>Integer</code> 's value.
static <code>String</code>	<code>toString</code> (int i) Returns a <code>String</code> object representing the specified integer.
static <code>String</code>	<code>toString</code> (int i, int radix) Returns a string representation of the first argument in the radix specified by the second argument.

Class Double

Method Summary

int	<code>compareTo</code> (<code>Double</code> anotherDouble) Compares two <code>Double</code> objects numerically.
double	<code>doubleValue</code> () Returns the double value of this <code>Double</code> object.
boolean	<code>equals</code> (<code>Object</code> obj) Compares this object to the specified object.
int	<code>intValue</code> () Returns the value of this <code>Double</code> as an <code>int</code> (by casting to type <code>int</code>).
static double	<code>parseDouble</code> (<code>String</code> s) Returns a new double initialized to the value represented by the specified <code>String</code> , as performed by the <code>valueOf</code> method of class <code>Double</code> .
<code>String</code>	<code>toString</code> () Returns a string representation of this <code>Double</code> object.
static <code>String</code>	<code>toString</code> (double d) Returns a string representation of the double argument.