Java

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Coding

- Public class: Kinematics
  - Eclipse works in classes, packages, and projects
- Values are often "strings"
  - Convert letters to numbers and vice versa
  - Using strings and doubles
- Text fields: fields in the pop up interface for the user to enter data
- Error Checking:
  - Valid data, pops up a window when incorrect data is entered
    - i.e. a letter, character, or no entry at all
- Algorithm
  - Choosing the right formula to use using "if" and "else if:"
Grammar

- **public**
  - Allows it to be used by all the codes
- **double**
  - precise number
- **int**
  - integers: 1,2,3,4....
- **void**
  - receives data but gives no output
- **if**
  - if something use this
- **else if**
  - if not "if" then use this
- **try**
  - try the formula
- **catch**
  - catches the problem after trying it